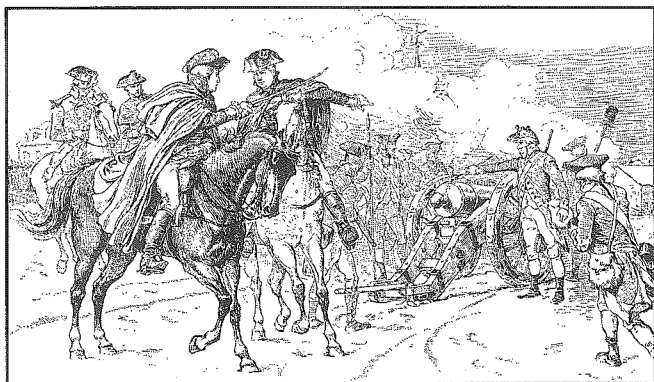


Rebels & Redcoats



STANDARD RULES

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STANDARD RULES

1.0 INTRODUCTION

1.1 The game system

Rebels & Redcoats is a simulation system of many battles from the American Revolution. Each player commands either the British or American forces in each of the battles. The game includes the following battles: Bunker Hill, Brandywine, Germantown, Monmouth, Camden, Cowpens, Guilford Court House, Hobkirk's Hill, Eutaw Springs, Bennington, Freeman's Farm and Bemis Heights.

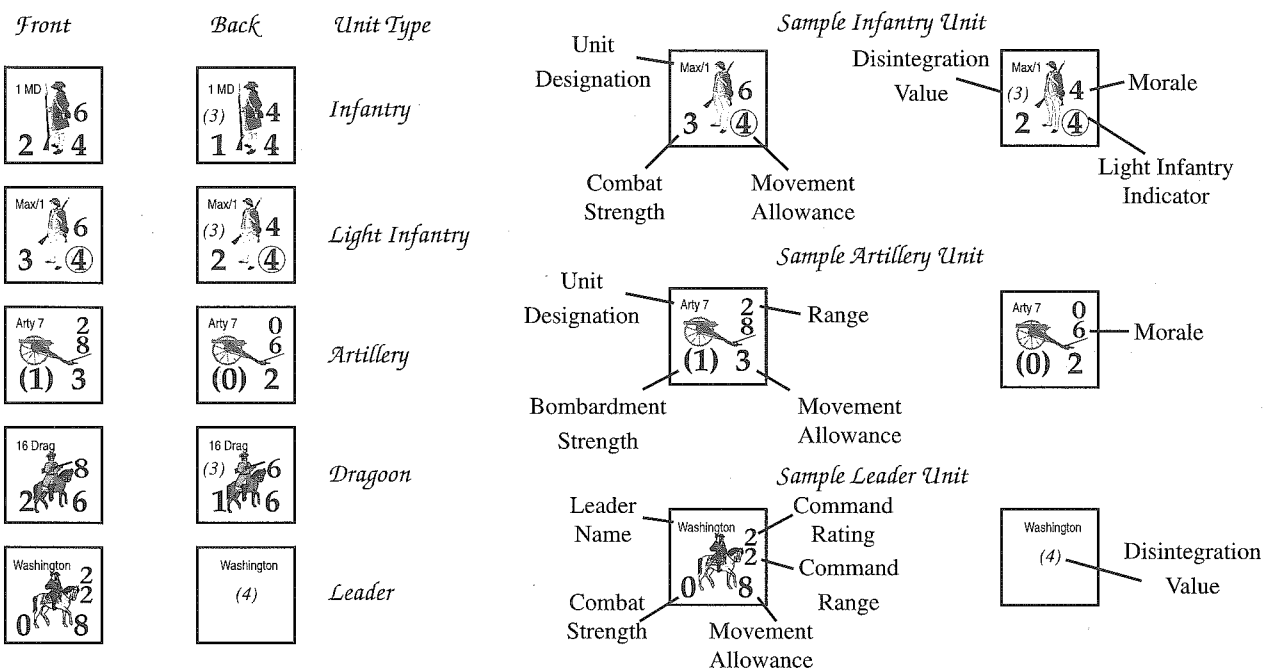
1.2 Game Components

Each game of **Rebels & Redcoats** has:

- Two mapsheets depicting one of two sets of battlefields. Volume One includes Brandywine, Bunker Hill, Germantown, and Monmouth. Volume Two includes Saratoga (which encompasses the battlefields of Freeman's Farm and Bemis Heights), Bennington, Camden, Cowpens, Guilford Court House, Hobkirk's Hill and Eutaw Springs. Turn Record Tracks are placed near each battlefield for use during the battle.
- Volume Three includes the battles of New York: Brooklyn, Harlem Heights, White Plains; battles of New Jersey: Trenton and Princeton. Also included are two bonus scenarios for Stony Point and King's Mountain. The game includes 560 counters depicting the formations that fought in the battles as well as markers for game play.
- This rules booklet
- One Player Aid Card (PAC). The second PAC includes the Disintegration Tracks and quick reference notes.
- one 10-sided die
- one Registration Card (which should be sent to Decision Games within a few weeks of purchase in order for you to receive any official errata and new information regarding **Rebels & Redcoats**).

If any of these components are missing or damaged, write to Decision Games for replacement: Decision Games, PO Box 21598, Bakersfield, CA 93390. Living rules are maintained at www.decisiongames.com.

Explanation of Typical Playing Pieces



1.21 The rules include two major sections: Standard Rules and Exclusive Rules.

1.22 The maps show the areas where the actual battles took place. A hexagonal grid has been superimposed on it in order to regulate the placement and movement of units. Those hexagons are referred to as "hexes."

1.23 There are several sets of counters supplied with the game, each representing one of the armies in the original battle. Those counters are identified as "units." Additionally, there are markers used for various game functions. Infantry, Dragoons and Artillery are considered COMBAT UNITS for game purposes. Leaders are NOT considered combat units. Most combat units have two sides. The front side shows the unit in its "Good Order" state. The reverse is used to show the unit in its "Disrupted state." A player may examine enemy stacks freely.

Each unit has the following numerical items on it:

- **Combat Strength.** The attack and defensive strength of a unit used in assault.
- **Movement Allowance.** The basic number of movement points a unit may move each turn.
- **Morale Rating.** A quantification of the unit's discipline and training or the motivation a particular leader and his staff provided.
- Leaders have a Command Rating and Range, representing the ability of the leader and his staff to coordinate subordinate units.
- Artillery units have a parenthesized Bombardment Strength, Movement Allowance, Morale Rating, and Range.

Unit size is generally regiments for the American forces and battalions for the British. In several of the games, units have been grouped together to form *ad hoc* units. That was done for reasons of playability and to include units that had fewer than 75 men.

Counters have the combat strength and movement allowance in either blue for the Americans or red for the British forces. When punching out the counters, players are urged to place them in the bags provided along the lines of either a complete smaller scenario in one or two bags, one for each side, for the larger scenarios. If counters become mixed, they can be sorted using the scenario instructions and map set-ups.

Game Markers. Game markers are used to indicate various game functions. They include:

Game Turn Marker: Used to indicate the current turn.

Disintegration Track Markers: Used to indicate the current level of morale. Note the backs of the "x1" markers are marked "x1+.5" to denote 1/2 points.

OOB Markers: Used to indicate units are Out Of Command.

Force Markers: Used to replace stacks of units on the board for ease of play.

1.3 How to Set Up the Game

Players select which scenario they will play. Each player selects one side to command and places units according to the scenario instructions. The game continues until one side wins or the scenario ends.

1.4 Game Scale

Each hex represents 200-300 meters across. Each game turn equals 30 minutes. Each strength point represents 50-100 men or 1-2 guns.

2.0 SEQUENCE OF PLAY

The game is played in game turns. Each game turn is divided into two player turns, which are then divided into segments. The "First Player" is specified in the exclusive rules.

Sequence of Play

1. First Player Turn

- (1) Command Segment: the first player determines which of his units are "Out of Command" and marks those units with OOC markers (see 11.32).
- (2) Bombardment Segment: the first player attacks with his artillery units (see 7.0).
- (3) Reinforcement Segment: the first player introduces new forces onto the map (see 3.0).
- (4) Movement Segment: the first player moves his units (see 4.0).
- (5) Assault Segment: the first player attacks with his infantry and dragoon units (see 8.0).
- (6) Rally Segment: the first player attempts to rally his disrupted units (see 9.3).

2. Second Player Turn:

The second player repeats the steps listed under the First Player Turn.

3. End of Turn:

In some scenarios, points are added or subtracted to one or both sides' disintegration level at this time. Then advance the turn marker to the next game turn box. At the end of the final turn, check the victory conditions to determine the victory levels of each player.

3.0 REINFORCEMENTS

Reinforcements are units that are not part of a player's initial setup, but appear at later times during the course of a game. Scheduled reinforcements arrive on set turns, as indicated in the scenarios.

3.1 Entering the Map

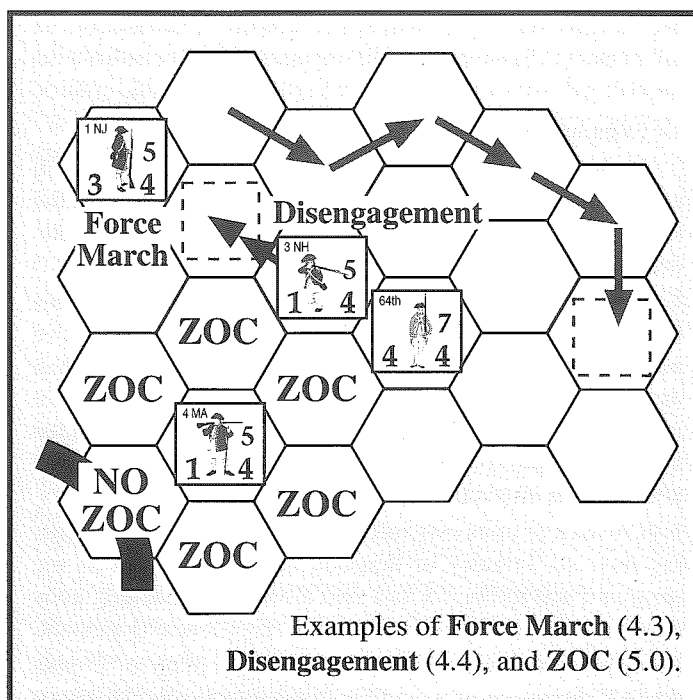
3.11 Reinforcements appear adjacent to the map hex designated as entry. They must pay the movement cost for entering that hex. Units may enter via force march (see 4.3).

3.12 Reinforcements must attempt to appear on the turn designated. If all reinforcing units cannot enter the map and complete their movement without violating stacking limits, then the excess units attempt to enter play during the next friendly Reinforcement Segment at the same entry hex, or in any available map edge hex within four hexes of the entry hex.

4.0 MOVEMENT

4.1 Units expend movement points from their movement allowance to move from hex to hex. Each clear terrain hex entered costs one movement point (MP). Other types of terrain cost a greater number of MPs (see below). A unit's movement is final: once a player has moved a unit, he may not retrace its movement that turn.

4.11 A unit may not spend more MPs than its printed movement allowance (exception, see 4.3 force march). However, a



unit may always move one hex per turn, regardless of terrain or its movement allowance, except that a unit may not enter prohibited terrain. Units attempting to leave an enemy zone of control by means of movement must disengage (see 4.4).

4.2 Terrain Effects on Movement

(See the Terrain Effects Chart (TEC) on the Player Aid Cards).

4.21 Certain hexes contain terrain that costs more or less than one MP when entering the hex. In addition, certain types of terrain are prohibited to units. See the TEC for details.

4.22 Hexsides. Certain terrain features are represented along a hexside rather than within the hex itself. These include streams and slopes. Movement is affected only when moving ACROSS the hexside, not in the hexes on either side. For example, the extra movement cost to move up a slope hexside applies only when moving across a slope hexside going from lower elevation to higher.

4.23 Rivers. A unit may only cross river hexes at bridges or fords by paying the appropriate costs for entering those hexes.

4.3 Force March

4.31 Infantry and artillery units may increase their movement allowances to six, and dragoons may increase their movement allowance to nine, by using force march. Force marching units pay the normal cost of terrain. Units that begin the Movement Segment adjacent to enemy units may not force march. Force marching units may NEVER enter a hex adjacent to an enemy unit during a force march.

