



## INTRODUCTION

The Saratoga 1777 campaign of the American Revolution resulted in a British defeat that was so shocking that it changed the course of the war. What started as a grand campaign by three British armies to end the rebellion resulted in the defeat of two of them and the capture of the third and largest army. Historically, the Americans had the odds stacked against them and yet pulled off a crushing victory over the greatest military power in the world. Can you as the British player defeat the American Continental army and its militia in the back woods along Lake Champlain and Lake George? Or as the American player can you, like the Green Mountain boys and the farmers of those back woods defend your homeland and change the course of the war? The decisions are yours...

## GAME BOARD

The Game Board shows the northeastern states of New York, New Hampshire Grants (Vermont) and Massachusetts in 1777. Key locations, forts, roads, lakes and rivers are shown. Movement is location to adjacent location by roads connecting the locations. Units can move to adjacent locations connected by road lines. Some adjacent locations have a blue and black dashed road connecting them that crosses a river or lake. Rivers and lakes provide a defensive bonus when units must cross a river to attack. The points are named land locations such as towns and adjacent land locations are connected by road lines. The road line color determines road limits and restrictions.

Forts Stanwix, Dayton, Crown Point, Edward, Anne, George, Ticonderoga, and Bemis Heights, are fortified locations which provide defense bonuses in battle. All other terrain shown on the game board is for aesthetic purposes and does not affect game play.

## GAME UNITS

The American units are blue blocks with blue outlined labels. The British units are red blocks with red outlined labels. There are extra blue and red blocks to be used as game markers for AP, turn, spares, etc.

Each unit is represented by a colored block with the appropriate label applied. To apply the labels, peel them from the label sheet and position in the center of the appropriate colored block for that label. Once positioned press the label down firmly. Only one label should be applied to each block. Apply the British red outlined labels to red blocks. Apply the American blue outlined labels to the blue blocks.

The blocks in the game represent the soldiers during this era. Most of the units in the game are various forms of infantry as they were the predominant force used in this era. One player controls the American units and the other player controls the British units. The units are stood upright with the label side facing its owning player. Players should not see the label of their opponents units until a battle is fought.

Each unit has a number rating on each side of the label on the block that represent its strength points (SP). All units start the game with the highest SP at the top of the block. This number indicates the number of dice rolled in battle. As units take “hits” in battle they reduce SP by rotating the block counterclockwise to its next lower strength. The unit name is for historical purposes only and are of the various brigades and commanders during the campaign.

**UNIT TYPES:**      Unit Name            Strength Point

**Regular Infantry:** Three or four SP. Movement rate is one location per turn when moving individually. In battle they hit on die rolls of six. British and Hessian Infantry also cause American militia to flee on die rolls of “1” during battle.



**American Elite Infantry:** Three or four SP. Elite infantry have a movement rate of two locations per turn when moving individually. In battle they hit on die rolls of five and six.



**American Militia Infantry:** These are only in the American force and they are the units with the green center of a blue outlined label. SP is two or three. Movement rate is two locations per turn when moving individually. In battle they hit on die rolls of six. British and Hessian Infantry also cause American militia to flee on die rolls of “1” during battle and Native American die rolls of “1” and “2”.



**British Native American Allies:** Two to four SP. Movement rate is two locations per turn when moving individually. In battle they hit on die rolls of six. Native American also cause American militia to flee on die and rolls of “1” and “2” during battle.



**Artillery and Light Artillery:** Two to four SP. Movement rate is 1 location per turn when moving individually. In battle they hit on die rolls of five and six. Artillery cannot move on brown roads, light artillery can move on any type of road.



**Leaders:** One SP. Movement rate is 1–2. Movement rate is the number on the right of the star and the group limit rating is on the left of the star. Each leader has a group limit rating that allows him to move that number of units with him using his movement rate. When moving groups, each leader can move the entire group his movement rate. In battle leaders hit on die rolls of six.



**Game Markers:** There are extra blocks for tracking turns and actions available on the game tracks on the game board.

## GAME SETUP

Each player starts with all of his game units at full SP. The British General Clinton block is placed in the New York City box. The Native American units are placed as follows:

Oswego	Onondaga	Oneida	St. Frederick	Valcour Is.

