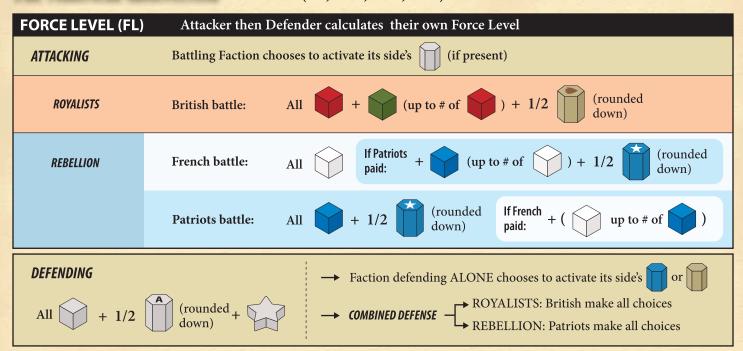


Battle Procedure

(3.6, 3.2.4, 3.3.3, 3.5.5)



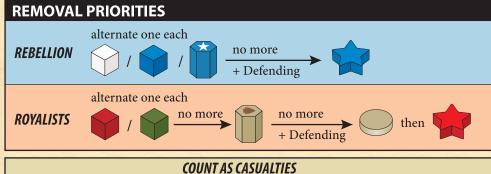
LOSS LEVEL (LL)

If $FL \le 2$: No die roll; if $FL \ge 3$ 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 Squdron 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 Squdron is present	-1
Per Defending Fort	+1







Remove pieces with values totaling AT LEAST Loss Level

value: 2 Losses Each

value: 1 Loss Each

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.

Adjust