

FORCE LEVEL (FL) Attacker then Defender calculates their own Force Level

ATTACKING





Battling Faction chooses to activate its side's  (if present)

ROYALISTS



British battle: All  +  (up to # of ) + 1/2  (rounded down)



REBELLION

French battle: All  If Patriots paid: +  (up to # of ) + 1/2  (rounded down)

Patriots battle: All  + 1/2  (rounded down) If French paid: + ( up to # of )

DEFENDING

All  + 1/2  (rounded down) + 

→ Faction defending ALONE chooses to activate its side's  or 

→ **COMBINED DEFENSE** — ROYALISTS: British make all choices
REBELLION: Patriots make all choices

LOSS LEVEL (LL)

If FL ≤ 2 : No die roll; if FL ≥ 3 then FL/3 (rounded down): # of D3 to roll (max 3D3)

Defender Loss Level = Attacker dice roll + Defender LL Modifiers; **Attacker Loss Level** = Defender dice roll + Attacker LL Modifiers

Defender Loss Level Modifiers

At least half Attacking Cubes Regulars (if any)	+1
At least one Attacking side piece Underground	+1
At least one Attacking Leader	+1
Attacking including French with Lauzun	+1
British Attacking in Blockaded City	-1
British Attacking in West Indies and at least one Squadron is present	-1
Per Defending Fort	-1
Indians Defending in Indian Reserve	-1
Patriots/French Defending with Washington	-1

Attacker Loss Level Modifiers

At least half Defending Cubes Regulars (if any)	+1
At least one Defending side piece Underground	+1
At least one Defending Leader	+1
British Defending in Blockaded City	-1
British Defending in West Indies and at least one Squadron is present	-1
Per Defending Fort	+1



REMOVAL PRIORITIES






REBELLION

alternate one each

 /  /  → no more + Defending → 

ROYALISTS

alternate one each

 /  → no more →  → no more + Defending →  then 

COUNT AS CASUALTIES

   → Adjust →  Cumulative British Casualties

   → Adjust →  Cumulative Rebellion Casualties

Remove pieces with values totaling AT LEAST Loss Level

value: 2 Losses Each



value: 1 Loss Each



Go to CASUALTIES

Go to AVAILABLE

Win the Day (3.6.8) if Loser removes a cube or Fort AND 2+ pieces.
Shift Support/Opposition by half the number of pieces lost by the Loser.