4.32 After completing their force march movement, each unit checks for disruption. On a 1-7, the unit remains in good order. On an 8-10, the unit is disrupted. Force marching units that disrupt remain in the hex in which they finished their movement in. Units stacked with any leader may subtract one from

the die roll. Also, light infantry (those with circled movement allowances), dragoon, and artillery units subtract one from the die roll.

4.4 Disengagement

Units may exit enemy zones of control (see section 5.0) under certain conditions. Disengagement is performed in the friendly Movement Segment. A unit may make only one disengagement attempt per friendly Movement Segment.

4.41 The unit makes a morale check (see 9.21) with a plus three (+3) disengagement modifier. If it succeeds, it may move normally. If it fails, and the modified die roll is not more than three (3) greater than the unit's modified morale, it may not move. If the modified die roll is four or more greater than the unit's modified morale, it disrupts and retreats per the retreat after combat instructions (see 8.51).

4.42 A stack of units may roll for disengagement by designating any one infantry or dragoon unit in the stack as the rearguard and rolling for that unit alone; the remaining units may leave the enemy ZOC without rolling for disengagement.

Example: a unit with a Morale of "5." A roll of up to "2" plus the "+3" disengagement modifier for a total of up to "5," means the unit may disengage. A roll of "3-5" plus the "+3" disengagement modifier means the unit would have remained in place. A roll of "6" or higher would yield a modified roll of "9" or higher, and the unit would disrupt and retreat its movement allowance.

5.0 ZONES OF CONTROL

Each COMBAT unit exerts a zone of control (ZOC) into each of the six hexes surrounding it. Despite its multi-hex firing range, an artillery unit does not exert a ZOC into any hexes.

5.1 A combat unit that begins its turn in an enemy ZOC may only leave by successfully disengaging first. Otherwise, units may only exit from enemy ZOCs as the result of combat.

Historical note: once engaged at close quarters, armies found it difficult to disengage.

5.2 All units must STOP when they enter an enemy ZOC, and may move no farther that player turn.

5.3 Units may retreat through enemy ZOCs as a result of combat (see rule 8.513 and the Assault Table notes).

5.4 The presence of friendly units, friendly ZOCs, or both, does NOT negate or limit the effects of an enemy ZOC for the purposes of movement.

5.5 ZOCs do not extend across river hexsides except at bridges or fords, nor into redoubts.

5.6 A leader who begins a turn in an enemy ZOC may move out of the hex it occupies, and may move through enemy ZOCs, as long as it moves through hexes occupied by friendly units. It may retreat through an enemy ZOC with no ill effect. Leaders do not exert zones of control.

6.0 STACKING

Players may stack up to twelve (12) combat strength points in a single hex; however, a maximum of eight (8) strength points of infantry and dragoon may be counted for attack or defense. For example, if two units of five (5) strength points

each are stacked together, they would assault or defend with a strength of eight (8); however, they would count as ten (10) for stacking purposes.

6.1 Any number of leaders may be stacked in one hex, but only one leader may be used for combat and morale check purposes.

6.2 Artillery units are counted toward stacking at half their bombardment strength (fractions rounded down).

6.3 Disrupted units' combat strengths count DOUBLE for stacking purposes. 6.4 All units in a hex, including those above eight (8) strength points, suffer the effects of bombardment and assault directed at that hex.

6.5 Force Markers

Two matching markers are selected, and one marker is placed on the board, in place of a stack of units. The stack of units is placed under the corresponding Force Marker. Both players may examine any and all stacks freely, whether on the map or under a Force Marker.

7.0 ARTILLERY & BOMBARDMENT

Bombardment is conducted by artillery units in the bombardment segment. A player may fire with some, all or none of his friendly artillery units during the friendly Bombardment Segment. They may fire up to their range limit.

7.1 Procedure:

- (1) Artillery units out of command may NOT bombard.
- (2) Artillery units in command may bombard. Each artillery unit bombards individually except per (3) below. A player may NOT fire more than once at an individual hex in a single Bombardment Segment. All units in the target hex are affected by the results.
- (3) Artillery units in a single hex with a leader may combine their bombardment strengths. For example, an artillery unit with a combat strength of "2," and another with a strength of "2," attack the same hex; the total strength would be "4." Artillery units in hexes with leaders may not be combined with artillery units in other hexes, whether or not a leader is present in the second hex.
- (4) Use the bombardment strength of the firing artillery unit(s). Compare that with the column headings on the Bombardment Table.
- (5) Determine the number of shifts to the left for the type of terrain the target hex contains. Stream hexsides and River hexes shifts do not apply (note that slope hexsides decrease or increase range by one). This gives the final column for resolution of bombardment.
- (6) Roll one die for each combat and artillery unit in the target hex and apply the results. (Results are explained below the Bombardment Table.)

Note: The defender's combat strength has no bearing on bombardment. Unlike assault combat, bombardment does not require the player to compute "combat odds."

7.2 Artillery Types and Ranges

Artillery Type Range in hexes

3 pdr	2
4 pdr	3
6 or 9 pdr	4
12 or 24 pdr	5

7.21 Howitzers are treated exactly as other types of artillery with the following addition: howitzers may ignore line of fire restrictions; that is, they may fire over units and obstacles.

7.22 Artillery units conducting bombardment against adjacent enemy units DOUBLE their bombardment strength. Artillery units conducting bombardment attacks at greater than one hex range use their printed bombardment factor. For example, an artillery unit with a combat strength of "2" would have a strength of "4" at one hex range.

7.3 Line of Fire (LOF)

7.31 An artillery unit in command may always bombard into an adjacent hex.

7.32 In order to fire at non-adjacent enemy units, a player must first determine the range. The range is determined by laying a straight edge from the center of the firing unit's hex to the center of the targeted unit's hex. If that line runs along a hexside, or intersects any hex containing blocking terrain, the artillery unit may not fire at that enemy unit.

7.33 Terrain in the firing unit's hex and the targeted unit's hex does not block the LOF. Only terrain BETWEEN the two blocks the LOF. For example, you can fire from or into a woods hex, but not through one.

7.34 The following terrain types block Line of Fire:

- Woods
- Towns
- Enemy and Friendly units

Comment: because of the linear tactics of the day, units in the front line would be deployed in an extended line, blocking the line of fire of batteries to their rear.

7.35 Slope Hexside: If an artillery unit attempts to bombard a unit "upslope" from it, one is subtracted from the range of the artillery unit. If an artillery unit attempts to bombard a unit "downslope" from it, one is added to the range of the artillery unit.

7.36 No artillery unit may fire farther than its range.

7.37 Artillery units in an enemy zone of control during the friendly Bombardment Segment are not required to bombard. However, if they do bombard, they must bombard an adjacent enemy unit.

8.0 ASSAULT

Non-artillery units conduct combat in the Assault Segment. They must be adjacent to the units they are attacking. Attacking is mandatory for units in enemy zones of control.

8.1 Procedure:

- (1) The attacker designates the attacking and defending units.
- (2) Total the combat factors of all participating attackers.
- (3) Total the combat factors of the defenders.
- (4) Compare the attacker's strength to the defender's and express it as an odds ratio.
- (5) Compare the odds ratio to the odds columns on the Assault Table (AT) and choose the column that is closest when ROUNDING DOWN the actual ratio.
- (6) Determine any column shifts that effect the assault (terrain, special units, dragoons charging, etc.). Sum those shifts, subtracting left shifts from right shifts and then shifting the total number of columns to the left or right.
- (7) Roll one die and apply the results (Assault results are explained adjacent to the Assault Table.)

8.2 Attacking and Defending

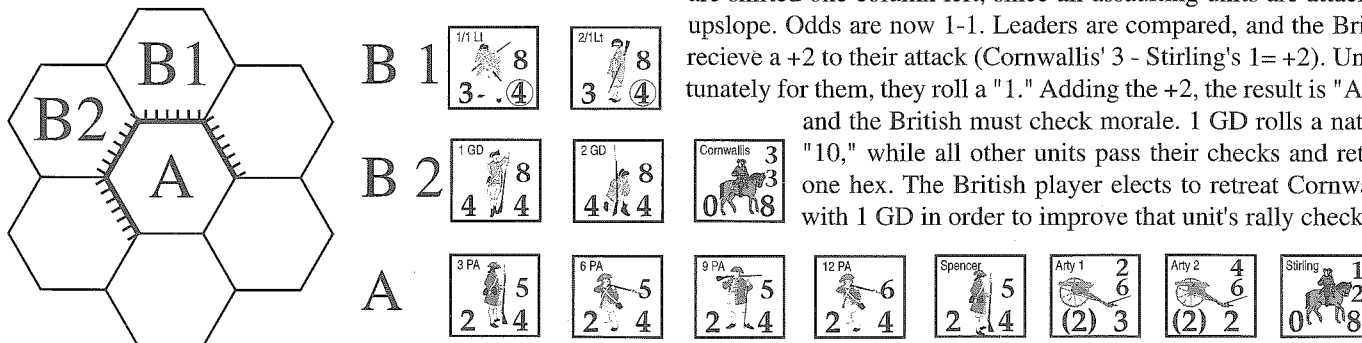
8.21 The Friendly player (that is, the player whose Combat segment is currently occurring) is the attacker, and the enemy player is the defender.

Example of Stacking (6.0) and Assault(8.0):

Stacking: The 3 PA Brigade (stack A) consists of the five units, each with combat strengths of 2 (10 stacking points), plus two bombardment strength units (two stacking points, half of four) and Stirling (leaders stack freely), for a total of 12 stacking points. Note the attack/defense strength of the stack is 8, and all units would be affected by any assault or bombardment result.

Assault: Assume British units in B 1 and B 2 attack the Americans stacked in A. Initial odds are 14-8, or 3-2. Those odds

are shifted one column left, since all assaulting units are attacking upslope. Odds are now 1-1. Leaders are compared, and the British receive a +2 to their attack (Cornwallis' 3 - Stirling's 1 = +2). Unfortunately for them, they roll a "1." Adding the +2, the result is "AR0" and the British must check morale. 1 GD rolls a natural "10," while all other units pass their checks and retreat one hex. The British player elects to retreat Cornwallis with 1 GD in order to improve that unit's rally check.



8.22 Assault is mandatory for units in enemy zones of control. The attacker must attack with ALL units he has adjacent to enemy units, and all such enemy units must be attacked (note that in all cases, only eight combat strength points may attack or defend per hex). Exception: leaders and artillery units—see below.

8.23 Attacks may be resolved in any order the attacker desires.

8.24 No attacking unit may attack more than once per Assault Segment. No defending unit may be attacked more than once per Assault Segment.

8.25 An individual unit's combat strength may not be split. It must be applied to only one attack.

8.26 All defending units in the same hex must be treated as a single combined defense strength. If an attacker has more than one unit per hex capable of assault, he must combine them into a single attack strength.

8.27 Multiple unit assault:

8.271 When two or more units attack one defending unit, the attackers must be combined into one total attack strength. When one unit attacks two or more defending units, the defending units are combined into one total defense strength.

8.272 When several units attack several defending units the attacker may divide combat into more than one battle, as long as the following conditions are met:

- (1) All attacking units in enemy zones of control must attack.
- (2) All defending units which are in friendly unit's zones of control must be attacked.
- (3) All attacking units in each attack must be in the zone of control of the units they are attacking.

8.28 The attacker may deliberately sacrifice one or more attacking units at unfavorable odds in order to gain more favorable odds against other defending units. This is termed a "soak-off."

8.3 *Terrain Effects on Combat*

Terrain types affect the selection of the AT column used to resolve combat.

8.31 The terrain in the defender's hex will sometimes shift the odds column used to the left. For example, if a defender is being attacked at 3-1 odds, and the defender's terrain type would cause the defender to receive a two column shift to the left, odds would be reduced to 3-2.

8.32 If there is more than one type of terrain in the defender's hex, use the one most advantageous to the defender. If the attacker is attacking through more than one hexside, then use the single type most advantageous to the attacker.

8.33 The Terrain Effects Chart gives the effects of terrain on combat.

8.34 **Example #1:** Two British units in separate hexes (one with a combat strength of "5," and one with a combat strength of "4") attack one American unit with a combat strength of "5" in clear terrain. Odds are 3-2 $[(5+4)/5=9/5]$ rounds down to 3-2].

8.35 **Example #2:** Two American units (each with a combat strength of "3") attack two British units stacked in the same hex with a combined combat strength of "11" in clear terrain. Odds are 2-3 $[(3+3)/8=6/8=.75/1]$ rounds down to 2-3]; note the British units can only defend with 8 strength points due to stacking limits.

8.4 *Artillery and Assault Combat*

8.41 Artillery units never conduct assaults. Artillery units NOT stacked with friendly infantry or dragoon and that begin the Assault Segment in an enemy ZOC receive an automatic AR1 result.