The British player places the rest of his units in the **At Start in Canada** red box or the **Turn 5 at Canada** red box which have unit names and blue lines showing their starting movement direction. It cost AP to move British leaders and units into play from the Canada red boxes.

The American units are placed as follows:

Ft. Stanwix	Bennington	Albany	Manchester
<b>Ft. Ticonderoga</b>			

American Militia are placed as follows in locations where no Native American units are present:

<b>Place in any location in New York, no more than 1 unit per location.</b>			
<b>Place in any location in New Hampshire Grants (Vermont), no more than 1 unit per location.</b>			
<b>Place in any location in Massachusetts, no more than 2 units per location.</b>			

## REINFORCEMENTS

The American player places his reinforcements units in the **Reinforcement box** on the game board. American reinforcements can enter the game at Albany, Bennington or Manchester. If British units are present and American reinforcements are brought in at that location, a battle occurs.



**American reinforcements must be brought in on the turn they are available.** It does not cost AP to bring in American reinforcements.

## SEQUENCE OF PLAY FOR EACH TURN

There are 20 turns in the game. The American and British players receive two Action Points (AP) per game turn plus add zero, one, two, or three random AP for his turn total.

To start each turn, both players roll one die to determine how many random AP he adds to his turn AP. For the British, if the number rolled is 1 he receives zero AP, 2 and 3 he adds one AP, if it is 4 or 5 he adds two AP and if he rolls a 6 he receives three AP. For the American, a roll of 1 or 2 adds 1 AP, 3, 4, and 5 add two AP, and a 6 adds three AP.

The player with the highest total AP for the turn is the player that moves first that turn. If it is a tie, the British player moves first.

After determining the total Action Points (AP) available for each player and who moves first for the turn, the sequence of play is:

1. Player one is active and moves his units expending AP for each move.
2. After completing movement, player one conducts battles as the attacker, player two is the defender.
3. Player two is active and moves his units expending AP for each move.
4. After completing movement, player two conducts battles as the attacker, player one is the defender.
5. Check for victory. Both players check victory conditions for the game to determine if either player has won. If either player has met the conditions for victory, or it is the last turn, the game is over.
6. End turn: move turn marker ahead one space on the turn track and go to step 1 to start the next turn.

The sequence of play lists the order that particular actions occur during a game turn. Unless otherwise stated the sequence is to be played in the exact order listed. Note that each unit can only be moved once per turn on the game board, but battles can have more than one round of battle moves and battle fire on the battle board. This depends on the willingness of each player to continue (see battle rules).

## MOVEMENT

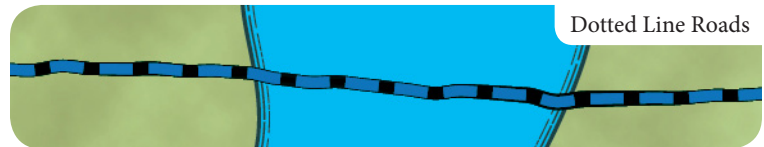
Movement occurs after a player determines his AP for a turn and he is the active player for the turn. Then he initiates movement for his units by using his AP to move leaders and the group of units with them, or move individual units.

### MOVEMENT:

A limit of 7 units may use brown roads for movement between connecting locations per player, per turn. Leaders do not count towards brown road unit limits.



An unlimited number of units may use blue roads for movement except at dotted lines across rivers and lakes where it is limited to 10 units per crossing location, per player, per turn. Leaders do not count towards blue and dotted road unit limits.



It costs 1 AP to move **EACH** individual unit without a leader present with the exception of Native Americans. When moving as an individual unit the unit may move to its full movement rate. The five Native American units for the expenditure of 1 AP can **ALL** individually move. Native American units **CAN NOT** be moved by British leaders as part of a group move.

