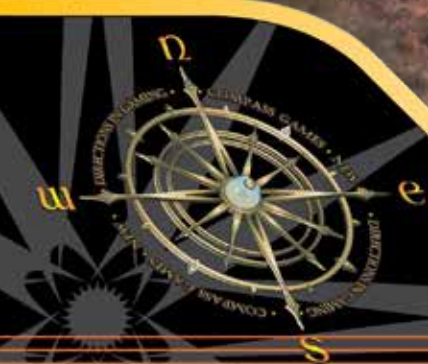


# Revolution Road

*From Boston  
to  
Concord*



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

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## 1.0 Background

Restrictions on local government stemming from a reaction to King Philip's War in the mid-1600s led to taxation to cover the enormous debts incurred by the French and Indian War in the mid-1700s. Primarily the British government expected the colonies to help bear the expense of the standing army that remained in America for its protection. At the same time, the elimination of the threat posed by the French in Canada suddenly made the British army seem less necessary to the colonies, its presence and cost an unwelcome and unneeded burden. Many men came to believe that the colonies had borne the foremost part in the conflict with very slight assistance from the mother country, that their men and money had been freely contributed and every demand of the English government promptly complied with. Needless to say, the British government did not see things the same way and from that conflicting vision of history and a hundred others rose the spirit of rebellion on the one hand and the reflexive need to crush it on the other. Lack of colonial representation in London sparked an independence movement that smoldered until it ignited the Massachusetts conflagration in the Spring and Summer of 1775. In this New England bloodletting we see the origin of America's War for Independence.

## 2.0 Game Board

The game board is comprised of two parts, the map of the playing area depicting the countryside of Massachusetts between Boston and Concord, and the various tracks and player aids used to record and provide information for the players.

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

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

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On April 19th, 1775, approximately seven hundred British regulars marched from Boston with orders to capture Samuel Adams and John Hancock, members of the Sons of Liberty, leaders of the independence movement. The British commander, Lt. Col. Smith, was also determined to capture or destroy Patriot weapons stores in Concord. The British intended this mission to surprise the Patriot revolutionaries but Patriot spies learned of the British plans. Nightriders Paul Revere, William Dawes and Dr. Samuel Prescott rode out to spread the alarm to the countryside in advance of the British column. Forewarned, Adams and Hancock escaped while trained minutemen gathered to meet the threat in Lexington giving the local militia time to hide most of their arms.

In the ensuing Lexington skirmish the first patriots (or rebels, depending on your point of view) fell marking this as the start of the American Revolution. The troops continued to Concord where they met a stronger militia force which forced them to retreat. In their withdrawal to Boston the redcoats fought a running battle costing them nearly 250 casualties. The Patriots had 90 casualties. Local militia poured into the area and within two months 15,000 Patriot soldiers surrounded the British expeditionary force in Boston.

From Boston to Concord lets players simulate the events of April 19th, 1775 as they see fit. The player controlling the forces under the command of Lt. Col. Smith must get to Concord and attempt to find and confiscate illegal arms hidden throughout the Boston countryside while also seeking to capture the two prominent rebel leaders Samuel Adams and John Hancock. The player controlling the forces of the rebel Patriots will send out their Nightriders in advance of the approaching British Regulars in an effort to raise the alarm allowing area minutemen and militia to form and impede the regulars by any means necessary - even if it means the start of a war.

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

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



# *Revolution Road - Living Rules as of 8/30/2017*

**Draw and Discard Area** – There are 22 Revolutionary Road cards included in the game. Use these to form the draw deck by shuffling and placing them in the draw area. Each card drawn from the deck is placed face-up on the discard pile. Revolutionary Road cards determine the number of Actions players are allowed to make during the current turn. They also determine random results for certain game functions. If the deck runs out, reshuffle the discard pile and return it to the draw pile.

**Action Tracks** – Both sides have Action and Reserve Action Tracks. The Action Track allows for a maximum of five Actions. The Reserve Action Track allows for a maximum of two Reserve Actions. Players use Actions and Reserve Actions during the Game Turn to perform game related functions. When the Action Track for both players indicates that no Actions remain the current game turn ends. Any Reserve Actions a player has left over when his Action Track reaches zero may not be used that turn and carry over to the next turn.

**List of Player Actions** – There are 15 Actions that players are allowed to use in From Boston to Concord and they are listed on the game board. Each Action references the section of the rule book that describes it. Next to each Action is a space for a British Flag and a Patriot Flag. If a player's flag is depicted next to the Action, that player is allowed to perform the Action. The player actions can also be found on the Action Summary sheet.

**Gather and Alert Markers** – This area explains the icons used to assist players with musters and alerts. Regions where mustering may occur have Muster Icons (4.3) Areas on the map edge where outlying units enter the map have Alert Icons (4.6).

## *3.0 Game Map*

The Game Map is separated into areas delineated by border lines and blue water areas. These areas are called regions. Units located in regions perform various Actions related to either maneuver or combat. Regions sharing a common border are considered to be adjacent [A and B]. Movement between regions is allowed if the regions are adjacent. Combat may occur in a region if opposing units occupy the region or if an attack comes from an adjacent area.

Lines passing over border lines and rivers depict roads. Roads are necessary for certain movement Actions.

Regions bordered by a dark blue water area are adjacent only if a road bisects the border [B and D are adjacent, C and D are not]. Regions bordered by light blue water areas are considered adjacent [Elm Brook and Hobb Brook not shown here].

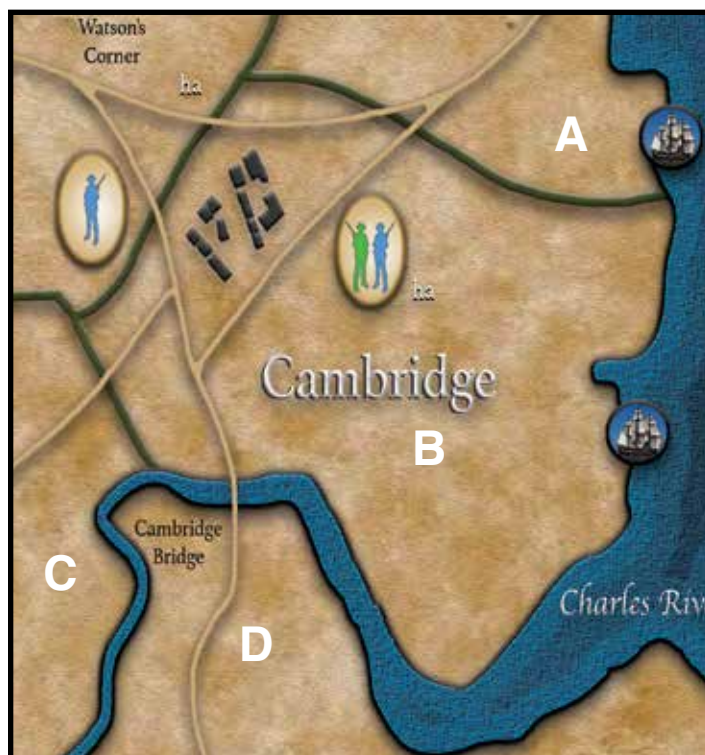
Regions containing a name are town regions [B].

There are two regions that have a naval landing icon [A and B]. British Regulars may be landed in these regions on the first turn of the game.

Patriot units may not enter the Boston region. British units in the Boston region may not be targeted by any Patriot Action.

Patriot units may not enter the Charlestown region if it contains any unbroken British Regulars.

There is no limit to the number of units allowed in a region.





## 4.0 Playing Pieces

The playing pieces used with From Boston to Concord are made up of Markers and Counters. Counters, also referred to as “units”, are placed in regions and represent military units, their leaders and prominent revolutionaries known as the Sons of Liberty. Markers are placed on the game tracks to indicate values on the tracks. Markers are placed in regions as indicators that certain Actions have taken place.

### 4.1 Military Units

Military Units refer to a formation of soldiers. The counters used for military units are two-sided and have a strength point number on their **unbroken** side. This represents a unit that functions near or at its normal efficiency. The strength point number is equal to the amount of dice the unit rolls in combat. The reverse face of a unit is referred to as its **broken** side. Broken units have no strength points. This represents a unit that has been in battle and suffered a loss of cohesion sufficient to render the unit temporarily incapable of combat Actions. At the end of the game, broken units may be worth victory points for their opponent.