8.42 Artillery units which are disrupted or fail a morale check do not retreat per 8.51; they remain in place after flipping to their disrupted side (the guns are abandoned). Artillery units stacked with friendly units that receive a retreat result check their morale along with the combat units, retreating one hex or disrupting as determined by their morale check. Artillery units stacked with friendly units that receive disruption or elimination results are disrupted. If enemy units move into their hex in an advance after combat, they are removed from play.

8.43 Artillery units defend at half their printed bombardment strength. (Note: a hex may still only defend with a maximum of eight (8) strength points.) If the result is disruption, elimination, or the artillery unit(s) fail a morale check, the units are removed from play. They modify morale for infantry morale checks by decreasing the die roll by one if any artillery unit is present in the hex of the infantry unit undergoing the morale check.

8.5 *Advance and Retreat as a Result of Assault*

Units may retreat or advance as a result of combat. This is a specialized form of movement that occurs in the Assault Segment.

8.51 **Retreats.** Retreats will occur as the result of assault combat. A player may retreat his stacked units individually or together, as he sees fit. The length of the retreat will depend on the combat result.

- A result of attacker or defender retreat requires the affected units to retreat ONE hex.

- A result of attacker or defender disrupted requires the affected units retreat a number of HEXES equal to their movement allowance. The retreating unit pays ONE movement factor for each hex entered, regardless of terrain type (since the units are running for the hills, so to speak, without regard to formation). Disrupted units that are retreating may not cross otherwise prohibited terrain (for example, river hexes).

- A failed morale check will cause a unit to become disrupted and retreat its movement allowance from the initial hex.

8.511 A unit receiving a combat result that includes a retreat or disruption must attempt to move away from the enemy unit(s) just engaged according to the retreat priorities listed on the Assault Table.

8.512 If entering a friendly-occupied hex violates stacking restrictions, the retreating unit retreats additional hexes, one at a time, according to the priority list above until it meets

stacking requirements. There is no limit to the number of hexes into which a unit can retreat due to overstacking.

8.513 A unit may retreat into an enemy zone of control. That results in a morale check for the retreating or disrupted unit as well as any other friendly units in the hex.

8.514 If a unit has no place to retreat (that is, it is completely surrounded by enemy units or prohibited terrain), or would be forced to retreat off the map, it is eliminated.

8.515 If a leader is stacked with a unit that must retreat, the leader must retreat with it. If a stack of units retreats to different hexes, then the leader may retreat to whichever stack the owning player desires.

8.516 Retreats take place immediately upon resolution of each individual combat.

8.52 Advance after combat.

8.521 Whenever units completely clear all enemy units from a hex as the result of an assault, they may advance after combat. The combat results (printed adjacent to the Assault Table) designate when advances after combat may occur. Only units that participated in the combat may advance, and those units that advance may not be out of command.

8.522 The number of hexes advanced depends on the unit type. Dragoons may advance two hexes. Infantry may advance one hex. Leaders may advance along with any unit with which they are stacked. Other units (artillery, etc.) may not advance after combat.

8.523 The first hex advanced into must be one the enemy vacated. The second hex (for dragoons) may be in any direction.

8.524 Units may advance into, through and out of enemy zones of control at no penalty. ZOCs do not apply for the purposes of advance after combat.

8.525 Units that advance after combat must obey stacking restrictions.

8.526 Units may not advance after combat into prohibited terrain.

8.527 Advance after combat takes place immediately upon resolution of each combat. That means the player may advance friendly units to interdict the retreat path of other enemy units.

9.0 UNIT DISRUPTION, MORALE & RALLY

Units are in one of two states: good order or disrupted. Good order status is indicated by the front side of the unit. A disrupted unit is indicated by flipping it to its reverse side.

9.1 Effects of Disruption:

Units are flipped to their disrupted side (the side with no icon and in a lighter shade). That side shows the following:

- (1) Combat strength is reduced (doubled for stacking purposes only-see 6.0);
- (2) Movement allowance is unaffected; however, if they move, their movement must place them closer to their line of communication (see section 10.0) or a friendly leader at the end of the disrupted unit's movement;

(3) Morale rating is decreased;

(4) Disrupted units may not enter enemy zones of control during their Movement Segment. If they begin a Movement Segment in an enemy ZOC, they stay there and participate in the Assault Segment in their disrupted status.

(5) They are eliminated by disruption results on the Assault Table (AD/DD results), and by "DD" results on the Bombardment Table.

9.2 Morale:

All units have a printed morale rating on the right center of their counter.

9.21 **Morale Checks.** Certain game rules require units to make a "morale check." A morale check is conducted as follows:

- (1) The player rolls one die for each combat unit. The presence of friendly leaders, artillery and dragoons, as well as enemy units, modify the die roll. The presence of fences, fieldworks, or redoubt hexsides between the unit making the morale check and the unit(s) that caused the unit to check morale also modify the die roll. That is, a unit defending behind a fence will receive the modifier if assaulted or bombarded through the fence hexside; conversely, if the unit is attacked through a clear hexside, it will not receive the modifier, even if it is adjacent to a fence hexside. Consult the morale check modifiers listed on the Disintegration Tracks PAC.
- (2) If the result is less than or equal to the unit's morale rating, the unit **PASSES** the morale check.
- (3) If the result is greater than the unit's morale rating, the unit **FAILS** the morale check.
- (4) The penalties for failing a morale check are specified in the individual rules and summarized on the Player Aid Card within the appropriate tables and charts.

9.22 Regardless of the modified die roll for a morale check, a roll of natural one (1) always results in passing the morale check, and a roll of natural ten (10) always results in failing.

9.3 Rally

Rally is a special type of morale check by which a disrupted unit rallies and is flipped to its good order side. In the friendly Rally Segment, ALL friendly disrupted units must check for rally.

Procedure:

- (1) Make one rally attempt per friendly disrupted unit and consult the rally Chart for results.
- (2) Each rally attempt is conducted by adding the unit's disrupted morale plus a die roll and comparing it to the Rally Table. One friendly leader's command rating may be added to any unit with which it is stacked. If a unit attempting to rally is adjacent to an enemy unit, two (2) is subtracted from the rally die roll.
- (3) For rallies only, die rolls of "1" and "10" have no special effect.

10.0 LINES OF COMMUNICATION (LoC)

Each scenario will designate the "Line of Communication" (LoC) for a side. It will be a portion of the map edge or specified roads, trails or hexes marked with red stars for the British and blue stars for the American. Units that retreat due to a disruption result must retreat towards their side's LoC, if possible. If the line of communication hex is occupied, or if the unit cannot trace a path of hexes free of enemy units to the LoC, the first priority is given to the alternate LoC hex designated in the exclusive rules for the battle. The second priority is given to hexes adjacent to the original LoC, then hexes two hexes from the original LoC hex, and so on. In that situation, the unit will move toward the closest alternate hex. If they reach the map edge and have at least one movement point left, they are removed from the map and considered eliminated for game purposes.

11.0 LEADERS & COMMAND

Leaders represent brigade and higher level commanders who participated in the battles, as well as their staffs. Leaders enhance the morale of units with which they are stacked through a "Command Rating," as well as place combat units "In Command" within their "Command Range." That represents the ability of a leader and his staff to favorably influence operations on the battlefield.

11.1 Leaders

11.11 Any number of leaders may stack in a single hex.

11.12 Leaders never suffer disruption, and are not affected by other combat results when stacked with a friendly combat unit.

11.13 Leaders must make a casualty check any time the units with which they are stacked receive a DD or DE result. Roll one die for each leader. On a roll of 1-3, the leader is removed. On a roll of 4-10, the leader moves up to eight hexes (regardless of enemy ZOC, but not through enemy units) to the nearest friendly combat unit. If the leader cannot trace a path to a friendly combat unit, he is considered captured (removed) and counts toward disintegration points. The same procedure is followed if a leader is alone in a hex and an enemy dragoon moves into the hex. If the enemy unit is an infantry unit (movement allowance of four), the leader escapes on a roll of 2-10.

11.14 A player may not bombard or assault a hex containing only an enemy leader or leaders.

11.15 Leaders do not have zones of control. Leaders may not conduct combat by themselves, nor may they enter a hex adjacent to an enemy unit unless they are stacked with a friendly combat unit (or enter a hex containing a friendly unit). They may not enter hexes containing enemy leaders unless they are stacked with other friendly units.

11.17 Friendly units may advance after combat, or retreat into, hexes containing only enemy leaders. In that case, use the procedure in 11.13 for the affected leaders.

11.2 Leader Command Rating

11.21 Each leader has a command rating that may be used to increase the morale of friendly units with which he is stacked.

The leader may subtract his command rating from all morale checks of all friendly units with which he is stacked, as well as ADD his command rating to rally attempts. For example, if a leader with a command of "2" is stacked with a friendly unit with a morale of "4", when that unit conducts a morale check, "2" is subtracted from the die roll. When a disrupted unit with a disrupted morale of "4" conducts a rally check, "2" would be ADDED. That applies ONLY when the leader is stacked with the unit.

11.22 No more than one leader may use his command rating for a single unit per turn. However, if there is more than one friendly unit in the same hex as the leader, then he may use his command rating for all such units. Leaders may not be combined with other friendly leaders for any purpose.

11.3 Command Range

Each leader unit has a "Command Range." It represents an ability to control operations on the battlefield. A leader can control all friendly units within his command range. For units other than leaders to conduct certain game actions, they must be within the command range of an appropriate leader.

11.31 Tracing Command Range: The range of hexes described for command is traced through the hex grid from the leader's hex (exclusive) to the hex occupied by the combat unit being commanded (inclusive). Command may never be traced into or through:

- terrain prohibited to a leader unit.
- an enemy occupied hex.
- a hex in an enemy zone of control that is not occupied by a friendly unit.

For example, a leader with a command range of one (1) would be able to place in command all friendly units with which he is stacked or which are adjacent to the hex with the leader.

11.32 Units are determined to be "in" or "out" of command during the friendly Command Segment of each player turn. The command status of a unit remains in effect for the remainder of the player turn. A unit in command may move into a hex beyond command range of a friendly leader. A unit that begins its turn out of command remains out of command even if it moves into a friendly leader's command range later in the turn. A unit's command status applies only for the current turn.

11.4 Command Effects:

The effects of command last for the entire length of the player turn currently in progress. Command only affects units during the course of the friendly player turn.

11.41 In Command Units:

- May enter enemy zones of control.
- Can use force march movement.
- Artillery units may combine their bombardment strengths if they are stacked in the same hex and a leader is also in the hex.

b. Out of Command Units:

- May not enter enemy zones of control during movement. Units that begin their movement in an enemy ZOC may at-

tempt to disengage or may remain in place and conduct combat normally.

- Cannot use force march movement.
- May not advance after combat.
- Artillery may not fire.

11.5 Leaders

Leaders are always considered in command. Leaders may command any friendly units within their command range.

11.6 Reinforcements

Reinforcements are always in command on their turn of arrival.

12.0 LIGHT INFANTRY & DRAGOONS

12.1 Light Infantry

Certain units are designated "Light Infantry." All light infantry units are marked with a circle around their movement allowance.

12.11 Light units pay ONE less movement point (MP) to move through woods, swamp, and town terrain. That is, they pay one MP per woods or town hex, and two MPs per swamp hex.

12.12 If a light infantry unit is involved in an assault against enemy units defending in a woods, swamp or town hex, the attacker receives a one column shift to the right. If units defending in a woods, swamp or town hex include a light infantry unit, the defender receives a one column shift left.

12.13 Light infantry moving through woods, swamps or towns may ignore the ZOC of enemy regular infantry (but only if the enemy stack in question does not contain dragoon or light infantry).

12.2 Dragoons

12.21 **Charge.** Dragoon units were mounted soldiers. If good order dragoons begin their Movement Segment at least two hexes from the nearest enemy unit, they may elect to charge. To charge, they must end their movement adjacent to an enemy unit or stack of units in clear or light woods, and the charging units must also occupy a hex of clear or light woods terrain. In the ensuing Assault Segment, good order dragoons may attack one clear or light woods hex containing enemy units, and the assault combat is shifted one column right. This shift is negated if good order enemy dragoons are present in the defending hex.

12.3 Disengagement

Dragoons do not have to make a morale check when disengaging from ZOCs of enemy infantry or light infantry; they succeed automatically. They must make a morale check if in the ZOC of an enemy dragoon. Light infantry do not have to make a morale check when disengaging from ZOCs of enemy infantry. They do make morale checks with the disengagement modifier if in the ZOC of enemy light infantry or dragoons.