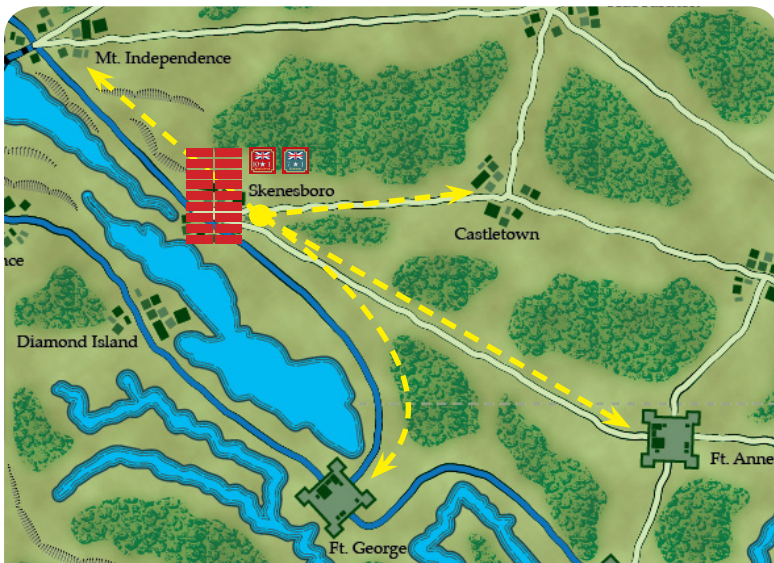
It costs 1 AP to move a **GROUP** of individual units in a location with a leader with the exception of the Native American units of the British player. When moving with a leader as a group the individual units in the group move at the leaders movement rate. Units moving with a leader must start with the leader in the same location, but all units that start with a leader do not have to move with the leader. Further a leader cannot move more units than his group limit rating. Leaders with a movement rate of two may drop off and pick up units at the first location as long as he does not exceed his group limit rating while moving. Remember, leaders and units can only move **ONCE** per turn.

All units have a movement allowance based on unit type. Movement is from location to adjacent location connected by blue and brown roads. Locations may not be skipped while moving. Unit movement allowance not used are lost; they may not be accumulated or transferred to other units. No unit may ever move more locations than its normal movement rate unless moving as a group with a leader at the leader's movement rate. Units may not move more than once in a turn.

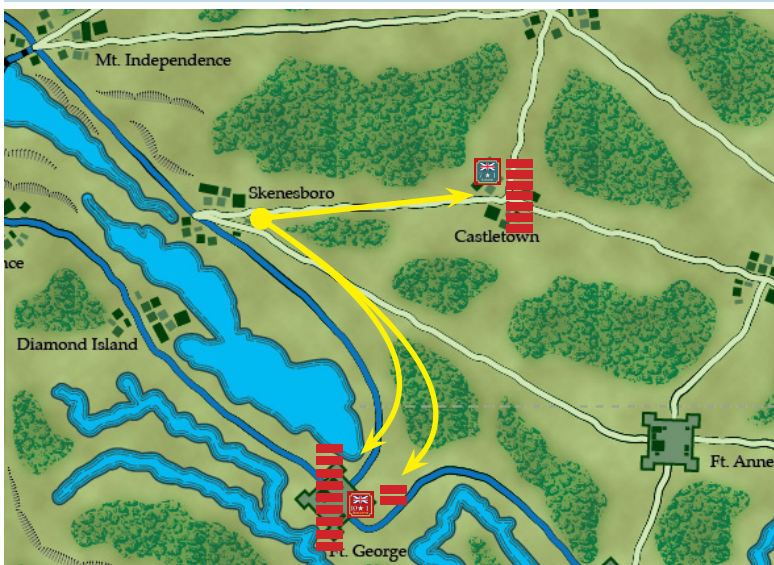
Any number of units may be placed at one location. Any number of activated units may move to a location following road limits between connected locations. Movement limits are determined by the number of AP available, unit movement limits, any road limits, and the number of units that a leader can move with him.

Units must stop and initiate a battle when attempting to move to a location where units of the opposing player are located.

## MOVEMENT EXAMPLE:



The British player has 4 AP. Located at Skenesboro are leaders Burgoyne and Riedesel with 18 units. For 1 AP he activates his leader Burgoyne. His movement options are; 10 units (his leader limit) to Mt. Independence or Fort George, or 7 units (following brown road limits) to Castletown or Fort Anne. If he moves to Castletown then Riedesel can not move to Castletown because the brown road limit has been used by Burgoyne for the British player this turn.