If a hit is assigned to an unbroken unit, it is flipped to its broken side. If a hit is applied to a broken unit, it is considered destroyed and removed from the map. Note that a destroyed unit does not mean that all the soldiers in the unit have been killed or wounded. It represents the point where the unit has suffered enough losses of soldiers and cohesion that the unit abandons the battlefield. Destroyed units are worth victory points for their opponent.

Broken Patriot units may not voluntarily enter a region containing British Regulars. Broken Patriot units moving without a leader may only move towards Concord. Broken British Regulars moving without a leader may not voluntarily enter an area containing Minutemen units. Broken British Regulars without a leader may only move towards Boston.

Players may use the Rally Action if they have a leader in the same region as a broken unit (6.8) to flip it back to its unbroken side.



**British Regulars**

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

Unbroken British Regular units are worth 2 strength points in battle; 0 strength points if broken. In combat, British Regulars score a hit when a 4, 5, or 6 is rolled.



**Field Cannon**

*The relieving force from Boston under Percy brought a small field cannon. Cannon fire tended to panic the untrained revolutionary militia.*

The Field Cannon used in From Boston to Concord has no combat strength, however it provides the British player with some unique advantages. It must always be accompanied by a British Regular when moving or attacking.

During movement, if the cannon enters a space with Patriot Militia or Minutemen, it immediately breaks one of those units. The Patriot player chooses which unit to break. If, after breaking the unit, the Patriot player does not have unbroken military units equal to at least half of the moving British force, the British force may continue moving normally (see 6.4). In the event the cannon enters more than one region during its movement, only the first region entered containing Patriot units must break a unit.

**When used in Attack or Assault combat the Field Cannon automatically breaks one Militia unit before combat commences even if defending.**

When the Patriot player elects to retreat before combat the British player has the option to advance into any adjacent area of his choice with the cannon and any other troops moving with it, but it must be accompanied by at least one Regular. It need not be moved into the space the retreating troops entered but it may if desired. When it is activated, the cannon can only break one unit when moving and only break one unit when involved in combat. It has no effect on already broken units. If the cannon is assigned a hit, or is alone in a region with unbroken Patriot units, it is destroyed.

If the cannon is used in a Charge Action, the Patriot player must break three units instead of the usual two. There is no special advance move after a charge. (6.3)

# Revolution Road - Living Rules as of 8/30/2017




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

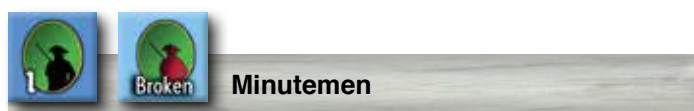
Unbroken militia units have one of three different strength point values; zero, one, or two. Broken, militia units have zero strength points.

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

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

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

In combat, Patriot Militia score a hit when a 5 or 6 is rolled.



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

Unbroken minutemen are worth one strength point in battle; zero strength points if broken. A Minuteman can retreat before combat and, if paired with a Militia unit, the Militia unit may retreat before combat with the Minuteman. In both instances, follow the rules regarding retreat before combat. In combat, Minutemen score a hit when a 5 or 6 is rolled.

## 4.2 Leaders

Leaders are two-sided. The top face of a leader is referred to as its healthy side. The reverse face of a leader is referred to as its wounded side. At the end of the game, wounded leaders may be worth victory points for their opponent. Leaders are needed to perform certain Actions. Wounded Leaders may still perform the Rally Action.



If a hit is assigned to a healthy leader, it is flipped to its wounded side. If a hit is applied to a wounded leader, it is considered killed and removed from the map. Killed leaders are worth victory points for their opponent. A wounded leader may never be flipped back to its healthy side.

## 4.3 Gather Markers



*Colonists in the New England area had prearranged meeting places within settlements where armed colonials would gather together at a moment's notice to defend themselves in times of crisis.*

Gather Markers are used to indicate the location of these meeting places and can be identified by the tavern ale symbol on one side of the counter. The flip side of a Gather Marker is known as its Mustering side, or just Muster Marker. At the start of the game, one Gather Marker is placed in each region that has a Muster Icon. The marker placed in Charlestown starts the game on its Mustering side.

Any Nightrider activated with the Call to Arms Action (6.12) that is in the same region as a Gather Marker may use one of their available Activity Points to alert the region. This flips the Gather Marker to its Muster side.

**A Gather Marker may never be flipped if an unbroken British Regular is in the region, nor can a Muster Marker ever be flipped back to its Gather side.**

**Units under Gather/Muster/Alert Markers may not be activated with actions.**



**Mustering Icons**

Gather Markers may also be flipped to their Muster side as the result of British unit movements. If all British units leave a region that has a Gather Marker as a result of movement or battle, the Gather Marker is flipped to its Mustering side.

Because of their speed when forming, any minutemen that muster in the town region as indicated by the region's Gather Icon must be immediately placed in or within two regions of the alerted town. In other words, as soon as a Gather Marker is flipped to its Mustering side, any Minutemen under the Marker immediately become active and get a free move up to two regions away. This does not cause a Move Marker to be placed. They may be activated later on the same turn.



## 4.4 Sons of Liberty and Nightriders

For game purposes there are two Sons of Liberty, John Hancock and Samuel Adams, who were prominent leaders of the Sons of Liberty. At times throughout the rules, Sons of Liberty can refer to only John Hancock and Samuel Adams. There are three Nightriders in the game, Paul Revere, William Dawes, and Samuel Prescott. The Nightriders are used to alert towns and outlying areas. All of these units are two sided. The top face indicates that the unit is under the control of the Patriot player. The reverse face indicates that the unit has been captured and is in the control of the British player. At the end of the game, captured units are worth victory points for the British player. As long as a captured unit has not reached Boston, the Patriot Player has an Action available to make an Escape Capture attempt for it (6.10). At the end of each turn, the British player may move all captured units toward Boston from zero to two regions.

Nightriders and Sons of Liberty do not move like ordinary military or leader units.



**The Nightriders**



**The Sons of Liberty**

*Three horsemen rode through the countryside during the night ahead of the approaching British Regulars to spread the word that the 'Regulars were coming!' They would never have shouted the commonly accepted 'the British are coming' because at that time everyone was British. The most famous of these is Paul Revere, but William Dawes and Samuel Prescott also spread the word, alerting the minutemen and militia to form before the approaching British.*

Nightriders are only activated by using the Call to Arms Action (6.12). This Action activates all active Nightriders and awards each one four Activity Points that may be used for movement and/or flipping Gather and Alert Markers. Nightriders never participate in combat of any kind. One Activity Point will allow a Nightrider to move to one adjacent area or to muster units under a Gather Marker.

*When crossing a light blue stream border without a road, it requires two Action points for Nightriders. Sons of Liberty may only move a total of one region (they must begin their move on one stream side and move to the directly opposite stream side).*

*The Sons of Liberty was an underground group of agitators that were opposed to British rule. Two of these leaders were John Hancock and Samuel Adams. The British were perhaps as concerned with finding and capturing Hancock and Adams as they were confiscating arms and ammunition on their march to Concord.*

John Hancock and Samuel Adams use the following rules:

- 1) They move using the Move Action, but other units may not move during that Move Action.
- 2) They may move up to a maximum of two regions which need not be along a road unless crossing a river. Put a Moved Marker on them once moved.
- 3) They do not provide any benefits that leaders provide.
- 4) Hancock and Adams never participate in combat of any kind, nor can they be killed.
- 5) If Hancock or Adams, or both, are in a region with British Regulars they may be subject to Capture (6.9, 7.1, 7.2).

## 4.5 Muster Markers



*It took time for the militia to form once the call to arms was raised.*

The Muster Marker is on the flip side of the Gather Marker. It is recognized by the three soldier silhouettes. This indicates that the units under a Gather Marker have been alerted and are preparing for Action. At the end of each game turn, remove any Muster Markers on the game board in areas that **do not contain a British Regular or a Hinder Muster Marker** to reveal the units beneath the Muster Marker. These units are now active and may move normally in subsequent Actions. A Muster Marker may never be flipped back to its Gather side.