(Note: this makes those units especially valuable to use as rearguards. See 4.42.)

13.0 DISINTEGRATION

13.1 Disintegration

Each side has a "Beginning Disintegration Level," established by the exclusive rules. Certain game events will cause an army's disintegration index to change (usually downward). Those events are listed in Section 13.2 and the exclusive rules. The army's current condition is recorded on the Disintegration Track. When an army's Disintegration Index reaches "0," it "Disintegrates" and the game is over. The side that disintegrates loses the battle.

13.2 Each unit is marked on its reverse with the number of points to be subtracted from the Disintegration Track upon its removal from the game. Each disruption suffered by a friendly unit results in the loss of disintegration points according to the points the unit would be worth if removed according to the following schedule:

Disintegration Loss Removal Points

1/2 point	2 or less
1 point	3 points
2 points	4 or more

13.3 Each leader removed from play results in a loss of disintegration points equal to the sum of his command range plus his command rating. Each enemy unit (except artillery; removed artillery does not effect disintegration for either side) removed from play results in one point being added to the friendly side. (Note this is the only way points can be added to a side's disintegration level except as specified in the exclusive rules.)

14.0 VICTORY CONDITIONS

14.1 For each game that utilizes disintegration, the following victory conditions apply:

- A decisive victory is awarded immediately to a player when the opposing side disintegrates.

- If neither side disintegrates by the end of the game, the game is won by the side with the greater disintegration level. If both sides have identical levels, the side that moves second wins.

(Note: Players are urged to play two games of each scenario, once as each side, as the best way to balance play.)

14.2 For games that do not use disintegration, there are particular conditions one side must achieve to earn a victory. Otherwise, that side loses. (For example, in the Camden Historical scenario, the British must match the historical condition of disrupting or removing all the American forces within the set time limit.)

Force March Table

1-7:	Remain in Good order
8-10:	Disrupted
	-1 Die Roll Modifier if stacked w/Leader
	-1DRM if unit is Light Infantry, Dragoon or Artillery

Note: Remember to adjust Disintegration Track when units Disrupt.



New York in 1775.

Exclusive Rules

The Battle of Brooklyn, 27 August 1776

In March 1776, George Washington's army went to New York, where he stationed it in New York City and Brooklyn. Washington had about 20,000 soldiers in New York. He built "Fort Mifflin" in northern Manhattan, and "The Battery", a line of cannon, near New York Harbor. He spread out his troops over both sides of the East River and up and down Manhattan Island.

When the British army arrived under the command of General William Howe, the Americans were shocked; they had never seen a flotilla that large. Daniel McCurtain, an eyewitness wrote: "The whole bay was as full of shipping as it could be. I...thought all London afloat."

The battery was a potentially great force, but unfortunately its artillery was pointed in the wrong direction. The British landed on Staten Island, and through July more and more transport ships kept coming. Gens. Clinton and Cornwallis also sailed into New York Harbor. Together with their men, they made up Britain's greatest expeditionary force to date, ready to attack Washington. The British also brought Hessian mercenaries, and the presence of those Germans was greatly resented by the American populace.

What mattered most to Washington, though, was the fact that, without a navy to control the waters, he was faced with having to divide his force. Also, Washington's army was barely more than a mob at the time, many of its men still largely undisciplined and with little respect for military authority. They had little or no experience facing enemy artillery.

On 22 August 1776, Howe began to move. Instead of facing the American artillery on Manhattan, he smartly moved 88 frigates under a bridge into Grave's End. There in Brooklyn, he landed 15,000 men under the command of Clinton, Cornwallis, and Count von Donop.

Washington reacted by fortify the hilltops and southern slopes in Red Hook and Flatbush. Some 10,000 British troops then marched around the Americans and, after camping for 5 days, marched east to Jamaica Pass, which had been left unguarded by the Americans. There they surprised the Americans, attacking them from behind. The Americans fled in all directions and were chased into the woods.

On 26 August 1776, Washington came over to Brooklyn and realized he had put his troops into a trap. In addition to their flanking maneuver, the British then drove forward from Brooklyn's western shoreline. On 29 August, Washington decided it was time to leave Brooklyn. He knew if the British discovered his retreat, half his army and most of its commanders would be caught in a massacre of British gunfire and bayonets.

Washington's army was in deadly peril during the withdrawal. While his misjudgment had put the army in danger, the strength of his leadership then also enabled him to save the force. The evacuation was successful. When the British arrived at Brooklyn Heights that next morning, they found nothing more than some rusted buckets.

16.0 Initial Placement

All American units not designated in the set-up below are set-up in or west of the entrenched line running from 2108 to 1920. All British units start on the game map and move first except for Howe's column entering from 4301. Start: 0830 Finish: 1330

17.0 Special Rules

17.1 To simulate the slower assault on the British left, Grant's force (those starting with Grant) may only move two hexes per turn before 1100. On 1100 and after, all of Grant's forces (plus the arriving marines) may move freely.

17.2 What-If Scenario

The British might have followed up their sweep of the American screening forces with an assault on the American trench works. To simulate that, continue the game from the end of the historical scenario, keeping the disintegration levels from the historical scenario. The British may not move west of hex row 25xx until 1400 (that simulates time to regroup). The Americans receive reinforcements in the form of reformed units from the remnants of the morning's battle. Beginning with turn 1400, and before moving, roll one die, divide by four, and round down. That is the number of strength one, morale five, units the Americans reform. They are placed in Brooklyn, and each reformed unit adds two to the American disintegration level. Last turn is 1830. (Note: Because some extracounters were available, three British Navy counters were included. In the battle itself, these ships did not come into play. However, the threat was present. No rules were developed for these counters and players are free to experiment with them as they see fit.)

18.0 Victory Conditions

18.1 In the Historical Scenario, for the British to win, the American screening forces must disintegrate by the end of the game. Otherwise, the Americans win. In the What-If Scenario, the British win if the Americans disintegrate by the end of turn 1830, or the British occupy Brooklyn. Otherwise, the Americans win.

18.2 Disintegration Start

American Historical: 23

American What-If: 70

British: 120

American Set-up

In or west of trench line:

Washington, Putnam, Lasher, Drake, 14CA, 5PA, 3PA, Silliman, Gay, 1CA, Spencer, 20CA, 10CA, 21CA, Smith, Remsen, Hay, Forman, Johnston, Martin, Newcomb, Van Cortlandt, 9CA, 4CA, 7CA

Artillery is placed as follows:

2111: Greene

2207: Putnam

1511: Cobble Hill

2306: Mill

1025: Defiance

1009: Stirling

2917: Arty 1

Within two hexes of 2827: Stirling, Smallwood, DE, Atlee, Lutz, Kachlien, Carpenter Arty, 17CA

Within two hexes of 3617: Sullivan, 11CA, 12CA

Within two hexes of 4109: 22CA, 6CT St

4603: Miles

Deploy at 1006 on Turn 1200: Malcom, Humphrey, Sage, Seldon, Douglas, 1NY, 3NY, 19CA

British/Hessian Set-up:

Howe's column entering at 4301 on Turn 0830: Clinton, 1 Lt, 2 Lt, 3 Lt, Howe, 5, 35, 49, 28, 1/71, 2/71, 37, 52, 38, 10, 16 Drag, Cornwallis, 1 Gren, 2 Gren, 3 Gren, 4 Gren, 33, 43, 63, 54, 22, 15, 45, 27, 4, 1 Gd, 2 Gd, Percy, Arty 5, Arty 6, Arty 7, Arty 8, Arty 9, Arty 10

On or within three hexes of 4730: Heister, Knyphausen, Rall, Lossberg, Donop, Mirbach, Prince, Block, Minegerode, Lisingen, Yagers, Arty 4

On or within two hexes of 2834: Grant, 17, 46, 55, 40, 23, 57, 64, 44, NY Loyalists, 42, Arty 1, Arty 2, Arty 3

Arriving at 2434 on Turn 1100: 1 Mar, 2 Mar, 3 Mar, 4 Mar

Harlem Heights, 16 September 1776

On the night of 15 September 1776, the American army under Gen. George Washington was encamped in a line from the East River to the Hudson. Harlem Plains lay between the American and British armies.

The patriots who marched from the city to Harlem Heights were drenched by a shower, then slept in the open air that night. The stars were hidden by clouds until morning. Before dawn on the 16th, a ruddy light suddenly glared along the Palisades and illuminating the Hudson for miles. It was the flame of Captain Silas Talbot's fire-brig, with which he attempted to burn the British shipping in the Hudson. He failed, but the vessels were scared away, leaving open American communications between the strong works on Mount Washington and Fort Lee, on the crown of the Palisades opposite.

A few hours later, some Virginians under Major Leitch, and Connecticut Rangers commanded by Colonel Knowlton, were engaged in a severe fight on Harlem Plains, with British infantry and Highlanders using several pieces of artillery and commanded by General Leslie, who was in charge of the British advance-guard. They fought desperately with varying fortune, until Washington reinforced them with some Marylanders and New Englanders. The British were pushed back, climbing to the high, rocky ground at the north end of Central Park, east of the 8th Avenue. There they were reinforced.

Washington, fearing an ambush and unwilling to bring on a general engagement, ordered a retreat. The affair greatly inspired the Americans, though Major Leitch and Colonel Knowlton were killed, and about 60 others were slain or wounded. Howe was displeased with Leslie's movement, and rebuked him for imprudence. The British chief did not make any further aggressive moves for about three weeks afterward.

16.0 Initial Placement

All units start on the map per the set-up below. Units are released on the turns indicated. It is suggested the units be set-up facing the Hudson River (hex row 51xx), and turned to face the player as they are released. Americans move first. Start: 1100 Finish: 1430

17.0 Special Rules

Some of the forces involved are released after the battle starts. The Americans add one to their disintegration point level at the end of each turn their most advanced unit is closer to either victory hex than the end of the previous turn. Note that the fieldworks are in the hexes rather than on the hexside but are treated the same (i.e. +1 to enter, 1 defensive shift).

18.0 Victory Conditions

18.1 For the Americans to win, the British must disintegrate by the end of the game, or the American must occupy hex 6124 or hex 5423. Otherwise, the British win.

18.2 Disintegration Start

American: 35

British: 35

American Set-Up

Released at start

5610: Douglas

5410: Greene, 16 CA, Pettibone, Cooke, Talcott, Mead, Lewis

5409: Pitkin, Strong, Newberry

5209: 9 CA, 11 CA, 4 CA

5311: 12 CA, Lippitt

5613: Knowlton, Leitch

In the trench line running from 5710 to 5905: 1 MD, 2 MD, 3 MD, 4 MD, 2 Drag, Bauman Arty, Sergeant Arty, Hamilton Arty, Moulder Arty

Released Turn 1130

In or north of the trench line running from 5206 to 5704: Putnam, 19 CA, Foreman, Johnston, Newcomb, Van Cortlandt, Phillips, Arty 1, Arty 4, Arty 5

These units were present but were not involved in the day's action:

In or north of the trench line running from 5204 to 5603: 14 CA, 5 PA, 3 PA, Spencer, Silliman, Gay, Sage, Selden, Bradley, 27 CA, Holman, Crary, Smith, 3 CA, 23 CA, 26 CA, Thompson, Hinman, Chapman, Baldwin, Arty 2, Arty 3.

British Set-up

Released at start

5514: 2 Lt Inf

5615: 3 Lt Inf

5516: 1/42

5424: 2/42

5425: Clinton, 1 Lt Inf

Released Turn 1130

On or within one hex of 6126: Wallace Arty, 5, 1/33, 2/33, 1 Gren, 2 Gren, 3 Gren, 4 Gren, Block, Minegerode, Lisingen, Yagers.

White Plains, 28 October 1776

Historically, the battle ended after a lengthy skirmish on Chatterton Hill between a mixed force of British and Hessians and American militia and regulars. The slow moving British prepared for a battle three days later, but by then Washington had retreated to the north to cross the Hudson River and move south. Howe decided not to pursue, and instead seized Ft. Washington; however, there are accounts that suggest he might have assaulted the main American line immediately. This scenario assumes Howe was prepared to act, and the skirmish on Chatterton Hill was simply to secure the flanking high ground in preparation for an immediate assault.