Burgoyne moves 9 units to Fort George. Riedesel moves 7 units (his leader limit and the brown road limit) to Castletown, leaving 2 units in Skenesboro. With the remaining 2 AP the British player moves the two individual units remaining in Skenesboro to Fort George using the blue road (no limits). They could not move to Castletown because the brown road limit has been used.

## LEADER FORCE MARCH MOVEMENT:

After a player completes normal movement he can declare a force march attempt for an **in supply** leader that has already moved and any **infantry** units that are force marching with him. Artillery and Indians cannot force march. He spends one AP if force marching into a location where opposing units are located. If the location is open or has friendly units he does not

have to spend the 1 AP for the forced march attempt. You can also force march after an overrun, but must spend a extra AP if the destination is defended.

He then rolls one die to see if the force march attempt is possible, at the cost of 1 AP if entering an enemy occupied location. A result of 1–3 on the die means the leader and units can not move the extra location. If the die roll is 4–6 it allows the leader to move to the extra location along with the infantry units force marching with him.

Then EACH infantry unit rolls a die to see if they suffer attrition for the force march. *Subtract 1 from the die roll if the leader is a 2 movement rate leader.* If the result is 1–3 the infantry unit reduces 1 SP for attrition, otherwise the unit is not reduced.

*Example: Leader Fraser starts his turn with 5 infantry units and 1 light artillery in Skenesboro. For 1 AP, he and the units move two locations (Fraser's movement rate) through Castletown to Pawlet. Fraser attempts a force march to Manchester, which is unoccupied. First the leader rolls a die for the force march attempt and rolls a 4, which is successful. He moves to Manchester with the 5 infantry units (the artillery cannot force march). Next each infantry unit rolls a die and the units roll 1,1,4,5,6. Three units are reduced 1 SP, the two that rolled 1s and the unit that rolled 4 (reduced to 3 on account that Fraser is a 2 movement rate leader). If Manchester had been enemy occupied it would have cost and additional AP to attempt the force march.*

## SUPPLY

Any unit or leader that is out of supply must use 2 AP to move instead of 1AP. Units and leaders check for supply when they begin movement. To be in supply, units and leaders must be able to trace a line of supply to their supply sources through locations not occupied by units from their opponent. American supply sources are Green Mountains, Manchester, Arlington, Bennington, Pittsfield, and Albany. The British supply sources are Valcour Island or Oswego.

*Exception: British Native American units are never out of supply and cannot cut supply of American units by location occupation.*

## BRITISH GENERAL CLINTON

Starting on turn 14 the British player may choose to make General Clinton in the New York City Box active and threaten to move up the Hudson. To activate him the British player must spend one AP and roll a die. A result of 1–3 means Clinton is inactive for the turn and he remains in the New York City box for the turn. A result of 4–6 means he is active. Move him from the New York City box to the Hudson River/West Point box.

At the start of any American turn that General Clinton is in the Hudson River/West Point box, the American player must select 4 American regular or elite infantry totaling at least 10 SP that are in play and place them into the Hudson River/West Point box. They must remain there for the turn. At the end of the American turn return Clinton to New York City.



Each turn thereafter the British Player must do the same procedure if he wants Clinton to threaten a move up the Hudson. For the American Player thereafter if Clinton is in the Hudson River/West Point box to start his turn then he must keep his 4 units already there or if none of his units are there then place 4 units there. If Clinton is not in the Hudson River/West Point box then the American player can place the 4 units back into play at Albany or any location or locations that have an American leader unit(s) in them.

In summary, if the Americans start their turn where Clinton is in the Hudson River/West Point box, they must place 4 regular infantry or artillery units in the box. If the Americans start a turn and Clinton is not in the Hudson River/West Point box then they do not have to place or keep units there.

## BATTLE

Battles are initiated when the active player (the attacker) moves into locations occupied by the opposing player's units (the defender). Battles are mandatory when this occurs. If more than one location is having a battle, the attacker determines the order in which the battles are fought. Each battle is resolved separately before any other battles are started.

Battles involve unit deployment on the Battle Board and are conducted in a series of battle rounds that continue until the units of one side are eliminated, retreat, or are forced to retreat when a battle position is vacated during battle fire.