## 4.6 Alert Markers



*Not all of the Militia units gathered in the settlements shown on the map. As an alert was spread, militia also gathered in settlements located off-board.*

Patriot units that arrive from off-map locations are indicated by diamond shaped Alert Marker Icons along the map edge. A Nightrider that has moved off a map edge still activates with a Call to Arms Action. This allows the Patriot player to remove one Alert Marker from the same map edge and reveal the Patriot units beneath it as indicated by the Alert Marker Icon. The units are considered to be in an adjacent off-board region and must pay the appropriate movement cost to enter a region on the map.



## 4.7 Hidden Arms Markers



Hidden Arms Markers represent locations where caches of arms and ammunition may have been secreted away by the Patriots for later use if needed. General Gage was very interested in finding these caches and confiscating them.



There are 13 Hidden Arms Markers, one for most settlements except Boston. The Hidden Arms Marker for Concord is actually placed in the region adjacent to Concord containing Barrett's Farm and the Buttrick House. Cambridge has a second Hidden Arms Marker in an adjacent region. All spaces that receive a Hidden Arms Marker during game setup are labeled on the map with an "ha" designation. If there is a number after the "ha" (e.g. "ha5"), place the corresponding numbered Hidden Arms Marker in that region.



Hidden Arms Markers are two sided, one side showing the Patriot end game bonus victory points and the flip side showing the 'Searched' icon. Hidden Arms Markers are never removed from the map.



When the British player uses the Search Action in an attempt to find any hidden arm caches, the Hidden Arms Marker in the region is flipped to its 'Searched' side where it remains for the rest of the game.

At the conclusion of the game the Patriot player receives the bonus victory points shown on any Hidden Arms Markers on the board because the settlement was never searched by the British. **Hidden Arm markers with no number are worth 1 VP to the Patriots if not searched at game end.**

## 4.8 Moved and Fired Markers



Units may only move and participate in combat once each turn. Moved Markers are placed on units that moved. Fired Markers are placed on units that participated in combat. Units that have performed both functions during the turn, instead of using both a Moved and a Fired Marker, are given a single Moved/Fired Marker.



The Moved/Fired Marker is located on the reverse side of both Moved Markers and Fired Markers. Markers need not be placed on each unit. Units with similar status may be stacked or grouped near each other, thus requiring the use of only one Marker.



## 5.0 Turn Sequence

From Boston to Concord is played in a series of turns with each turn split into segments that players follow in a specific sequence. **Note: Before the first turn of the game the Patriot player takes a free Call to Arms Action and places Moved Markers on his Nightriders (6.12)**

The segments making up the turn sequence are:

### 5.1 Obtain Action Points

### 5.2 Perform Actions

### 5.3 End Turn

### 5.1 Obtain Action Points

Each of the 15 Actions that players are allowed to use in From Boston to Concord requires the expenditure of an Action point. The number of Action points available for each player is listed on the Game Card that is revealed at the start of each turn.

Cards in Revolution Road are split in half on the diagonal; one half contains information for the Patriot player and one half contains information for the British player.

Each player has a number of Actions that are available for use during the turn. The number of British player Actions is in the red circle on the card. The number of Patriot player Actions is in the blue circle on the card.

The black oval in the center of the card may or may not contain a number of hash marks. This represents the results of random checks performed in the game. Some Actions performed in Revolution Road succeed or fail based on the contents of the oval.

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



Place the British Action Marker on the British Action Track number indicated by the current turn card. Place the Patriot Action Marker on the Patriot Action Track indicated by the current turn card.

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

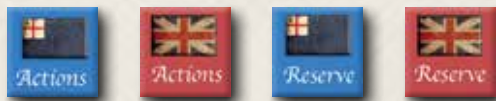


## 5.2 Perform Actions

The player with the highest number of Actions (not including any Reserve Actions) on the Action Track at the beginning of each turn performs the first Action of the turn. Players then alternate, moving their Action Track Markers down one space after performing the Action until they run out of Actions. If each player has the same amount of Actions at the start of a turn, roll a single die to determine who goes first. On even rolls the Patriot player goes first, on odd rolls the British player goes first.

When given the opportunity to perform an Action, the player must perform an Action, even if it is the Pass Action.

When a player's Action Marker is on the 0 space and their opponent has Actions left on their track, their opponent uses any remaining Actions until their Action Marker is also on the 0 space and then the turn ends.



### Reserve Actions

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

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

Reserve Actions do not count towards the number of Actions a player has. Reserve Actions are obtained by performing the Plan Action (6.13).

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

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

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

A Reserve Action is performed like any other Action after which it is the opponent's turn to perform an Action.

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

## 5.3 End Turn


At the end of each turn perform the following steps in order:


1. Remove any Muster Marker that is in a region where there are no unbroken British Regulars. The Muster Marker may not be removed if it has a Hinder Muster Marker on it.
2. Remove any Hinder (1) Markers from the board and they may once again be used with a future Hinder Action.
3. Flip any Hinder (2) Markers on the board to their Hinder (1) side.
4. Remove all Moved, Fired, Rally, Ambush, and Snipe Markers from the board.
5. If there are any captured Nightriders or Sons of Liberty, the British player **may** move them up to two regions toward Boston. Once in Boston they are considered permanently captured, are removed from the game, and may not attempt further escapes.
6. Advance the Turn Marker one space. The game ends at the conclusion of Turn 12.



## 6.0 Player Actions

During the Perform Actions game turn segment players spend one Action point to perform an Action. Following is a list of Actions that may be chosen.

Actions that the Patriot player may perform have a Patriot flag  next to them.

Actions that the British player may perform have a British flag  next to them.

### 6.1 Attack

The Attack Action allows a player's units in one selected region to attack enemy units in the same region (see 7.0 How to Conduct Combat). Not all eligible units need to be selected.

Attacking units must not have a Fired Marker. At the conclusion of the Attack, mark each unit that attacked or defended with a Fired Marker. If all defending units retreated before combat no Fired Markers are placed.

### 6.2 Assault

The Assault Action allows a player's units in one region to move to an adjacent region containing enemy units and then conduct an Attack in that region (see 7.0 How to Conduct Combat). The assaulting units must not have a Fired, Moved, or Moved/Fired Marker. At the conclusion of the Attack, mark each unit that attacked or defended with a Fired Marker; mark each unit that attacked with a Moved Marker. If all defending units retreated before combat no Fired Markers are placed on either side.

### 6.3 Charge

The Charge Action allows the British player (only) to charge the enemy.

The British player selects a region that must have:

- a minimum of one British leader
- a minimum of one unbroken British Regular that does not have a Moved or Fired Marker
- any number of Patriot units

All British units that do not already have a Moved or Fired Marker must participate in the Charge.

The British player applies one hit to one British unit involved in the charge and places a Moved/Fired Marker on all units involved in the charge.

The Patriot player may not retreat before combat and must distribute two hits to Patriot units in the region. If the British Field Cannon took part in the charge the Patriot player takes a third hit. The Patriot player must retreat all Patriot units in the region **that are broken** to an adjacent region. The Patriot player may optionally choose to retreat up to two Patriot leaders from the region where the Charge occurred. **Unbroken Patriot units may not be retreated.**

### 6.4 Movement

The Movement Action allows players to move units that do not already have a Moved Marker.

Nightriders and Sons of Liberty do not move like other Leaders or Military Units and have their own rules for movement (see 4.4, 6.12).

The player selects one region. Each Leader or Military Unit in the region owned by the player that does not have a Moved Marker may conduct movement. Not all eligible units need be selected. Any unit that conducts movement receives a Moved Marker at the conclusion of its movement.

Each selected unit may either **Scout** or **March**.

#### 6.4.1 Scout

Units that **Scout** may move to any adjacent region.

#### 6.4.2 March

Units that **March** may move up to two regions but must do so by moving along a connected road. They may not leave the road.

At the cost of breaking one moving unit at the end of the march, all moving units may force march along the road to a third region. Units may be dropped off along the road, but units may not be picked up during the move.





*Ambush, Snipe, and Rally Markers*

## 6.5 Assemble

The Assemble Action allows the Patriot to move all or some of his units to an adjacent region. Only units that do not have a Moved Marker may use the Assemble Action. Place a Moved Marker on the units that use the Assemble Action.

*The Patriot player may not use the 6.6 Ambush or 6.7 Snipe actions until the **Shot Heard 'Round the World** occurs (see 10.0).*

## 6.6 Ambush

The Ambush Action allows the Patriot player to attack two unbroken British Regulars that have moved and are both in the same region. No Patriot units are needed to perform this Action. The British Field Cannon cannot be targeted for an Ambush and does not count when adding British Regulars for eligibility.