16.0 Initial Placement

American units start the game on the map with all forces set up on or north of the trench hexes and between the Bronx River and Eastern Creek, except for two militia units that may be set up on Chatterton Hill. British units start the game off the game map and move first. Start: 0900 Finish: 1730

17.0 Special Rules

On the first turn, the British move their forces onto the map along the two roads leading off the south edge (entry hexes 1834 and 2834). On the first American turn, the American player may select six additional infantry units, two artillery units, and up to two leaders that may move west of the Bronx River. At the beginning of the second turn, the British player may designate up to eight infantry units, at least four of which must be Hessian. Those units, along with two artillery units, one Hessian and one British leader, are the only units that may move west across the Bronx River via the ford at 1629 (that is, any British units may cross via the bridge at 2123). Note it may be easiest to designate those units as the first turn units entering at 1834, and move them down the trail to the ford at 1629 on turn two. The remaining British and Hessian units may not move north of hex row xx27 until 1300. Also note the Hedge hexsides on Chatterton Hill are treated as field work hexsides.

18.0 Victory Conditions

18.1 If either side reaches their disintegration level, the other side wins. Otherwise, the player with the most victory hexes wins. The victory hexes are 2514, 3017, 2123, 1825, 2726, 2618, and 2319.

18.2 Disintegration Start

American: 100

British: 100

Trenton, 26 December 1776

15.0 Introduction

Washington conceived a bold move to cross the Delaware River and surprise the Hessian outpost in Trenton as a means to gain a victory and turn the morale of his troops. The planning carried out in secret, the troops were led out of their camps and marched north several miles to a ferry point, where they crossed the river. After crossing and marching for several hours in snow and sleet, the force divided into two columns in an effort to surround Trenton and cut off retreat and reinforcement. The weather being awful, the Hessians had no expectation of a surprise attack and parted their Christmas late into the night. The American columns managed to emerge almost simultaneously on the few pickets, overwhelming them, and moving in and around Trenton as the Hessians scrambled to defend themselves. In less than two hours, almost the entire 1,400 man garrison was bagged. Knowing the British would respond, Washington recrossed the Delaware to safety.

16.0 Initial Placement

American units start the game off map and enter in two columns. Hessian units are all on the game map. Americans move first. Start: 0730 Finish: 0900

17.0 Special Rules

17.1 Historical Scenario

To simulate the surprise attack, the Americans double their movement allowance for the first turn only. Also, the Hessian artillery start in a disrupted state (no disintegration points for this).

17.2 What-If Scenario

Ignore the Historical restrictions, and allow the Hessians free placement of their forces anywhere within four hexes of 1608, and east of the creek. This scenario finishes at 1000, and uses the standard victory conditions.

18.0 Victory Conditions

18.1 For the Americans to win, the Hessians must disintegrate by the end of the game. Otherwise, the Hessians win.

18.2 Disintegration Start

American: 30

Hessian: 20

Hessian set-up

1507: Rall Leader & 16 Drag (dismounted)

1604: 1/Rall & Rall arty

1704: 2/Rall

1808: 1/Kynph & Kynph arty

1908: 2/Kynph

1605: 1/Loss & Loss arty

1607: 2/Loss

1307: Jagers

Reinforcements

Turn 0730

1401: Washington, Greene, 1VA, DE, 3VA, 1PA, 1CA, Ger-

man, Bauman, Hamilton, Forrest a & b, Philadelphia Lt. Dragoons

1006: All other American units

Princeton, 3 January 1777

At the end of 1776, Washington was facing the imminent departure of most of his remaining force. He made a plea for men to stay on for six more weeks for an additional bounty and was able to pull together 5,000 troops. With them, he again crossed the Delaware River into New Jersey. Sidestepping the British forces marching to Trenton along the main road, the Americans made a back road march toward Princeton. Sending a force to guard a bridge over the main road to slow a British response, these men ran into a trailing British regiment. A battle ensued in a nearby field. The fast marching Americans defeated the British forces, captured supplies at Nassau Court House, and marched on to Morristown to winter quarters, but lost General Mercer.

16.0 Initial Placement

American units start the game off map. British units are all on the game map and move first. Start: 0800 Finish: 1130

17.0 Special Rules

No special rules are used in Princeton.

18.0 Victory Conditions

18.1 For the Americans to win, the British must disintegrate by the end of the game, or the American must occupy the Bridge hex (6704), both hexes of Mercer's Hill (6510 and 6511), and the Nassau Hall/Princeton hex (6718). Otherwise, the British win.

18.2 Disintegration Start

American: 40

British: 16

British set-up

6802: 16 Drag (dismounted)

6702: Mawhood, 1/17, 2/17

6703: Arty 1, Arty 2

6606: 1/55, 2/55

6719: 1/40, 2/40

American Reinforcements

(enter at 5901)

Turn 0800

Mercer, 1VA, DE, Smallwood, Neil Arty, Calwalader, 1 Phil, 2 Phil, 3 Phil, Moulder Arty, Phil Rifles, Phil Mil, Kent Co Mil

Turn 0830

Washington, Greene, 1 CA, Hand, 5 VA, German, Forrest Arty, Hitchcock, 6 MA, 1 RI, RI State, 2 RI, 12 CA

Turn 0900

Sullivan, Saint Clair, 5 CA, 8 CA, 2 CA, 15 CA, Sargent, 16 CA, Ward, 13 CA, 1 NY, 3 NY, Hamilton Arty, Phil Lt Drag

Stony Point, 16 July 1779

Wayne's surprise attack on the Hudson River fort. The Americans went in with only bayonets and cutting equipment. They managed to capture nearly 500 of the 600 man garrison.

16.0 Initial Placement

All units start on the game map according to the Set-up.
Start: 2330 Finish: 0200

17.0 Special Rules

British artillery may not move at all. Other British units may not move on turns one and two.

18.0 Victory Conditions

18.1 For the Americans to win, the British must disintegrate by the end of the game, or the American must occupy the innermost entrenchment (5506). Otherwise, the British win.

18.2 Disintegration Start

American: 20

British: 12

British Set-up

5106: Arty 2

5107: Arty 1

5305: Arty 6

5306: Arty 3

5406: Johnson, 1/17, 2/17

5407: Arty 5, Loyal Amer

5408: Arty 7

5506: 71

5606: Arty 4

American Set-up

On or within one hex of each set-up hex

4603: Bulter, 2/2 Lt, 1/2 Lt

4609: Muhlenberg, 2/4 Lt, 2/1 Lt, Pendleton Arty

4807: Murfee, Murfee's Bn, Lee

4910: Wayne, 1/1 Lt, 1/4 Lt, 1/3 Lt, 2/3 Lt

King's Mountain, 7 October 1780

The rebel militia avenge their defeat at Camden with a decisive defeat of the Tories, once again forcing Cornwallis to pull back from his attempts to conquer the Southern colonies.

16.0 Initial Placement

All units start on the game map. Patriots move first. Start: 1500 Finish: 1630

17.0 Special Rules

Tory units defend at half strength on turn one due to having bayonets on their rifles.

18.0 Victory Conditions

18.1 For the Patriots to win, the Tories must disintegrate by the end of the game, or the Patriots must clear all the hill top hexes. Otherwise, the Tories win.

18.2 Disintegration Start

Patriots: 13

Tories: 12

On the charge.



Designer's Notes

by Christopher R. Cummins

The American Revolution (as termed by the Americans) or the American War for Independence (as termed by the British) has had limited study in the annals of wargaming. The individual battles have had even more limited or no exposure. So the period was ripe for a wargame focused on the battles.

When **Rebels & Redcoats** was originally conceptualized, it was to focus on the battles of the Philadelphia Campaign (Brandywine, Germantown, and Monmouth) plus an introductory scenario on Bunker Hill, but as luck would have it, circumstances provided the opportunity to put together a second volume with Saratoga and several of the Southern Campaign battles. That extended the design and development phases, but also resulted in a system that works well with both the larger, northern battles and the smaller, southern battles.

Players will probably recognize the similarities between **Rebels & Redcoats** and **Napoleon's First Battles** which are due not only to Joe Miranda's development, but to the closeness of the periods, scales and manpower involved. Both games are simulating the period between the Seven Years War "linear" and the "Napoleonic," with **Rebels & Redcoats** being closer to "linear." In the American Revolution, the contribution of artillery and cavalry to the destruction of enemy forces was minimal, largely because of the scarcity of those forces. Even the light infantry, with their "new" rifles and skirmish tactics, were only a small part of any force. Skirmish, columns, and combined arms tactics were in their barest infancy in the late 1770s.

In determining on what to focus in designing **Rebels & Redcoats**, I wanted to keep the system simple, focusing on two or three elements that were decisive in those battles. The first element was the range of morale or training of the units, especially early in the war. The Americans had to obtain a lot of training and combat experience in order to equal the British regulars on a unit-to-unit basis. The game simulates that by rating each unit for overall morale. Morale is checked as a result of adverse combat results, force marching, and returning disrupted units to good order. What that means in game terms is a lower rated unit is more likely to disrupt and less likely to recover, thus being less effective and adding less to the battle. It also means a smaller, but higher morale force can defeat a larger force due to their ability to take disruptions, but continually recover and reenter the fray. The most extreme example of that was Guilford Court House, where the British were outnumbered 4,500 to 1,900, yet because the British force was almost entirely regular (high morale), and the American force was largely militia (low morale), the battle and the scenario are close to an even match.

Beyond morale is the element of disintegration. In **Rebels & Redcoats**, I decided to reverse the traditional counting up the points until one side reached a demoralization or disintegration level and have the levels count down. Thus the players see their overall morale falling as the battle goes on, until it reaches a point where the remaining forces would likely give

up organized fighting. I also assigned points to units based on a combination of combat strength (which is simply manpower) and morale. The effect of seeing an elite unit eliminated is a greater loss than losing an untrained militia unit, as well as larger units versus smaller.

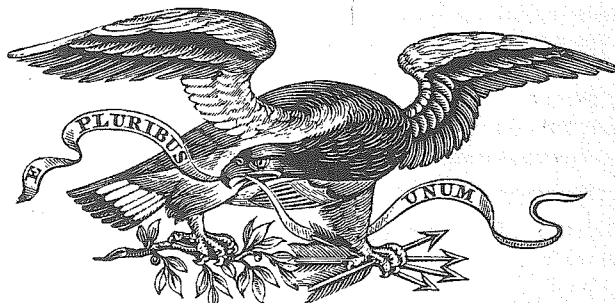
One of the choices that had to be made in order to keep down the complexity was to combine the effects of fire and melee into assault. In the American Revolution, it was rare for two opposing lines of units to simply stand and fire at each other. Partly, that was due to the fact the musket had such a limited range and rate of fire, an advancing line would usually engage a defending line before significant damage could be done. Also, once two opposing lines had made contact, the melee, scattered fire, charge and countercharge devolved into a general assault.

As far as tactics and strategies to utilize in the scenarios, some general guidelines follow. First, remember in most scenarios, victory is won by reducing the opposition's disintegration level to zero; so disrupting a stack of units may be as good or better than eliminating a single unit.

Second, whenever possible, use the special abilities of your artillery, dragoons and light infantry to achieve combined arms effects, but remember they are rarely present in such numbers as to provide the decisive blow. Use them to gain local advantages, which in turn can be used to further your main goal of lowering your opponent's disintegration level. Flanking movements either have to employ a leader, or be a short end run (dragoons are useful for that tactic, but may be lost in a counterattack).

Third, keep your units in command control and massed. This is linear warfare for the most part; so a strong, continuous line, anchored or situated on beneficial terrain is your best bet. Try to keep disrupted units two hexes back from the front, and don't forget to check for rally for each of them. Leave openings in your reserves for disrupting units to pass through, so the reserves are not "swept along in the panic."

Finally, have fun with these scenarios. Experiment with the set-ups, and the scenario rules. Brandywine and Germantown both lend themselves to trying out free set up by the on-board side, and a preplanned deployment/arrival for the other side.



ASSAULT TABLE

	1-4	1-3	1-2	2-3	1-1	3-2	2-1	3-1	4-1
1	AE	AE	AD	AD	AR2	AR1	AR0	AR	NED0
2	AE	AE	AD	AR2	AR1	AR0	AR	NE	DR1
3	AE	AD	AR2	AR1	AR0	AR	NE	NED0	DR2
4	AE	AD	AR1	AR0	AR	NE	NE	DR1	DR3
5	AD	AR2	AR0	AR	NE	NE	NED0	DR2	DD
6	AD	AR1	AR	NE	NE	NED0	DR1	DR3	DD
7	AR2	AR0	NE	NE	NED0	DR1	DR2	DD	DE
8	AR1	AR	NE	NED0	DR1	DR2	DR3	DD	DE
9	AR0	NE	NED0	DR1	DR2	DR3	DD	DE	DE
10	AR	NE	DR1	DR2	DR3	DD	DD	DE	DE

Odds less than 1-4 are treated as 1-4. Odds greater than 4-1 are treated as 4-1. Modified die rolls less than "1" are treated as "1" and modified die rolls more than "10" are treated as "10".