### DEPLOYING UNITS ON THE BATTLE BOARD:

The battle board has three battlefield positions for each side in which units set up for battles. Each side has the following battlefield positions; Left, Center, and Right. Behind and connected to the three battlefield positions is the Reserve. The defending player sets up first followed by the attacking player. Units are deployed upright, so that the opposing players cannot see their SP. Each player must place at least one unit in each of the three battlefield positions. Once the three battlefield positions are occupied by at least one infantry or artillery unit, the remaining units may be deployed as desired in the three battlefield positions and Reserve. Any number of units can occupy the battlefield positions and Reserve as long as the three battlefield positions are occupied by at least one unit. Commanders may occupy any battle position.

After both players have deployed their units on the battle board, they reveal their units in the battlefield positions by laying them face up, their current SP at the top of the unit facing their opponent. Units deployed in the Reserve position are not revealed.

### SKIRMISHES:

In battles started where less than three units are in a location by BOTH sides, the left and right battlefield positions are ignored. The battle is fought as a skirmish which is fought with ALL units of each side placed in the center battlefield position. The battle is fought as normal without a reserve. However, in non-

fort locations, if American militia flee they do move to their reserve as normal and cannot return to the center battlefield if the battle continues. But no other units can move to reserve.

### LOCATION OVER RUN:

If three or more units attack a non-fort location that is defended by less than three units the defenders are over run. Each defending unit (excluding leaders) must reduce one SP and must retreat. The attacking units can continue moving (and attacking) if they have movement available.

If three or more units attack a fort location defended by less than 3 units the defenders cannot be over run. Follow the skirmish rules above.

### BATTLE ROUNDS:

After the initial battle board deployment, a series of battle rounds are conducted until a player decides to do a voluntary retreat, or a player is forced to retreat, or all of one players units are eliminated. In each battle round the defending player moves or fires each of his units on the battle board. Any hits on the opposing player units are applied immediately. Then the attacking player moves or fires each of his units on the battle board and any hits on the opposing player units are applied immediately. At any time one of the players battlefield positions is vacated due to battle fire, a forced retreat happens immediately. Beginning with the second battle round players can decide if they want to do a voluntary retreat instead of continuing battle.

### BATTLE MOVEMENT ON THE BATTLE BOARD:

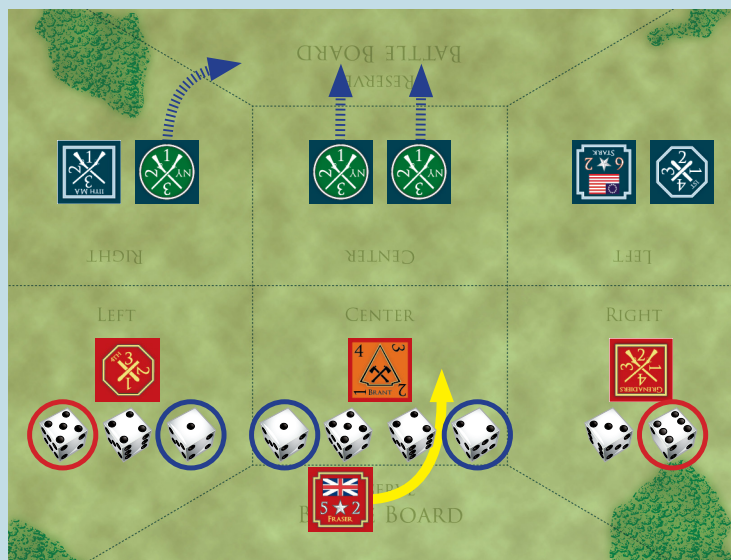
Units may move **OR** fire once during each battle round on the battle board. If moving, the movement is from the position currently occupied to Reserve or from Reserve to a battlefield position (Left, Center, or Right Columns). Units that move in a battle round may not fire in that battle round. A player may do battle movement with his units in any order he desires.

The active player may only move his units from reserve to **HIS** battlefield positions or from his battlefield positions to **HIS** reserve. He may not move into an opponent's battlefield positions and Reserve.

### BATTLE FIRE ON THE BATTLE BOARD:

Units that did not move in a battle round may fire if in a battlefield position. Fire is from a battlefield position against an opposite battlefield position. Units in the Right battlefield position fire on the opposing Left battlefield position, units in the Center fire on the opposing Center, and units in the Left fire on the opposing Right. Units in reserve may not fire.