The Patriot chooses a region that must:

- have at least two unbroken British Regulars (leaders and cannon do not count).
- have a Moved Marker on both targeted units.
- not already have an Ambush Marker.

One die is rolled for each unit chosen. A die result of 5-6 will break a British Regular. Place an Ambush Marker in the region.

British units must stop when entering a region that contains unbroken Patriot military units (not leaders) that number greater than or equal to half the number of all (broken and unbroken) British Regulars in the region.

Patriot units must stop when entering a region that contains any British Regulars (even broken ones) that number greater than or equal to half the number of all unbroken Patriot military units (not leaders).

## 6.7 Snipe

The Snipe Action allows the Patriot player to attack a large group of British units that have moved at least two spaces along a road using the March Action. No Patriot units are needed to perform this Action. The British Field cannon cannot be targeted for a Snipe and does not count when adding British units for eligibility.

The Patriot player chooses a region that:

- has four or more unbroken British Regulars or healthy Leaders with Moved Markers.
- the units must have moved at least 2 spaces along a road using March or Forced March movement.
- does not already have a Snipe Marker.

Roll one die for each unbroken/healthy British unit (except for the cannon) in the region. Each die result of 6 breaks a British Regular or wounds a British leader. Place a Snipe Marker in the region.

## 6.8 Rally

The Rally Action allows players to restore broken units to full health.

The Patriot player using the Rally Action may flip one broken unit in a region to its unbroken side for each leader present in the region and which has not already been used to rally a unit.

The British player using the Rally Action may flip two broken units in a region to their unbroken side for each leader present in the region and which has not already been used to rally a unit. Once Concord has been entered, Smith and Pitcairn may only flip one broken unit each.

Place a Rally Marker on the leader performing the rally.

## 6.9 Search / Capture

The British player uses the Search / Capture Action to search settlements for hidden arms and to capture Samuel Adams and/or John Hancock (see 8.1, How to Conduct a Search and 8.2, How to Conduct a Capture).



## 6.10 Escape Capture



The Patriot player uses this Action when a Sons of Liberty or Nightrider unit has been captured and wants to make an escape attempt. One captured counter may be selected per Action. A Sons of Liberty counter may not be selected on the turn of its capture.

Roll one die. If a 6 or higher is rolled the unit escapes. Flip the Sons of Liberty unit and place it in an adjacent region with a Moved Marker.

The Escape die roll is modified by +1 for each unbroken Patriot Militia or Minuteman in the same region as the captured counter and -1 for each unbroken British Regular in the region.

## 6.11 Hinder Actions



There are three separate Hinder Markers available in the game, two for the Patriot and one for the British. Each Marker has a 2 side and a 1 side. These numbers represent the amount of turns the marker will remain on the board if not removed by an opponent's Action.

The Hinder Action allows a player to spend an Action to place one of their Hinder Markers in a region or to remove one of their opponent's Hinder Markers from a region. In order for a player to place a Hinder Marker, it must be available for placement and not on the game map or Turn Track. If an Action is used to remove a Hinder Marker, remove the Hinder Marker from the map and place it on the next turn space of the Turn Track. That Hinder Marker will not become available again until the start of the following turn. If no Action is taken to remove a Hinder Marker, it will remain on the map board for two turns (see 5.3 End Turn).



### Hinder Movement

The Hinder Movement Action is available to the Patriot player only. Spend an Action to place the Hinder Movement Marker in any region on its 2 side. British units **moving into** an area with the Hinder Movement Marker must end their move in that region. British units in the region may move normally.

**Removal** – The British player may spend an Action to remove the Hinder Movement Marker. The removed marker is placed on the next turn space of the Turn Track and is not available for use again for the remainder of the turn.



### Hinder Search

The Hinder Search Action is available to the Patriot player only. Spend an Action to place the Hinder Search Marker on any Hidden Arms Marker. The Hinder Search Marker is placed on its 2 side. British units in the region with the Hinder Search Marker may not search for hidden arms.

**Removal** - The British player may spend an Action to remove the Hinder Search Marker. The removed marker is placed on the next turn space of the Turn Track and is not available for use again for the remainder of the turn.



### Hinder Muster

The Hinder Muster Action is available to the British player only. Spend an Action to place the Hinder Muster Marker on any Patriot Gather or Muster Marker. The Hinder Muster Marker is placed on its 2 side. The Patriot player may not flip a Gather Marker to its Muster side, nor can a Muster Marker be removed from play at the end of the turn if there is a Hinder Muster Marker on top of it.

**Removal** - The Patriot player may spend an Action to remove the Hinder Muster Marker. The removed Marker is placed on the next turn space of the Turn Track and is not available for use again for the remainder of the turn.

At the end of each turn and after the removal of any unhindered Patriot Muster Markers perform these steps in order:

- All Hinder Markers currently on the Turn Track are removed and become available for play.
- Any Hinder Markers on their 1 side still on the map are removed and become available for play.
- Any Hinder Markers on their 2 side that are on the map get flipped to their 1 side.

**NOTE:** Patriot Muster Markers are NOT REMOVED if there is also a Hinder Muster Marker on top of them at the end of that turn. Always remove unhindered Muster Markers prior to removing any Hinder Markers at the end of each turn.



### 6.12 Call to Arms



The Call to Arms Action allows the Patriot player to activate all available Nightriders (note that Samuel Prescott begins the game under the Lexington Gather Marker and is not available until Lexington is alerted or both Revere and Dawes are captured). Captured Nightriders may not be activated by the Call to Arms Action. Each Nightrider is assigned four Activity Points that are used to move and/or alert towns. Nightriders do not get a road movement bonus.

Each region a Nightrider enters costs one Activity Point. Flipping a Gather Marker to its Muster side also costs one Activity Point. Nightriders that have moved receive a Move Marker and may not move again during the turn.

Each time a Gather Marker is flipped by a Nightrider, the British player immediately rolls to see if the Nightrider is captured by a British patrol. No British units need be present for this to occur, in fact the presence of any British Regular prevents the Patriot player from mustering any men in the same area. A roll of 6 flips the Nightrider to its captured side and the rider remains in the town region. At the end of each turn, the British player moves any captured Nightriders up to two spaces toward Boston. He need not move them at all if he prefers. If a captured Nightrider reaches Boston it is removed from the game and the British will receive Victory Points for its capture.

A night rider may move into an area with British Regulars for one Activity Point but if it leaves an area containing at least one unbroken British Regular the Patriot player must

elect to either lose one additional Activity Point (time spent evading the British) or be subject to the British player making a capture roll as outlined above. For game play purposes, if both Dawes and Revere are captured before Lexington is alerted, Prescott (under the Lexington Gather Marker) becomes active on the turn following their capture.

Nightriders are prohibited from flipping the Gather Marker if there is an unbroken British Regular in the same area as the Marker. If an unbroken British regular moves into a space that has been mustered (has a flipped Gather Marker), the presence of the British Regular prevents the removal of the Marker at the end of the turn.

Nightriders may leave any of the top, left, and bottom map edges for one Activity Point. Having done so, they are placed in the Nightrider Box on that map edge. Nightriders that leave the map may not re-enter it. Starting on the following turn a Nightrider may remove one Alert Marker per turn located on the same map edge where it is located when the Call to Arms Action is taken. Any units underneath removed Alert Markers become available immediately.

At the beginning of the game, prior to the start of the first turn, the Patriot player takes a free Call to Arms Action. This costs no Action Points but the Nightriders get Moved Markers placed on them and the player may not use an additional Call to Arms Action that turn.

### 6.13 Plan



The Plan Action is used to acquire Reserve Actions.

Players may only use the Plan Action when their Action Marker is on the 1 space of the Action Track or if they ever find themselves in a position where they are UNABLE to take ANY legal Action other than the Pass Action (See 6.15: Pass). Using this Action earns one Reserve Action Marker for the player if one is available. Move the Action Marker down one space on the Action Track and increase the number of Reserve Actions for the player by 1. If the player's Action Marker was on the 1 space prior to using the Plan Action this ends the player's turn. Players may have a maximum of two Reserve Actions. If a player already has his maximum of two Reserve Actions and still has no legal Actions available to him he must use the Pass Action and move his Action Marker down one space on the Action Track.