Column shifts (cumulative):

- Terrain: shifts to the left depending upon terrain type (see Terrain Effects Chart)
- Dragoons charging: shift 1 column to the right
- Light Infantry attacking into or defending in Woods, Swamp, or Towns: shift one in their favor

Die roll modifiers:

- Each Player may designate one Leader to lead the attack or defense. That Leader's Command Rating is added (for the attacker) or subtracted (for the defender) to the die roll.

Results explanation:

Results with numerical results indicate a Morale Check for either all the attacker or all the defender units which are retreating (the NED0 in the chart applies to the defending units only). Roll one die for each unit, adding the numerical result as well as adding or subtracting any Morale modifiers. Compare it to the unit's Morale Rating; if the die is lower than or equal to the Morale (or the die roll was a natural "1"), the unit passes and remains in place or retreats as indicated. If the die roll is higher (or the die roll was a natural "10"), the unit fails, it disrupts (follow the directions under AD or DD as indicated). If the unit was already Disrupted, then it is eliminated instead.

NE (No effect): Both sides remain in place.

AR (Attacker Retreat): All attacking units retreat one hex.

DR (Defender Retreat): All defending units retreat one hex.

AD (Attacker Disrupted):

- (1) Good Order attackers disrupt and retreat a number of hexes equal to their movement factor.
- (2) Disrupted attackers are eliminated.
- (3) Defender may advance after combat.

DD (Defender Disrupted):

- (1) Good Order defenders disrupt and retreat number of hexes equal to their movement factor.
- (2) Disrupted defenders are eliminated.
- (3) Attacker may advance after combat.

AE (Attacker Eliminated):

- (1) Eliminate all attacking units and check for Leader casualty.
- (2) Defenders may advance after combat.

DE (Defender Eliminated):

- (1) Eliminate all defending units and check for Leader casualty.
- (2) Attackers may advance after combat.

Retreat:

- Loser retreats his units.
- Priority of retreat hex(es):

1. Empty hex not in an enemy ZOC.
2. Through friendly units not in an enemy ZOC. If overstacking would occur, retreating unit continues to retreat another hex. If the retreating unit is disrupted, then the friendly units must conduct a Morale check with a minus two (-2) die roll modifier. If they disrupt, they also retreat.
3. Empty hex in an enemy ZOC. Retreating units must conduct a Morale check with a plus two (+2) die roll modifier. If they pass, they may stop or they may retreat one more hex but only if the hex is not in an enemy ZOC. If they are Good Order units and fail the Morale check, they disrupt and retreat their

Movement Allowance. If they were disrupted and fail the Morale check, they are eliminated.

4. Through friendly units in an enemy ZOC. If overstacking would occur, retreating unit continues to retreat another hex. If the retreating unit is disrupted, then the friendly units must conduct a Morale check with no die roll modifier. If they disrupt, they also retreat their Movement Allowance.

Advance after combat:

Advance after combat depends upon the unit type:

- Dragoons: advance up to two hexes.
- Infantry: advance one hex.
- Leaders: advance as far as unit it is stacked with.

If attacking at greater than 4-1 odds (or less than 1-4) and terrain (or other factors) would cause the column used to be shifted, then use the 4-1 (or 1-4) column as the base. For example, fifteen factors attacking three across a stream at 5-1 odds would use the 4-1 column as the base and then be reduced to 3-1 since attacking across a stream gives a one column shift to the left.

Rally Check

- Disrupted unit morale plus one Leader's Command Rating may be added to the die roll. Presence of enemy units adjacent to rallying unit subtracts two from the Rally attempt.
- Natural "1" and "10" have no effect for Rally.

Rally Table

- 11+: Rally, flip to Good Order.
- 9-10: No Effect.
- 7-8: Unit moves a number of hexes equal to its Movement Allowance towards its Line of Communication.
- 2-6: Eliminated.

PLAYER AID CARD BASIC GAME TABLES

TERRAIN EFFECTS CHART (TEC)

	Movement cost	Defense shifts	LOF blocked	Notes
Clear/Field	1	0	No	
Town	2 ^d	2	Yes	
Light Woods	1	0	Yes	
Woods	2 ^d	1	Yes	
Swamp	3 ^d	1	No	
Redoubt/Trench	+1 to other	2	No	
Field Works Hexside	+1 to other	1	No	Counters or on Bunker Hill map
Fence/Fliches Hexside	+0	0	No	-1 to Morale Check
Slope Hexside	+1 up ^a	1 ^c	No	
Stream Hexside	+1 to cross ^b	1 ^c	No	
River	Prohibited	NA	No	No ZOC across
Road	1/2	other terrain	No	
Ford	3	2	No	
Stream Bridge	+1/2	1 ^c	No	see road movement
River Bridge	+1/2	2 ^c	No	see road movement
Lake	Prohibited	Prohibited	No	
All Sea	Prohibited	Prohibited	No	Navy may move (Bunker Hill scenario)

Notes: (a) Slopes block LOF only if target is "upslope" and not adjacent to the slope hexside; otherwise treat as other terrain in hex.
 (b) +1/2 if moving from road hex to road hex.
 (c) Applies only if all assaulting units are attacking through hexsides.
 (d) Light Infantry spend one less movement point per hex

NA: not applicable.
 Other terrain: Use other terrain in the hex to determine defense shifts.
 A unit may always move one hex per turn, as long as it is not moving through prohibited terrain or through enemy ZOCs (must successfully disengage or be Light Infantry using Rule 12.13).

BOMBARDMENT TABLE

Total Bombardment Strength (artillery units firing at one hex range have their Bombardment Strength DOUBLED.)

	1	2-3	4-6	7-10	11+
1	N	N	N	N	N
2	N	N	N	N	N
3	N	N	N	N	MC
4	N	N	N	N	MC
5	N	N	N	MC	D
6	N	N	N	MC	D
7	N	N	MC	D	D
8	N	N	MC	D	DD
9	N	MC	D	DD	DD
10	MC	MC	DD	DD	DD

Force March Table

1-7: Remain in Good order
 8-10: Disrupted
 -1 Die Roll Modifier if stacked w/Leader
 -1DRM if unit is Light Infantry, Dragoon or Artillery
 Note: Remember to adjust Distintergation Track when units Disrupt.

Column shifts:

• Terrain: Shift one to the left if the defender is in Woods or Hilltop
 Shift two to the left if the defender is in Redoubts or Towns

Results explanation:

N: no effect

MC: Morale Check

(1) All units in the target hex check Morale.

(2) Good Order units that fail their Morale Checks are disrupted. Disrupted units remain disrupted.

D: Disruption

(1) Disrupt all Good Order defenders in target hex (except leaders).

(2) Disrupted units remain disrupted.

DD: Special Disruption

(1) Disrupted units are eliminated.

(2) Disrupt all Good Order defenders in target hex (except leaders).

Notes:

1. If a defender's terrain shifts the column to less than "1", then the bombardment has no effect.

2. If firing with at least 11 bombardment points and the terrain in the defender's hex gives him a column shift to the left, use the 11+ column as the base line.

ASSAULT TABLE

	1-4	1-3	1-2	2-3	1-1	3-2	2-1	3-1	4-1
1	AE	AE	AD	AD	AR2	AR1	AR0	AR	NED0
2	AE	AE	AD	AR2	AR1	AR0	AR	NE	DR1
3	AE	AD	AR2	AR1	AR0	AR	NE	NED0	DR2
4	AE	AD	AR1	AR0	AR	NE	NE	DR1	DR3
5	AD	AR2	AR0	AR	NE	NE	NED0	DR2	DD
6	AD	AR1	AR	NE	NE	NED0	DR1	DR3	DD
7	AR2	AR0	NE	NE	NED0	DR1	DR2	DD	DE
8	AR1	AR	NE	NED0	DR1	DR2	DR3	DD	DE
9	AR0	NE	NED0	DR1	DR2	DR3	DD	DE	DE
10	AR	NE	DR1	DR2	DR3	DD	DD	DE	DE

Odds less than 1-4 are treated as 1-4. Odds greater than 4-1 are treated as 4-1. Modified die rolls less than "1" are treated as "1" and modified die rolls more than "10" are treated as "10".

Column shifts (cumulative):

- Terrain: shifts to the left depending upon terrain type (see Terrain Effects Chart)
- Dragoons charging: shift 1 column to the right
- Light Infantry attacking into or defending in Woods, Swamp, or Towns: shift one in their favor

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3. Empty hex in an enemy ZOC. Retreating units must conduct a Morale check with a plus two (+2) die roll modifier. If they pass, they may stop or they may retreat one more hex but only if the hex is not in an enemy ZOC. If they are Good Order units and fail the Morale check, they disrupt and retreat their Movement Allowance. If they were disrupted

and fail the Morale check, they are eliminated.

4. Through friendly units in an enemy ZOC. If overstacking would occur, retreating unit continues to retreat another hex. If the retreating unit is disrupted, then the friendly units must conduct a Morale check with no die roll modifier. If they disrupt, they also retreat their Movement Allowance.

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Rally Check

- Disrupted unit morale plus one Leader's Command Rating may be added to the die roll. Presence of enemy units adjacent to rallying unit subtracts two from the Rally attempt.
- Natural "1" and "10" have no effect for Rally.

Rally Table

11+: Rally, flip to Good Order.

9-10: No Effect.

7-8: Unit moves a number of hexes equal to its Movement Allowance towards its Line of Communication.

2-6: Eliminated.

American

0	0
10	1
20	2
30	3
40	4
50	5
60	6
70	7
80	8
90	9

DISINTEGRATION

- Each friendly Leader eliminated by combat: minus an amount equal to the commander's Command Range plus Command Rating (parenthesized value on reverse of counter).
- Each friendly unit removed from play by elimination or exit from the board: minus points equal to its parenthesized value on reverse.
- Each friendly unit disrupted:
 - 2 points if unit is worth four or more points if removed from play;
 - 1 point if unit is worth three points if removed from play;
 - 1/2 point if unit is worth two or less points if removed from play.
- Each enemy unit removed from play (Leaders and Artillery do not count): +1 point.

MORALE CHECK MODIFIERS

- Modifiers always modify the die roll, not the unit's morale.
- One Leader's Command Rating may be subtracted from the die roll.
- The presence of Artillery or Dragoons in the unit's hex subtracts one from the die roll (maximum of one)
- The presence of enemy units adjacent to the unit's hex adds two to the die roll.
- If the Assault or Bombardment is made through a fence hexside, subtract one from the die roll. If through a fieldworks or into a redoubt hex, subtract two.
- A natural "1" always passes and a natural "10" always fails, regardless of modifiers.

EFFECTS OF DISRUPTION

- Units are flipped to their reverse side.
- May not enter enemy ZOC during their Movement segment. Must move only towards friendly Leaders or friendly Line of Communication.
- May not Advance after Combat.
- Are eliminated if they receive a "DD" result on the Bombardment Table. They are not affected by further "D" results.
- Are eliminated if they receive an AD/DD result or fail a Morale Check.

IN COMMAND UNITS

- May enter enemy ZOC.
- Can use Force March.
- May Advance after Combat.
- Artillery units may bombard. Artillery units stacked with a Leader may combine.

OUT OF COMMAND UNITS

- May not enter enemy ZOC during movement.
- Can not Force March.
- May not Advance after Combat.
- Artillery units may not bombard.