Units conduct battle fire by rolling a number of dice equal to their current SP. They roll the proper number of dice for the unit firing adjusted for attacks against forts or across rivers. Players score a hit against his opponent's units in the opposing battlefield position for each die rolled that is equal to or greater than the "hit number" of his firing unit.



It is the British battle turn and he performs the following; He fires at the American right battlefield position with his artillery unit in his left battlefield position. Rolling 3 dice he causes a hit with the 5 and a militia flee with the 1. The American player applies the hit to the militia and then has the militia unit flee. Next the British player moves Fraser from his reserve to the center. Then he fires his infantry unit in his right at the American left by rolling 2 dice (the current SP of his infantry unit) and scores a hit with the 6. Fraser cannot fire because he moved. Last the British player rolls 4 die and fires with his Native American unit in the center. The 1 and 2 rolled cause militia flee results (Native American units cause flee results on 1 and 2). Both American militia units in the center must flee. This causes a forced retreat and all American units must retreat and the British units will get a battle fire at the retreating units.

For example: A 4 SP unit rolls 4 dice and a 3 SP unit would roll 3 dice, etc. If attacking a fort location or across a river, the unit would roll one less die in the first battle round. Hits are then allocated based on the type of unit (infantry or artillery) firing, against the numbers rolled. Artillery scores hits on die rolls of 5 or 6. Infantry score hits on die rolls of 6. Commanders hit on 6. Units may fire in any order the firing player chooses.

Losses are applied immediately. Allocation of losses are decided by the owning player receiving the losses.

Reductions in SP are shown by rotating the block once for each hit inflicted from its current SP to the new, reduced SP. Units reduced below 1 SP are eliminated and removed from the game board.

**American Leader Benedict Arnold in Battle:** Any time the leader block Arnold is in a battle column on the battle board he rolls 4 dice, hitting on 6's. However, if he rolls two or more 1's on his battle dice roll he is removed for the rest of the game after applying any hits (6's) he made on the opposing units.

**Native American Units in Battle:** Native Americans can only do ONE battle round where they can give and receive battle fire. After the one round they must withdraw to the reserve if with British units in battle columns or otherwise withdraw from the battle location, unless they win the battle in the first round. *Native Americans are not subject to retreat or withdrawal fire.* If Native American withdrawal or retreat is blocked, move them to the closest open location.

#### AMERICAN MILITIA FLEE BATTLE RESULTS:

Any time a British or Hessian firing unit rolls a 1 on his die roll, one American militia unit must flee to reserve if one is present in the battlefield position fired at by the British or Hessian firing unit. If the firing unit is a Native American unit the American militia flee on 1 and 2.

Militia flee results are applied **AFTER** any losses caused by the firing unit in the battle round. The militia unit remains

in reserve and cannot move back into any of his battlefield positions during the battle.

For example: The British have one infantry unit at 4 SP and one artillery unit at 3 SP firing from their right battlefield position at the American left battlefield position. The Americans have two militia units at 2 SP and one infantry unit at 4 SP in their left battlefield position. The British infantry unit rolls 4 dice, rolling 1, 3, 4, 6. The six scores a hit. The one causes a flee result for one militia unit. The American player applies the hit to the militia unit and then has that unit flee into reserve. The British artillery unit rolls 3 dice, rolling 1, 3, 4. The one forces a flee result for one militia unit. The American player moves the remaining militia unit into reserve.

**Attacking Across Rivers and Lakes:** When attacking units must cross a river or lake to a location defended by the opposing players units, the attacker must reduce the number of dice rolled by 1 for each attacking unit during the **FIRST** battle round.

For example, one 4 SP infantry unit and one 3 SP artillery unit are attacking across a river. During battle fire each unit would reduce the number of dice rolled by 1. The infantry unit would roll 3 dice (4: 1= 3), and the artillery unit would roll 2 dice (3: 1= 2). If in the same attack, some units attack across a river and other units are attacking without crossing the river, those not crossing the river would not reduce dice but those crossing the river would reduce dice.