### 6.14 Gather Intelligence



A player may use the Gather Intelligence Action by spending one Action point. Once per turn either player may secretly look at the top two cards in the draw deck and return them to their original place in the deck being careful not to change the order of the cards.

Note: This action can be especially helpful to the British seeking to gain VPs while searching but can also be helpful to the Patriot player in certain circumstances.

### 6.15 Pass



A player may spend an Action point to use the Pass Action to skip an Action Round and do nothing. If a situation occurs where a player finds himself in the position where he has no other possible Actions that can be performed, or he just doesn't want to perform one, he must select the Pass Action. Play then passes to his opponent. A player may use the Plan Action instead as long as that is the only other possible action he could perform and he doesn't already have his maximum of two Reserve Actions. If this is the case, he could have more than one Action left on his Action Track. This would be the only way a player could acquire a Reserve Action with more than one Action left on his track.

Example: The Patriot player has used all of his Actions that he wants to use but still has two or more Actions left on his Action Track. He has units that have already moved but have not fired and are located in the same area with British units. He **COULD** use the Attack Action but doesn't want to because he feels the combat results will be unfavorable to him so he spends an Action point on the Pass Action, moves his Action Marker down one space on the track, and his opponent is now given the choice to perform an Action. He could not choose the Plan Action in this case because he **DID** have other possible actions that he could have used but chose not to. On the other hand, if there were **NO LEGAL ACTIONS** available other than the Plan Action, a player could choose that instead up to his maximum of two Reserve Actions.

## 7.0 How to Conduct Combat

The Attack Action (6.1) and the Assault Action (6.2) trigger Combat. The player conducting Combat is the attacker; his opponent is the defender.

The defender may retreat any units he chooses before combat (7.1), even if they have a Moved Marker. If any of his units remain in the region, the defender then chooses any part or all of the units to participate in the combat, even if they have a Fired Marker. The defender may even elect to not have any unit actively participate at which point the defender will throw no dice in the combat.

**Important: During Combat, only place Fired Markers on units that use their strength points to contribute to the dice that are rolled in combat.**

The attacker then chooses to conduct either Simultaneous combat or face Defensive Fire. **If choosing Simultaneous Combat, the attacker must apply one hit prior to combat.**

**Simultaneous Combat** - When combat is conducted simultaneously, each player totals the strength points of their participating units and rolls that number of dice. Hits are totaled and each player applies the hits that were scored against them.

**Defensive Fire** - If the combat is not simultaneous, the defender totals the strength points of the defending units and rolls that number of dice. The attacker applies any hits scored by the defender. The attacker then totals the strength points of his remaining attacking units and rolls that number of dice. The defender now applies any hits scored by the attacker.

**Patriot hits are obtained on rolls of 5-6.**

**British hits are obtained on rolls of 4-6.**

**Applying Hits** - Players deal with each hit scored against them by applying the hits to their units and/or leaders in the combat region. A hit may be applied to an unbroken combat unit or healthy leader by flipping the counter to its other side. A hit may be applied to a broken unit or wounded leader by removing the counter from the game. Players may apply a hit to a leader even if other units are present. Hits must be applied to units that participated in the combat before hits are applied to any non-participating units in the region.

### 7.1 Retreats

**All retreats are optional except the retreat resulting from the Charge Action;** it must be carried out. The enemy's units may not pursue retreating units. Exception: see 4.1 under Field Cannon.



Retreating units must all move together to a region adjacent to the attacked region. They may not split up, nor may they retreat into a region from which an Assault was launched. Units may retreat into a region with enemy units but if they do so and there are unbroken enemy units in the region the retreating force must apply one additional hit after the retreat. If no legal retreat region exists the units must remain in place.

There are two types of retreats: retreat **before** combat and retreat **after** combat.

The defender may retreat some or all units before combat commences. He must do so before the attacking player states his decision regarding facing Defensive Fire or conducting Simultaneous Combat.

If all of the defender's units in the region retreat, the attacker has the option to use Opportunity Fire on Retreating Troops (OpFire). See 7.1.3.

***Retreating Patriot units must move towards Concord, if possible. Retreating British units must move towards Boston, if possible.***

### 7.1.1 Retreat Before Combat: Units That Have Not Moved

If the defender opts to retreat before combat with units that have not yet moved this turn they first retreat to an adjacent region then receive a Moved Marker.

### 7.1.2 Retreat Before Combat: Moved Units

If the defender opts to retreat before combat with units that have Moved Markers, he first must apply a hit to **one** of the retreating units. Units with moved Markers are retreated in a prescribed order as described for each side. Some units may become broken as a result of the retreat and some units may not be able to retreat.

### 7.1.3 Opportunity Fire on Retreating Troops (OpFire)

*The Patriots were used to the backwoods and off-road areas and excelled at running away and returning to ambush and snipe. The British fought in the discipline and style of European warfare and tended to march in formation along roads or open areas. Most of the British considered the Patriot way of fighting as being cowardly, however it was to the Patriots advantage during this opening fight of the war and would prove to be deadly in future battles.*

To fire on retreating units, first count all retreating military units, both broken and unbroken and all healthy leaders. Do not count wounded leaders.

#### Retreat Before Combat: Moved Patriot Units

*Patriot leaders and minutemen often had battle experience obtained during the French and Indian War, Patriot Militia much less so. Patriot leaders and minutemen were often all that held the fragile Patriot Militia together*

Retreat **moved** Patriot units in the following sequence:

1. **Wounded Leaders and Broken Minutemen.**
2. **Healthy Leaders.** Each leader may be accompanied by any one militia unit.
3. **Unbroken Minutemen.** Each unbroken minutemen unit may be accompanied by any one militia unit.
4. **Unbroken Militia.** Unaccompanied unbroken militia are flipped to their broken side after retreating.
5. **Broken Militia.** Unaccompanied broken militia may not retreat.

#### Retreat Before Combat: Moved British Units

*Even the vaunted British Regular could become disorganized when retreating in the face of an enemy attack, particularly if they were green.*

Retreat **moved** British units in the following sequence:

1. **Wounded Leaders and Cannon.**
2. **Healthy Leaders.** Each healthy leader may bring along any one British Regular unit.
3. **Unbroken British Regulars.** Unaccompanied British Regulars each roll a die. The unit breaks on a roll of 6.
4. **Broken British Regulars.**

For retreating British units, this amount is equal to how many dice the Patriot player gets to throw. A hit is scored on each "6" result. The British player decides which units take hits.

For retreating Patriot units, use the same counting method but use half of the total rounding any fractions up. This will be the amount of dice the British player will throw. A hit is also scored on each "6" result. The Patriot player decides which units take hits.

When OpFire is used all units that attacked receive a Fired Marker. For the British, using the OpFire option will trigger The Shot Heard Round the World (9.0)

### 7.1.4 Retreating Units After Combat

If combat occurred in a region which one or both sides lost a unit, either player that suffered a loss may choose to retreat any remaining units in the region without the penalties suffered when retreating before combat.

If both suffered losses then the attacker would have the option to retreat first, then the defender.

Simply retreat the desired units to an adjacent region.

If the attacker performs an Assault and chooses to retreat he must retreat to the region in which the Assault originated. Defender retreats may not be made into the region which an assault came from. If no other route is available the units may not retreat.

***Remember: The Charge Action (6.3) handles combat and retreat differently.***

## 8.0 Search and Capture

The Search Action and the Capture Action (See 6.9) both hinge on the results of a card draw. By judicious use of the Gather Intelligence Action (6.14), players can learn if an upcoming search or capture attempt will yield success or failure. A separate card must be drawn and resolved for each search for hidden arms and capture attempt for a Sons of Liberty piece in the region. All of this may be done with the same Search and Capture Action.

### 8.1 How to Conduct a Search

When searching for hidden arms, the British player selects a town region with a Hidden Arms Marker. At least one unbroken British Regular must be in the town region being searched. It does not matter if Patriot units are present but their presence can modify any VPs awarded during a search. It does not matter if the British Regular has already moved or fired.

To conduct the search, draw one card from the draw pile. Check the Random Result area of the card to see if it contains any hash marks. The hash marks on the card represent the number of Victory Points the British player receives. The number of hash marks can be reduced by the presence of a mixture of **unbroken** Patriot unit types in the region. After reducing the number of hash marks because of Patriot units, the British player scores 1 Victory Point for each remaining hash mark. If reducing the number of hash marks produces a negative number, the British player does not lose any VPs. Regardless of the search result, flip the town's Hidden Arms Marker to its Searched Marker side and make any adjustments to the Victory Point Track.