British

0	0
10	1
20	2
30	3
40	4
50	5
60	6
70	7
80	8
90	9

Rebels and Redcoats I: Sheet One

Bunker Hill American

Prsctt MA 5 4 4	Frye MA 5 4 4	Little MA 5 4 4	Bridge MA 5 3 4	Brewer MA 5 3 4	Nixon MA 5 2 4	Webb MA 5 2 4	Dolittle MA 5 3 4	Pulnath CT 5 5 4	Gerrish CT 5 3 4
Stark NH 5 8 4	Reed NH 5 8 4	Arty 1 3 pdr 2 (2) 3	Arty 2 3 pdr 2 (1) 3	Prescott 2 0 8	Pulnam 1 0 8	Stark 2 0 8	Out of Command	Out of Command	Out of Command

Bunker Hill British

5th 7 4 4	38th 7 4 4	43rd 7 4 4	52nd 7 4 4	1 Lt 9 4 4	1 Gren 9 4 4	1 Mar 8 5 4	2 Mar 8 5 4	47th 7 4 4	63rd 7 4 4
Arty 1 6 pdr 4 (2) 2	Arty 2 12 pdr 5 (1) 2	Copp's Hill 24 pdr 6 (4) 0	Navy 5 (4) 3	Pigot 1 0 8	Howe 2 0 8	Out of Command	Out of Command	Out of Command	Out of Command

American Force Markers

A	B	C	D	E	F	G	H	I	J
A	B	C	D	E	F	G	H	I	J

British Force Markers

A	B	C	D	E	F	G	H	I	J
A	B	C	D	E	F	G	H	I	J

7th 7 3 4	26th 7 3 4	63rd 7 3 4	16th Drag 8 3 6	1/1 Lt 8 4 4	2/1 Lt 8 3 4	QR 8 3 4	Arty 1 6 pdr 4 (3) 2	Arty 2 12 pdr 5 (1) 2	Arty 3 How 5 (1) 3
Dragon Charge +1 Col Rt	Dragon Charge +1 Col Rt	Dragon Charge +1 Col Rt	Dragon Charge +1 Col Rt	Dragon Charge +1 Col Rt	Dragon Charge +1 Col Rt	GAME TURN	Out of Command	Out of Command	Arty 4 6 pdr 4 (3) 2

Monmouth American

1 NJ 6 3 4	2 NJ 6 2 4	3 NJ 6 2 4	4 NJ 6 2 4	Arty 1 3 pdr 2 (1) 3	Scott 6 3 4	Varnum 6 2 4	9 PA 7 2 4	Jackson 6 2 4	Lee 1 0 8
Arty 2 6 pdr 4 (1) 2	Arty 3 3 pdr 2 (1) 3	3 NH 7 1 4	4 PA 8 2 4	13 PA 7 2 4	4 NY 6 1 4	9 MA 7 2 4	3 MD 7 1 4	5 VA 6 1 4	Arty 4 6 pdr 4 (2) 2

Front

1 NH 7 2 4	4 MD 6 2 4	1 VA 6 2 4	4 VA 6 2 4	8 VA 6 2 4	12 VA 6 1 4	14 MA 6 2 4	Arty 5 6 pdr 4 (2) 2	Lafayette 2 0 8	Washington 4 0 8
1 PA 6 1 4	2 PA 6 1 4	7 PA 6 1 4	10 PA 6 1 4	5 PA 6 1 4	Dickson 4 3 4	Huntington 4 3 4	Wayne 1 0 8	Greene 2 0 8	Stirling 2 0 8

8 PA 6 2 4	11 PA 6 1 4	3 PA 6 1 4	6 PA 6 1 4	12 PA 7 2 4	1 MA 6 2 4	4 MA 6 1 4	13 MA 6 1 4	15 MA 6 1 4	10 MA 6 1 4
11 MA 6 1 4	12 MA 6 2 4	2 MA 6 2 4	8 MA 6 2 4	2 NH 6 3 4	2 NY 7 3 4	1 CT 6 2 4	2 CT 6 1 4	5 CT 6 2 4	7 CT 6 1 4

9 VA 6 2 4	13 VA 6 1 4	1 Vast 6 2 4	8 VA Ger 6 1 4	2 VA 6 1 4	6 VA 6 1 4	10 VA 6 2 4	14 VA 6 1 4	DE 7 2 4	5 MD 7 2 4
7 MD 7 2 4	2 MD 7 3 4	6 MD 7 3 4	3 VA 6 1 4	7 VA 6 1 4	15 VA 6 1 4	1 NC 6 1 4	2 NC 6 1 4	3 NC 6 1 4	10 NC 6 1 4

Monmouth British

Counter Art by D.L. McElhannon

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1/1 Gren 9 3 4	2/1 Gren 9 3 4	1/2 Gren 9 3 4	2/2 Gren 9 3 4	V. Ling 8 3 4	V. Ling 8 4 4	Minn 8 3 4	1 Gds 8 4 4	2 Gds 8 4 4	Cornwallis 3 0 8
15th 7 3 4	17th 7 3 4	1/42 7 3 4	2/42 7 3 4	44th 8 3 4	33rd 7 4 4	37th 8 3 4	46th 7 3 4	64th 7 4 4	Clinton 3 0 8

Lee (2)	Jackson (2) 4	9 PA (3) 5	Vernum (2) 4	Scott (3) 4	Arty 1 3 prd 0 (0) 2	4 NJ (2) 4	3 NJ (2) 4	2 NJ (2) 4	1 NJ (3) 4
Arty 4 6 prd 0 (0) 1	5 VA (2) 4	3 MD 5	9 MA (3) 5	4 NY (2) 4	13 PA (3) 5	4 PA (3) 6	3 NH (2) 5	Arty 3 3 prd 0 (0) 2	Arty 2 6 prd 0 (0) 1

Washington (7)	Lafayette (4)	Ary 5 6 pr  (0) 1	14 MA (2)  1 4	12 VA (2)  1 4	8 VA (2)  1 4	4 VA (2)  1 4	1 VA (2)  1 4	4 MD (2)  1 4	1 NH (3)  1 5
Stirling (4)	Greene (4)	Wayne (2)	Hntington (2)  2 3	Dokerson (2)  2 3	5 PA (2)  1 4	10 PA (2)  1 4	7 PA (2)  1 4	2 PA (2)  1 4	1 PA (2)  1 4

10 MA (2) 1 4 4	15 MA (1) 1 4 4	13 MA (2) 1 4 4	4 MA (2) 1 4 4	1 MA (1) 1 4 4	12 PA (1) 5 4	6 PA (2) 1 4 4	3 PA (1) 1 4 4	11 PA (2) 1 4 4	8 PA (3) 1 5 4
7 CT (2) 1 4 4	5 CT (1) 1 4 4	2 CT (1) 1 4 4	1 CT (1) 1 4 4	2 NY (2) 5 4	2 NH (3) 2 4 4	8 MA (2) 1 4 4	2 MA (2) 1 4 4	12 MA (2) 1 4 4	11 MA (1) 1 4 4

5 MD (3) 1 4	DE (3) 1 4	14 VA (2) 1 4	10 VA (1) 1 4	6 VA (2) 1 4	2 VA (2) 1 4	8 VA Ger (2) 1 4	1 Vast (2) 1 4	13 VA (2) 1 4	9 VA (1) 1 4
10 NC (2) 1 4	3 NC (1) 1 4	2 NC (1) 1 4	1 NC (1) 1 4	15 VA (1) 1 4	7 VA (2) 1 4	3 VA (2) 1 4	6 MD (3) 2 5	2 MD (3) 2 5	7 MD (1) 1 4

Cornwallis (6)	2 Gds	1 Gds	Minn	V. Ling	V. Ling	2/2 Gren	1/2 Gren	2/1 Gren	1/1 Gren
	(4) 6 2 4	(4) 6 2 4	(4) 6 2 4	(4) 6 2 4	(4) 6 2 4	(4) 7 2 4	(4) 7 2 4	(4) 7 2 4	(4) 7 2 4
Clinton (6)	64th	46th	37th	33rd	44th	2/42	1/42	17th	15th
	(4) 5 2 4	(3) 5 2 4	(4) 6 2 4	(4) 5 2 4	(4) 6 2 4	(3) 5 2 4	(3) 5 2 4	(3) 5 2 4	(3) 5 2 4

Gerrish CT (3)	Putnam CT (3)	Dolittle MA (3)	Wdorg MA (2)	Nixon MA (2)	Brewer MA (3)	Bridge MA (3)	Little MA (3)	Frye MA (3)	Prescott MA (3)
4	4	4	4	4	4	4	4	4	4
2	3	2	1	1	2	2	2	2	2
4	4	4	4	4	4	4	4	4	4
			Stark (3)	Putnam (2)	Prescott (3)	Arty 2 0	Arty 1 0	Reed NH (4)	Stark NH (4)
						4	4	4	4
						(0) 2	(0) 1	4	4
						4	4	4	4

63rd (4) 5 2 4	47th (4) 5 2 4	2 Mar (4) 6 3 4	1 Mar (4) 6 3 4	1 Gren (4) 7 2 4	1 Lt (4) 7 2 4	52nd (4) 5 2 4	43rd (4) 5 2 4	38th (4) 5 2 4	5th (4) 5 2 4
				Howe (4)	Pigot (3)			Arty 2 0 6 (0) 1	Arty 1 0 6 (0) 1

[illegible][illegible][illegible]

Rebels and Redcoats I: Sheet Two

Germantown American

3 PA 2 4 5	6 PA 2 4 5	9 PA 2 4 5	12 PA 2 4 6	Spencer 2 4 5	1 MD 2 4 6	3 MD 1 4 6	6 MD 1 4 6	DE 1 4 6	2 MD 1 4 6
4 MD 2 4 6	7 MD 1 4 6	German 3 4 6	Hazen 4 4 5	Sullivan 0 8 1 2	1 PA 3 4 5	7 PA 1 4 5	10 PA 2 4 5	Hartley 2 4 5	4 PA 2 4 6

5 PA 2 4 5	8 PA 2 4 5	11 PA 1 4 5	Wayne 0 8 2	1 VA 1 4 5	5 VA 1 4 5	9 VA 4 4 6	13 VA 2 4 5	2 VA 2 4 5	6 VA 2 4 5
10 VA 3 4 5	14 VA 1 4 5	1 NY 3 4 5	2 NY 2 4 5	1 CT 2 4 5	Mxd 2 4 5	Greene 0 8 2	3 VA 1 4 5	7 VA 4 4 5	11 VA 3 4 5

15 VA 2 4 5	4 VA 3 4 5	8 VA 2 4 5	12 VA 1 4 5	Grayson 1 4 5	Patton 1 4 5	Stephen 0 8 1 2	1 NC 3 4 5	2 NC 3 4 5	3 NC 3 4 5
1 NJ 3 4 6	2 NJ 2 4 5	3 NJ 3 4 6	Arty 1 Grn. (1) 2 4 6	Arty 2 Grn. (1) 3 2 6	Arty 3 Arm. (2) 2 4 6	Arty 4 Str. (1) 3 2 6	Arty 5 Str. (1) 2 4 6	Potter 8 4 4	Irvine 8 4 4

Armstrong 0 8 1	Small 5 4 4	Small 2 5 4 4	Forman NJ 4 4 4	Smallw. 0 8 1	Stirling 0 8 1 2	Out of Command	Out of Command	American x1	American x10
Out of Command	Out of Command	Out of Command	Out of Command	Out of Command	Out of Command	Out of Command	Out of Command	British x1	British x10

Germantown British

Arty 1 (2) 2 4 8	Arty 2 (2) 2 4 8	Arty 3 (2) 2 4 8	Arty 4 (2) 3 2 8	Arty 5 (1) 2 4 8	23rd 3 4 7	1 Gren 5 4 9	2 Gren 5 4 9	Lin 4 4 8	Minne 4 4 8
1 Gds 4 4 8	2 Gds 4 4 8	1/1 Lt 3 4 8	2/1 Lt 3 4 8	1/2 Lt 3 4 8	2/2 Lt 3 4 8	15th 4 4 7	17th 2 4 7	44th 3 4 8	33rd 4 4 7

37th 3 4 8	46th 3 4 7	64th 3 4 7	4th 3 4 7	28th 3 4 7	49th 3 4 7	5th 3 4 7	27th 3 4 7	40th 3 4 7	55th 3 4 7
Leib 5 4 8	Mirbach 5 4 8	V Donop 5 4 8	Comb 5 4 8	16 Drag 2 4 6	QR 4 4 8	Jaeger 3 4 7	V. Knyph 0 8 2 3	Howe 0 8 2 3	Cornwallis 0 8 2 3

Brandywine American

1 VA 1 4 5	5 VA 1 4 5	9 VA 4 4 5	13 VA 2 4 5	2 VA 2 4 5	6 VA 2 4 5	10 VA 3 4 5	14 VA 1 4 5	Stewart PA 1 4 5	Greene 0 8 2
3 VA 1 4 5	7 VA 5 4 5	11 VA 4 4 5	15 VA 2 4 5	4 VA 3 4 5	8 VA 2 4 5	12 VA 1 4 5	Grayson 1 4 5	Patton 1 4 5	Stephen 0 8 1 2