**Attacking Fortified Locations:** The fortified locations provide a defense bonus to defending units by reducing the number of dice rolled by attacking infantry units during the first battle round. This applies to land attacks, attacks across rivers and lakes, and any combinations. This means that all of the attacking infantry type units and Native American units reduce their die rolls by 1 die for the first round of battle. Artillery units do not reduce their attacking die rolls when attacking forts. Also, in all battle rounds all American militia flee results

are ignored for American militia defending fortified locations. Attacks across a river against a fort, subtract only one die in the first round. Modifiers are not cumulative.

### BATTLE WITHDRAWAL:

After the first round of battle is completed players may (Native Americans must) withdraw from battle starting with the second battle round. The defender makes this decision first, followed by the attacker. All withdraw/retreat rules apply. If a player decides to withdraw, all of their units are immediately removed from the battle board before conducting any battle moves or battle fire. The units of the player withdrawing are subject to one withdrawal battle fire round in which all the **infantry** units of the opposing player in battlefield positions (not those in reserve) each roll **ONE DIE**. Any sixes rolled score hits and are applied immediately to the withdrawing units, including those in reserve. The withdrawing player decides which units to apply any hits. The withdrawing units do not return battle fire and must follow withdraw/retreat rules.

### BATTLE RETREAT:

A retreat occurs when one of a player's battlefield positions (left, center or right) becomes unoccupied as a result of battle fire or movement other than a withdrawal. The player must immediately retreat **ALL** (units in the other battlefield positions and reserve) units at the point this occurs. All withdraw/retreat rules apply. The units of the player forced to retreat are subject to one retreat battle fire round (except Native Americans) in which all the **infantry** units of the opposing player in battlefield positions (not those in reserve) each get one battle fire at current SP (modified for any reductions due to fortifications or water crossings) at the retreating units. Any hits are applied immediately to the retreating units, including those in reserve. The retreating player decides which units to apply any hits. The retreating units do not return battle fire.

*For example, the American left battlefield position becomes unoccupied during the battle round due to his militia fleeing to reserve and units being eliminated by battle fire. The American player removes all units from the battle board and conducts a retreat with them. The British player is allowed one round of retreat battle fire on all of the retreating American units by the British infantry units in battlefield positions.*

### WITHDRAW/RETREAT RULES

If the defender is withdrawing/retreating, he must withdraw/retreat all units to a connected location from the battle location that has no opponents units located there and his opponent did not move from to attack the battle location. If the attacker withdraws/retreats he must withdraw/retreat all units to a connected location that he moved at least one unit from to conduct the attack. Native Americans do not block retreat, if forces retreat into a location that is occupied by Native Americans, the Native Americans must move back to the closest open location.

If these conditions cannot be met then all units must continue to battle or, in the case of a retreat, are eliminated.

All units must withdraw/retreat to the same location. There is no splitting of forces. Units withdraw/retreat one location when withdrawing/retreating.

In general, units retreating from a location should, if possible, retreat in a direction towards their supply sources. For the British that is towards Valcour Island and Oswego. For the Americans that is towards Albany and the eastern edge of the game board.

### VICTORY CONDITIONS:

The British player wins if he occupies simultaneously Ft. Ticonderoga and Albany with in supply British or Hessian units (not Native Americans) at the end of any American turn.

The British player can also win by simultaneously occupying Ft. Ticonderoga, Bennington and Manchester at the end of any American turn with in supply British or Hessian units.

The American player wins if the game ends (turn 20) and the British have not met their victory conditions.

The American player also wins the game immediately if the British total SP falls below 25.

### OPTIONAL RULES:

**On Board Leader Holding Boxes:** Both the British and American player can opt to use the holding boxes on the game board to place any units moving with the respective leaders for group leader moves. During game play the leader's block moves along the roads representing the entire force in the holding box. This also adds to the fog of war.

**Increase the force with St. Ledger:** The British player can send up to 2 more units with St. Ledger, taking them from the **At Start** British forces.

**Militia Reaction to Native Americans:** If Native American units "attack" before turn 5 then the turn 5 American Reinforcements (militia) enter the game on the first American turn after the attack.

**Native American Ambush:** If American units are forced to retreat into a location with only Native American units present, the Native American units get to roll a battle fire before backing up.