Reduce the number of hash marks by the following:

- Militia OR Minutemen in the region, but not both: subtract 1.
- Militia AND Minutemen in region: subtract 2.
- The amount of Militia and/or Minutemen makes no difference to the modifier.

### 8.2 How to Attempt a Capture

If unbroken British Regulars occupy the same region as John Hancock or Samuel Adams (Sons of Liberty) then a search may be performed to find them, even if they have not yet been mustered. Only one search Action is required to search for both hidden arms and for Hancock/Adams if they all share the same region. When searching for Hancock or Adams, use the same procedure as conducting a search (8.1) except that instead of the hash marks counting towards victory points, a number of hash marks greater than zero results in the capture of the Sons of Liberty unit. A separate card must be drawn and resolved for each Sons of Liberty unit in the region.

Each time an attempt to find a Sons of Liberty unit fails during the action, the British player may elect to try one more card draw at the cost of 1 VP. If all attempts to find the Sons of Liberty unit fail, the Patriot player may elect to move the Sons of Liberty unit to an adjacent region even if the counter has a moved Marker or has not been mustered.

When captured, flip the Sons of Liberty unit to its captured side. At the end of each turn, any captured unit is moved by the British player from zero to two areas toward Boston.



## 9.0 One if by Land, Two if by Sea

*Instead of using the land road across Boston Neck the British sought to begin their march to Concord by surprise, secretly landing across the Charles River from Boston during the night. It was no surprise to the Patriots. Already in place within Boston was a spy network and prearranged plans to warn the countryside of just such an event. The sexton of the Old North Church had been told to hang lanterns in the church steeple to warn the town of Charlestown just across the harbor from Boston; one lantern if the British troops were to come by land, two lanterns if the British troops planned to arrive transported by ship over the Charles. That night, two lanterns were hung in the steeple. Paul Revere rowed across the river to Charlestown while William Dawes prepared to leave Boston. Soon the two Nightriders were off in a race to warn the countryside in advance of the British troops.*

### **The Call to Arms**

In the beginning of the game the Patriot player uses a free 'Call to Arms' Action prior to determining Action Points for the first turn of the game. Nightrider units used during the free Action are still marked with Moved Markers. During this special Action the Patriot Nightriders are exempt from capture but Dawes must use two Activity Points to leave Boston which contains British units.

### **The British Landing**

The British player is not forced to act historically. During the first turn only, the British player has the option of using a Move action to transport units across the Charles River from Boston and landing them in either or both of the regions that have the naval icon. Units landing in these regions may not move further during the turn. Place a Moved Marker on them.

## 10.0 The Shot Heard 'Round the World

"Stand your ground. Don't fire unless fired upon, but if they mean to have a war, let it begin here."

- John Parker at Lexington

*Historically, no single shot can be definitely cited as the first shot of the battle or the war. Shots were fired first at Lexington. Accounts of that event are confused and contradictory; no one knows for certain which side fired the first shot. Some say it was a colonial by a nearby house, some say it was rifles firing accidentally, some say the British had reached a boiling point and a soldier lost control. In any event it was more massacre than battle. The North Bridge near Concord saw the first shots by Americans acting under orders, the first organized volley by Americans, the first British fatalities and the first British retreat. What is known is that neither side wanted to be the one categorized as the one that started the war. Both sides feared the backlash of propaganda that would be caused.*

The Patriot player may not use the Ambush or Snipe Actions until one or more of the following occurs:

- Either side uses an Attack or Assault Action where shots are fired (dice are actually rolled). Retreats before combat that prevent an actual battle from taking place do not count unless OpFire is used (7.1.3).
- The British conduct a Charge Action.
- The British player conducts a search in an area that contains an unbroken, active Patriot Military Unit (not under a Gather/Muster Marker)
- Any British unit enters Concord.
- If the Patriot player initiates the first combat of the game as an attacker, including OpFire, the British player is awarded 5 VPs.

## 11.0 Concord

*On the night of April 18th, 1775, British General Thomas Gage, Commander in Chief of the army, ordered his troops to march to Concord. They were sent to seize military stores, particularly gunpowder, small arms and artillery that were believed to be hidden in or near the town. It was there that the Patriots first organized to fire intentionally upon the British troops.*

The British player must reach Concord with at least one unbroken Regular unit by the end of the game or the Patriot player wins an automatic victory.

Once any unbroken British Regular enters Concord the British receive 5VPs and the following rules are applied immediately to the **Smith/Pitcairn Force**:

- Smith and Pitcairn may only rally one Regular each per Rally Action
- Any broken British Regular may only move one area per Move Action. They may not use March movement.
- When retreating before combat, each healthy leader and unbroken British counter (with or without a Moved Marker) must roll a single die. On a roll of 6 a hit must be applied to the counter. This is in addition to the normal retreat rules.

## 12.0 Percy's Reinforcements

*At about 4am, General Gage sent orders for Percy's detachment of about a thousand men to muster and reinforce Smith and Pitcairn. What followed was a series of blunders consisting mainly of undelivered or unread orders. It was not until almost 9:00am that Percy's troops began to assemble to march. By that time, Smith and Pitcairn were already engaged with Patriots in Concord.*

On turn 9 Percy's detachment enters the game in Boston at the beginning of the turn. Percy has eight Regulars and a Field Cannon with him, all of which are identified by a black dot in the upper right hand corner of each piece. There are special rules pertaining to the Field Cannon (see 4.1).

If the Percy Leader unit is in Lexington with the cannon and at least four unbroken Regulars at any time the British player receives 3 VPs immediately when this occurs. This is a onetime award. If they don't make it then the Patriot player receives 5 VPs at the end of the game. (See 13.1 Victory Points).

Percy's troops are not subject to the penalties suffered by the Smith/Pitcairn group when the latter group enters Concord (11.0).

***The board indicates Percy's arrival as turn 8. See FAQs regarding this.***



## 13.0 Determining Victory

At the end of the game if the British have not entered Concord, the Patriot player wins an automatic victory. If an automatic victory did not take place, both players tally their Victory Points. The player with the most points wins the game. If there is a tie then the British player wins.

Victory Points are awarded to the players as shown on the Player's Aid.

## 14.0 Optional Rules

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

### 14.1 Leader Re-rolls

During the Attack action and the Assault Action, either the attacking or defending player may re-roll one of their die rolls if he has at least one healthy leader in the combat region. No more than one re-roll is allowed, even if the player has more than one healthy leader in the region.

### 14.2 Opportunity Fire During Movement

If a player elects to move through a region that has at least one unbroken enemy piece, the enemy immediately rolls one die. On a roll of 6, one hit is scored against the moving pieces.

### 14.3 Hobbling Sons of Liberty Pieces

John Hancock and Samuel Adams only move one region when moving instead of two.

### 14.4 Militia and Minutemen

To better show the difference in experience between Militia and Minutemen, Militia score hits when rolling a 6 and Minutemen score hits when rolling a 5 or 6.

### 14.5 Hidden Arms Play Balance Rules

When an inexperienced player faces an experienced player, if desired, choose **one** of the following options regarding the awarding of Hidden Arms VP for non-searched towns:

- Instead of awarding the Patriot player 1VP for each unnumbered Hidden Arms marker on the board at the end of the game, no VP points are awarded.
- Instead of awarding the Patriot player 1VP for each unnumbered Hidden Arms marker on the board at the end of the game, shuffle all cards together and draw a card for each marker. Award 1VP if the card drawn has any hash marks.
- Instead of awarding the Patriot player 1VP for each unnumbered Hidden Arms marker on the board at the end of the game, draw a card and award VP based on the number of hash marks on the card drawn.

## 15.0 Scenarios

### 15.1 From Boston to Concord

#### 2 Player: British vs Patriot / 12 Turns

The British seek to enter Concord to find hidden arms and attempt to locate and capture Samuel Adams and John Hancock.

#### Setup

Determine sides. One person plays the part of the British Loyalists (hereafter called the British player). One person plays the part of the Patriot Revolutionaries (hereafter called the Patriot player). Shuffle the 22 cards and place them face down on the board. Give each player 4 six-sided dice.

#### Place Markers

Place the Action, Reserve and Victory Point Markers in their appropriate tracks on the board starting on the zero space. Place one Gather Marker in each region with a Muster Icon. The Gather Marker in Charlestown should be placed on its Muster side.

Place one Alert Marker on each Alert Icon.

Place a Hidden Militia Marker under each Gather and Alert Marker.

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

Place the Game Turn Marker on the first space of the game turn track.

Place the Hidden Arms Markers with the 1-5 bonus side up in the indicated towns:

**1 VP – Menotomy**

**2 VP – Watertown**

**3 VP – Lexington**

**4 VP – Lincoln**

**5 VP – In the space adjacent to Concord with Barrett's Farm and Buttrick House (labeled "ha5")**

Place the remaining unnumbered Hidden Arms Markers in regions containing the letters "ha".

#### Place Patriot Units

Place 21 numbered Patriot Militia units (5-zeros, 11-ones, 5 twos) in an opaque cup or other random draw pile. This is the Militia Draw Pool.

Place 7 Minuteman units underneath the Gather Markers as indicated by the Muster Markers in the region.

Place the 10 Leaders under Gather and Alert Markers as indicated by the Muster and alert Icons on the board and map edge.

Place Paul Revere in Charlestown.

Place William Dawes in Boston

Place Samuel Prescott under the Gather Marker in Lexington.

Place Samuel Adams and John Hancock under the Gather Marker in Lexington.

#### Place British Units

Place Percy's Reinforcements, 8 British Regulars that have a black dot in the corner, 1 Field Cannon and leader Percy on the Turn 9 space of the Turn Track. These units become available on turn 9 and are placed in Boston at that time.

Place 7 British Regulars that do not have a black dot in the corner along with leaders Smith and Pitcairn in Boston. These units are available at start.



## 15.2 Solitaire Scenario Rules

The following rules are exclusive to the solitaire scenarios.

### Setup

#### Place Markers

Place the Action, Reserve and Victory Point Markers in their appropriate tracks on the board starting on the zero space. Place the Moved/Fired, Ambush, Snipe and Rally Markers off board within easy reach of both players. Place the Game Turn Marker on the turn 8 space of the game turn track.

#### Place Patriot Units

Place 21 numbered Patriot Militia units (5-zeros, 11-ones, 5 twos) in an opaque cup or other random draw pile. This is the Militia Draw Pool.

- Place in Cambridge 2 leaders and 4 hidden militia value markers.
- Place in Watertown 1 leader, 1 minuteman and 3 hidden militia value markers.
- Place in Lexington 2 leaders, 1 minuteman and 3 hidden militia value markers.
- Place in Lincoln 1 leader, 2 minuteman and 3 militia units drawn from the Militia Pool.
- Place in Concord 3 leaders, 2 broken minuteman and 5 militia units drawn from the Militia Pool.

#### Place British Units

Place Percy's Reinforcements in Boston:

- 8 British Regulars that have a black dot in the corner
- 1 Field Cannon
- Percy

Place in Concord:

- 3 British Regulars
- 4 broken British Regulars
- Smith
- Pitcairn

### Exclusive Rules

British Rule Exceptions:

- British may not force march and are limited to a maximum move of two regions along a road.
- Smith and Pitcairn can rally one unit each.
- Percy may use a naval landing as described in 9.0 on turn 8.
- Percy is not subject to opportunity fire when making a water landing.
- Percy may rally two units as long as he is healthy. When wounded Percy rallies one unit.

**Reinforcements:** After the number of actions have been set for the turn, if the drawn card contains any hashmarks and there are sufficient units in the draw pool to allow it, the Patriot receives 1 hidden militia counter.

### Optional Leader Placement

Revolution Road is introductory in nature and Patriot leaders have generic abilities. Because of this, it is not necessary to place Patriot leaders historically.

For those that wish to place leaders in their historical starting locations, following is a list for some of the Patriot leaders.

Roxbury: Warren

Brookline: Heath

Medford: Putnam

Lincoln: Buttrick

Menotomy: Baldwin

Concord: Barrett

Alert Box:

Northeast: Pickering

West Edge: Davis

North Central: Frye

# Revolution Road - Living Rules as of 8/30/2017

Roll a die to determine where the counter is placed:

- |              |             |
|--------------|-------------|
| 1- Concord   | 4-Menotomy  |
| 2- Lincoln   | 5-Cambridge |
| 3- Lexington | 6-Waterown  |

**Retreats:** Patriots in Concord are allowed to retreat toward Lexington.

**Hinder Marker:** When placing the marker it must be located between a British force and Lexington.

**Patriot Opportunity Fire:** Each time a British force moves adjacent, into or through a region it is subject to opportunity fire from those regions occupied by Patriot forces. The patriots roll one die for every five unbroken Patriot Strength Points (rounded down), plus one additional roll for each unbroken minutemen unit involved, hitting on a 6. During the British move Action, no more than 2 opportunity fire hits may be scored.

Note: A British Assault is not subject to Opportunity Fire.

## Objectives

**British:** To move Percy's Reinforcements from Boston to Lexington and move Smith and Pitcairn's forces to join Percy's force (end the game in the same region as Percy's force).

**Patriot:** To cause the British forces to suffer more than six casualties.

- Each broken unit is considered ½ casualty.
- Each strength point belonging to a destroyed unit is considered one casualty.
- The British negate one casualty for each British reserved action held at the end of Game turn #12.

**Determining Victory:** At the end of the scenario, perform rolls for each wounded leader to see if they die from their wounds and for each broken unit to see if the unit is disbanded and therefore counted as destroyed.

- Leaders die on a roll of 6
- Broken British units disband on a roll of 6
- Broken Patriot units disband on a roll of 5-6.

Player with the most Victory Points wins.

### Both sides receive:

1 VP for each destroyed unit or leader killed.

½ VP for each broken unit

0 VP For wounded leaders that survive attrition rolls.

### British receive:

2 VPs if British Regulars are in Lexington and do not outnumber Patriot SP by more than 2 to 1.

3 VPs if British Regulars are in Lexington and outnumber Patriot SP by more than 2 to 1.

4 VPs if British Regulars are in Lexington with no Patriot units.

2 VPs for consolidating all existing British units in one region.

### Patriots receive:

2 VPs for inflicting more than six casualties.

2 VPs For preventing the consolidation of British Forces in one region.

## 15.3 British Player vs Patriot Bot 5 turns (8-12)

*You as the British have reached Concord and in the process stirred up a hornet's nest. Nearly surrounded by colonial forces you have to make it back to Lexington without sustaining excessive casualties. You have reinforcements with artillery speeding to assist you from Boston. You must link up with them in Lexington before colonial forces cut you to pieces. The player assumes the role of the British Loyalists (hereafter called the British player). Unless otherwise noted in the exclusive rules, the British player uses the actions as described in the base game.*

Patriot Revolutionaries are not controlled by a player but instead by the Patriot Bot, a series of programmed steps that determine the Actions taken by the Patriots. The actions used by the Patriot Bot are included on the Boston to Concord Patriot bot sheet. They may vary substantially from the base game.

Prior to play, remove cards that have 5 British actions and cards that have more British actions than Patriot Actions. Shuffle the remaining cards and place them face down on the board.



## 15.4 Patriot Player vs British Bot 5 turns (8-12)

*You as the Patriot player have engaged the British expeditionary force in Concord and its commander realizes he is now in trouble. You have received a steady stream of Minutemen and Militia from miles around. You now need to prevent the British in Concord from linking up in Lexington with the British reinforcements from Boston.*

The player assumes the role of the Patriot Revolutionaries (hereafter called the Patriot). Unless otherwise noted in the exclusive rules, the Patriot player uses the actions as described in the base game.

British Loyalists are not controlled by a player but instead by the British Bot, a series of programmed steps that determine the actions taken by the British Loyalists. The actions used by the British Bot are included on the Boston to Concord British Bot sheet. They may vary substantially from the base game.

Prior to play, remove cards that have 5 Patriot actions and cards that have more Patriot actions than British actions. Shuffle the remaining cards and place them face down on the board.

## 16.0 Designer Notes and Credits

**In the fall** of 2013 I read John Adams and 1776 by David G. McCullough. His wonderful prose drew me into a Revolutionary frame of mind, so much so that my wife and I made a pilgrimage to Boston. My original goal was simply to revel in Adams' historical surroundings (We stayed in Braintree, MA). During our sightseeing we traversed the Bunker (Breed's) Hill Battle site and climbed to the top of the 221' granite memorial obelisk ... all the way ... up. We later visited the key sites along the Lexington to Concord trail and had a charming dinner at the end of the trail.