**Native Americans desert the British:** As the campaign extended out through the summer and into the fall, the British Native Americans left them. This was because of the length of the campaign and British attempts to control the actions of the Native Americans. To reflect this the British player must remove 1 Native American block from the game on turns 12, 15, and 18.



## SARATOGA HISTORICAL SUMMARY:

In the fall of 1776, General John Burgoyne made a plan for winning the war, his “Thoughts for Conducting the War”. It proposed to divide and cut up the colonies by using 3 armies converging on Albany New York, ending the revolution in one grand campaign. It received the attention of the Lord Germain and the King who not only adopted Burgoyne’s plan, but put him in command for carrying it out.

Nothing could have made Burgoyne happier. He was so confident of his strategy that he wagered a bet of fifty guineas with his friends at the London Brooks Club that he would return from America victorious in 1777.

The campaign opened well for the British. Burgoyne’s army captured Fort Ticonderoga by early July and nearly trapped the main American army in the field led by General St. Clair. Meanwhile British General St. Ledger landed at Oswego and moved up the Mohawk River to besiege Ft. Stanwick and Native American allies were fanning out into the countryside.

Burgoyne’s armies were too large to take on at present and St. Clair and the American theater Commander, General Schuler, decided they needed to buy time for reinforcements to arrive. They blocked roads, skirmished, and threatened the British supply lines.

Burgoyne’s army slowed to a halt at Skenesboro and Fort Anne as they repaired and built new roads and dealt with the harassing Americans. British supply became a concern and they decided to gather supplies in Vermont and New Hampshire as well deal with American forces gathering there as threat to their flank. Ambushed on poor roads by well led American militia under General John Stark, the British and Hessians suffered a significant setback at the battles of Hubbardton and Bennington.

Burgoyne’s Native American allies had also become a problem. They were hard to control and involve in his campaign and they ransacked everything in their path, friend or foe. Their raids created havoc but also provided a cause for militia to flock towards the conflict on the American side. American reinforcements poured into the American camps and by late summer the American armies outnumbered the British and were ready to fight.

Burgoyne’s main army continued down lake George and the Hudson river towards Albany. But attrition, supply and the growing American armies slowed his advance. Meanwhile, St. Ledger’s British army’s advance up the Mohawk River to Albany was stopped by American reinforcements that lifted the siege of Fort Stanwick.

General Gates replaced General Schuyler in late August as theater Commander, though Schuyler remained in the field. With Gates came more American regular army forces along with Benedict Arnold and Daniel Morgan. These two aggressive leaders led the Americans to victories at the battle of Freeman’s

Farm and Bemis Heights against Burgoyne’s main army near Albany.

These battles sealed the fate of the British. They were surrounded deep in enemy country with winter approaching and few prospects for help. Although British General Clinton made efforts to relieve the situation for Burgoyne, they were too little and too late. With Burgoyne’s grand plan and army in shambles he surrendered to the Americans in late October.

## GAME STRATEGY:

British: You need to move fast, before the Americans can react with substantial reinforcements. Once the Americans have Arnold and Gates forces available you will face some strong enemy units blocking your way. Fraser is your best leader to open up movement and maybe trap or damage the small American army confronting you early in the campaign. But be careful that he does not become trapped or find himself in a battle against superior forces.

It will be tempting to force march Burgoyne and Riedesel with the main army but this should only be considered when it provides a significant strategic advantage as attrition can whittle your army away. The Native Americans are best for creating havoc and distractions for American units gathering in front of your main army. At times it will help if the Native Americans can be positioned to augment your smaller forces like St. Ledger and Fraser.

Americans: Early in the game protect your small army at Ticonderoga. Do not let this force get trapped. Delay, as help is coming, but avoid overruns if possible. Militia and Army forces are heading your way, but it takes time to gather them and organize them into an army. So delay along British movement routes. Threaten smaller fast moving British forces with your main army in battle or by cutting their supply. Use John Stark to use fast moving forces to block any British movements towards Bennington and attack small British forces that may get ahead of the main army. But remember, a slug fest early in the campaign is not to your advantage, but late in the campaign, once your reinforcements are in, it can be.

## GAME DESIGN:

Mike Wylie

Grant Wylie

## GRAPHICS AND LAYOUT:

Sean Cooke