That evening it dawned on me that no game design to my knowledge had focused on just these two incredible Revolutionary events and on our long drive home the ideas started percolating and I took notes. Soon after, Bill Morgal, shared with me that he too was considering a similar project. I suggested we throw in together and from then until now we have worked on it "separately - together," sharing some ideas, rejecting others and massaging each other's feelings. Bill makes a great partner, very intelligent, loves of history and has a keen artistic sense.

Knowing how popular this topic would be if designed as a quick and simple introductory game, I contacted Ken Dingley and Bill Thomas at Compass Games. Both jumped at the idea. Their only caveat - we had to make it solitaire-friendly. We were already ahead of the game, crafting separate solitaire rules for both battles. And since Bill is a master at crafting Vassal modules, we were able to pursue long distance play testing almost immediately. It has been a joy watching our creation evolve.

- John Poniske

**The evolution** Revolution Road has taken from our first basic concepts to the finished game has been a very long journey that could not have been made without the help of many people.

A very special thanks need to go out to Wade Hyett and Chris Juel. They spent many hours not only testing and fine tuning the game but also coming up with some great ideas for its improvement.

I would like to thank John for asking me to co-design Revolution Road. It has been great working with him.

Thanks also needs to go out to Ken Dingley at Compass for giving me the opportunity to provide the graphics and artwork for Revolution Road. I would have never made it through the software for laying out the rulebook if not for his help and guidance.

The game board and map for From Boston to Concord has gone through countless iterations. Researching the map was frustrating. No two maps were exactly the same. I tried to go with the consensus as much as possible. Town names are the ones used during the time period. If you do not like the leather look of the map you have me to blame. There were many other colors and looks debated and tried.

Giving credit where credit is due, the art on the cover page is primarily taken from the work of the British artist William Barnes Wollen titled My Brother Has Been Shot. The flags pictured on the cover page and box art were derived from the painting by John Trumbull titled Death of General Warren at the Battle of Bunker Hill.

- Bill Morgal

# *Revolution Road - Living Rules as of 8/30/2017*

## *From Boston to Concord FAQ*

**15.0 reads “Place one Gather Marker in each region with a Muster Icon.” However, when I look at the Mustering Icons in 4.3, and then look at the board, there seem to be more Mustering Icon spaces than there are Gather Markers. Can someone clarify?**

There are 13 Gathering Place / Muster markers in the counter set. The Gathering Place (tavern sign with mug of ale) is located on one side of the counter and its flip side is its Mustering (three soldier silhouette) side.

When the game starts, the counters should be placed with the Gathering Place symbol face-up in the following regions with mustering icons:

- o Concord
- o Lincoln
- o Lexington
- o Waltham
- o Menotomy
- o Watertown
- o Medford
- o Watson’s Corner (NW of Cambridge)
- o Cambridge
- o Brookline
- o Winnisimmet
- o Roxbury
- o Charlestown (Gathering Place marker should be flipped to its mustering side at start - Revere starts here and the town begins warned)

Do not confuse the Alert icons (the diamonds on the board edges) with Muster icons. The Alert markers are the chits showing the Patriot with his hand to his mouth yelling. They go on the board edges.

**Under search & capture are the number of hash marks reduced if the only Patriot units in the region are still under a muster or even gather marker?**

No, only active Patriot units in the region. Units under a gather or muster marker are not active.

**End of Turn. Do captured Nightriders/Sons of Liberty have to move alone towards Boston or can British units move with them during this step as escort?**

No, at end of turn the British player may not move any units except captured nightriders or SOLs. Note that the British player does not have to move them.



**Attempting a capture. Both Sons of Liberty are still under a gather marker in Lexington. The British enter and can draw a card for each to attempt capture at the cost of one action- Correct? If both cards fail does it cost 1VP for another 2 cards or 1 VP per card drawn for the British to make additional attempts?**

When attempting to capture Mr. Adams or Hancock, yes one action point allows you to try to capture both if they are together in the same region. It does not matter if they are under a gather marker, what is important is that they be in the same region. If they are in different regions, a capture action can only be made against one or the other.

Adams and Hancock are SOL - Sons of Liberty. If a capture card draw fails to capture a SOL, at the cost of 1VP, one additional capture card draw can be made to capture the SOL. If the British player does not have the 1VP to pay, the additional card draw may not be made.

**Searching hidden arms with a number value. The British player still gets VP's based on the hash mark card draw minus unbroken Patriot units. The effect on the Patriot player is to lose the number value of the marker in VP's at the end of the game - Correct?**

No. At the end of the game, the Patriot player does not lose the VPs on the hidden arms markers searched by the British. The Patriot player just does not get those points. The Patriot player receives 1 VP for each hidden arms marker on the board that does not have a number and he gets a number of VPs equal to the number on any hidden arms markers still on the board. Optional rules, if used, can change this.

**One way to trigger The Shot Heard Round the World is for the British to search where there is an unbroken, active Patriot military unit. Does removing a Patriot Hinder Search marker in said qualifying area trigger "The Shot" (i.e., is that considered a search operation) or must that wait for the subsequent search action in the area?**

Removing a Patriot Hinder Search marker in said qualifying area does not trigger "The Shot".

**On the first turn, can the British use both land and sea movement?**

Yes, the British player can both land units and move units during the first turn. They can land units at both landing sites and move by land with the same action if they wish. Or move some with one action and move others with subsequent actions.

**If you activate a stack for movement, do they all have to move the same way?**

You do not activate a stack for movement, you activate all your units in a region for movement that do not have a move marker. A fine distinction but an important one. The units in the region activated may move in any allowed manner they wish as long as they do not have a move marker. You may have several 'stacks' in a region based on if the units have moved, fired, or moved/fired markers.

Some may march, some may scout, you may elect to not move some at all. Units do not need to move to the same place. Some units can march along a road one way and others march along the road in a different direction. It is all up to the player that activated the region for movement.

Example: five British Regulars are in a region, none have move markers.

- Two march on road going three regions. One is broken for the forced march.
- One marches two regions along road in different direction.
- One scouts off road one region.
- One does not move and is the only one that does not get a move marker. It can be activated for movement using a subsequent action.

**In the rule book Percy's Reinforcements enter on turn 9. The game map says turn 8.**

The rulebook is correct. Percy enters on turn 9. There was a lot of discussion concerning this. It was turn 8 for a very long time. It was changed to turn 9 after a lot of play testing. The more experienced the player was, the easier it was for Percy to get to Lexington with five turns starting on turn 8. Entering on turn 9, Percy has four turns to get to Lexington. This is not easy, nor was it meant to be. It requires Percy to use at least one forced march. Percy can possibly make it to Lexington in as few as three turns if more forced marches are used. If the Patriots use a Hinder Move action to place a hinder marker, the British will probably need to use an action to remove it. If both players agree, Percy can arrive on turn eight but this may make the Percy/Lexington VP condition easier to obtain than intended. Turn 9 is the recommended turn to use.

**Does Percy's canon cause a patriot unit to break even when it is on defense?**

Yes it does.



NOTES:

## *Credits:*

### *Game Design:*

John Poniske and Bill Morgal

### *Game Development:*

Wade Hyett

### *Rules:*

Wade Hyett

### *Graphics and Box Design:*

Bill Morgal and Brien Miller

### *Play Testers:*

John Clarke, McKinley Hamby, Wade Hyett,  
Chris Juel, Tasker Ryrie, Jeff Wells

### *Produced by:*

Ken Dingley and Bill Thomas for Compass Games,  
LLC.

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

22 x 34 From Boston to Concord game board

From Boston to Concord Rulebook

From Boston to Concord Action Summary

From Boston to Concord Player Aid

From Boston to Concord Solitaire British Bot

From Boston to Concord Solitaire Patriot Bot

Sheet of 228 9/16" Counters

Deck of 22 numbered Playing Cards

Eight 6-Sided Dice

22 x 34 Bunker Hill game board

Bunker Hill Rulebook

Bunker Hill Action Summary

Bunker Hill Player Aid

Bunker Hill Solitaire British Bot

Bunker Hill Solitaire Patriot Bot

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