1 MD 2 4 6	3 MD 1 4 6	6 MD 1 4 6	DE 1 4 6	2 MD 1 4 6	4 MD 2 4 6	7 MD 1 4 6	German 3 4 6	Hazen 4 4 5	Sullivan 0 8 1 2
1 PA 3 4 5	7 PA 1 4 5	10 PA 2 4 5	Hartley 2 4 5	4 PA 2 4 6	5 PA 2 4 5	8 PA 4 4 5	11 PA 1 4 5	Wayne 0 8 2	NC/1 4 4 5

3 PA 2 4 5	6 PA 2 4 5	9 PA 2 4 5	12 PA 2 4 6	Spencer 2 4 5	1 NJ 2 4 5	2 NJ 3 4 5	Chestr 2 4 4	Stirling 0 8 1 2	NC/2 4 4 5
Max1 3 4 6	Max2 3 4 6	Bland 2 4 6	Sheldoa 2 4 6	Byrd 2 4 6	White 2 4 6	Potter 1 6 4 4	Potter 2 6 4 4	Irvine 6 4 4	Irvine 6 4 4

Maxwell 0 8 1	Armstrong 0 8 1 2	Arty 1 Steph (1) 2 4 6	Arty 2 Conway (1) 2 4 6	Arty 3 (1) 2 3 6	Arty 4 (1) 2 4 6	Washington 0 8 2	Out of Command	Out of Command	Howe 0 8 3
Arty 1 (2) 2 4 8	Arty 2 (2) 2 4 8	Arty 3 (2) 2 4 8	Arty 4 (2) 3 2 8	Arty 5 (2) 2 4 8	Arty 6 (1) 2 4 8	Arty 7 (1) 3 2 8	Lin 4 4 8	Minne 4 4 8	Lengke 4 4 8

Brandywine British












1 Gds 4 4 8	2 Gds 4 4 8	1/1 Lt 3 4 8	2/1 Lt 3 4 8	1/2 Lt 3 4 8	2/2 Lt 3 4 8	1 Gren 5 4 9	2 Gren 5 4 9	16 Drag 2 4 6	Game Turn
15th 4 4 7	17th 2 4 7	1/42 3 4 7	2/42 3 4 7	44th 3 4 8	33rd 4 4 7	37th 3 4 8	46th 3 4 7	64th 4 4 7	Cornwallis 0 8 3

4th 3 4 7	23rd 3 4 7	28th 3 4 7	49th 3 4 7	5th 3 4 7	10th 3 4 7	27th 3 4 7	40th 3 4 7	55th 3 4 7	1/71 5 4 8
2/71 4 4 8	Leib1 3 4 8	Leib2 3 4 8	Mirbach 5 4 8	V Donop 5 4 8	Comb 5 4 8	16 Drag 1 4 6	QR 4 4 8	Rifles 1 4 7	V. Knyph 0 8 2 3

Greene (4)	Stewart PA (2)	14 VA (2)	10 VA (3)	6 VA (2)	2 VA (2)	13 VA (2)	9 VA (3)	5 VA (2)	1 VA (2)
Stephen (3)	Patton (2)	Grayson (2)	12 VA (2)	8 VA (2)	4 VA (3)	15 VA (2)	11 VA (3)	7 VA (3)	3 VA (2)

Sullivan (3)	Hazen (3)	German (3)	7 MD (2)	4 MD (3)	2 MD (2)	DE (2)	6 MD (2)	3 MD (2)	1 MD (3)
NC/1 (3)	Wayne (4)	11 PA (2)	8 PA (3)	5 PA (2)	4 PA (3)	Hartley (2)	10 PA (2)	7 PA (2)	1 PA (3)

NC/2 (3)	Stirling (3)	Chestr (2)	2 NJ (3)	1 NJ (2)	Spencer (2)	12 PA (3)	9 PA (2)	6 PA (2)	3 PA (2)
Irvine (3)	Irvine (3)	Potter (3)	Potter (3)	White (2)	Byrd (2)	Sheldon (2)	Bland (2)	Max/2 (3)	Max/1 (3)

Howe (6)		Washington (4)	Arty 4  (0) 1	Arty 3  (0) 1	Arty 2 Craway  (0) 1	Arty 1 Steph  (0) 1	Armstrong (3)	Maxwell (2)	
Lengke (4) 2 6 4	Minne (4) 2 6 4	Lin (4) 2 6 4	Arty 7  (0) 2	Arty 6  (0) 1	Arty 5  (0) 1	Arty 4  (0) 2	Arty 3  (0) 1	Arty 2  (0) 1	Arty 1  (0) 1

Game Turn	16 Drag (3)	2 Gren (5)	1 Gren (5)	2/2 Lt (4)	1/2 Lt (4)	2/1 Lt (4)	1/1 Lt (4)	2 Gds (4)	1 Gds (4)
Cornwallis (6)	64th (4)	46th (3)	37th (4)	33rd (4)	44th (4)	2/42 (3)	1/42 (3)	17th (3)	15th (4)

1/71 (4)	55th (3)	40th (3)	27th (3)	10th (3)	5th (3)	49th (3)	28th (3)	23rd (3)	4th (3)
V. Knyph (5)	Rifles (3)	QR (4)	16 Drag (3)	Comb. (4)	V Donop (4)	Mirbach (4)	Leib/2 (4)	Leib/1 (4)	271. (4)

2 MD (2)	DE (2)	6 MD (2)	3 MD (2)	1 MD (3)	Spencer (2)	12 PA (2)	9 PA (2)	6 PA (2)	3 PA (2)
4 PA (3)	Hartley (2)	10 PA (2)	7 PA (2)	1 PA (3)	Sullivan (3)	Hazen (3)	German (3)	7 MD (2)	4 MD (3)

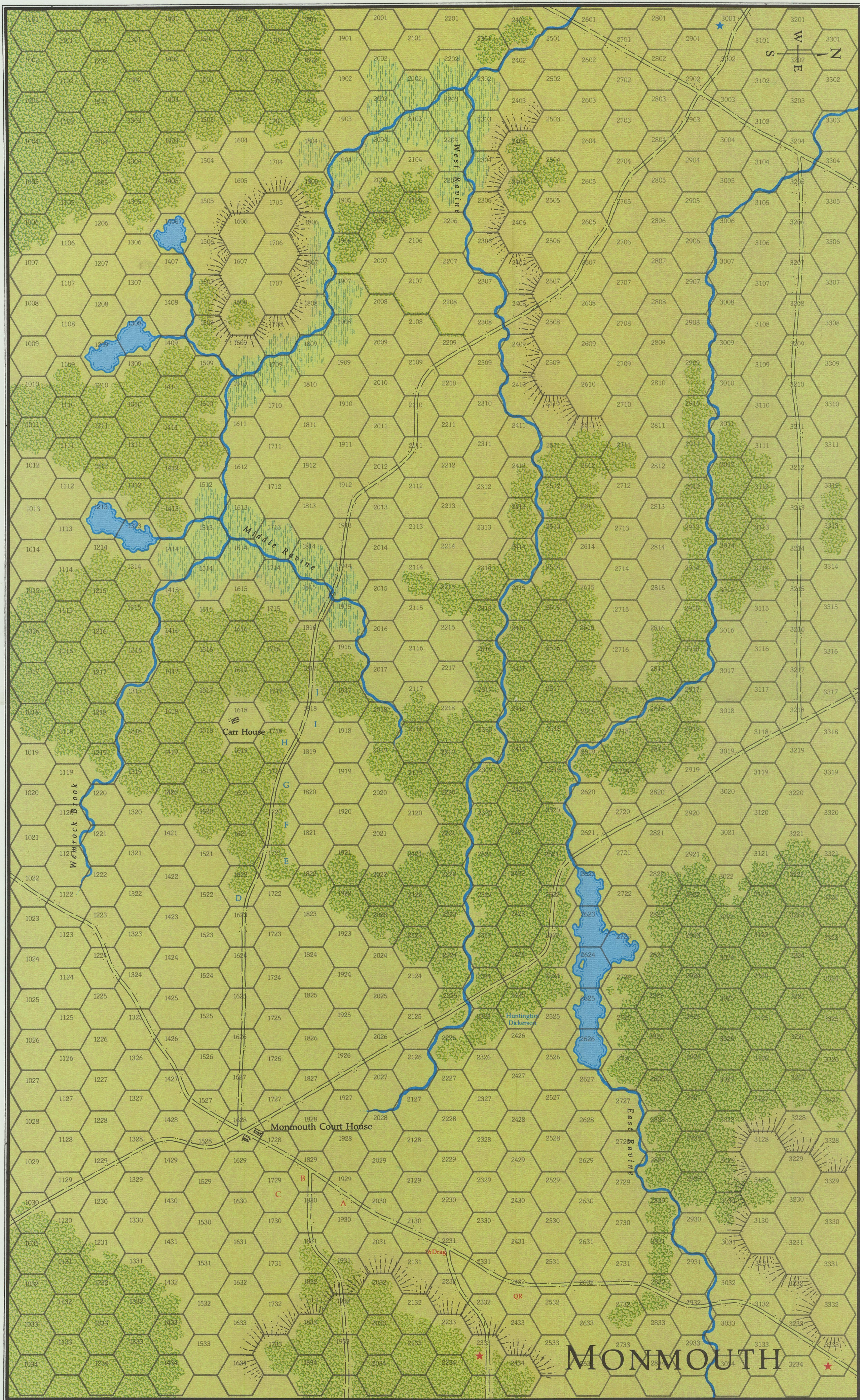
6 VA (2)	2 VA (2)	13 VA (2)	9 VA (3)	5 VA (2)	1 VA (2)	Wayne (4)	11 PA (2)	8 PA (2)	5 PA (2)
11 VA (3)	7 VA (3)	3 VA (2)	Greene (4)	Mxd (2)	1 CT (2)	2 NY (2)	1 NY (3)	14 VA (2)	10 VA (3)

3 NC (3)	2 NC (3)	1 NC (3)	Stephen (3)	Patton (2)	Grayson (2)	12 VA (2)	8 VA (2)	4 VA (3)	15 VA (2)
Irvine (4)	Potter (4)	Arty 5 (0)	Arty 4 (0)	Arty 3 (0)	Arty 2 (0)	Arty 1 (0)	3 NJ (3)	2 NJ (2)	1 NJ (3)

American $x1 + \frac{1}{2}$			Stirling (3)	Smallwd (1)	Forman NJ (3)	Small 2 (3)	Small 1 (3)	Armstrong (1)
British $x1 + \frac{1}{2}$								

Minne (4)	Lin (4)	2 Gren (5)	1 Gren (5)	23rd (3)	Arty 5 (0)	Arty 4 (0)	Arty 3 (0)	Arty 2 (0)	Arty 1 (0)
33rd (4)	44th (4)	17th (3)	15th (4)	2/2 Lt (4)	1/2 Lt (4)	2/1 Lt (4)	1/1 Lt (4)	2 Gds (4)	1 Gds (4)

55th (3)	40th (3)	27th (3)	5th (3)	49th (3)	28th (3)	4th (3)	64th (3)	46th (3)	37th (3)
Cornwallis (6)	Howe (6)	V. Knyph (5)	Jaeger (3)	QR (4)	16 Drag (3)	Comb. (4)	V Donop (4)	Mirbach (4)	Leib (4)



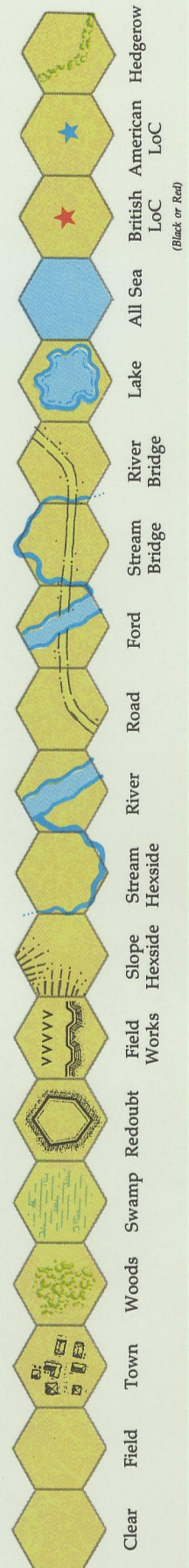
Rebels & Redcoats

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Game Design: CHRISTOPHER CUMMINS
Map Graphics: MARK SIMONITCH

MONMOUTH TURN RECORD TRACK														
1300	1230	1200	1300	1330	1400	1430	1500	1530	1600	1630	1700	1730	1800	1830
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
most first	B	B	A	A	A	A	A	A	A	A	A	A	A	A

A = American Redcoats move this turn.
B = British Redcoats move this turn.

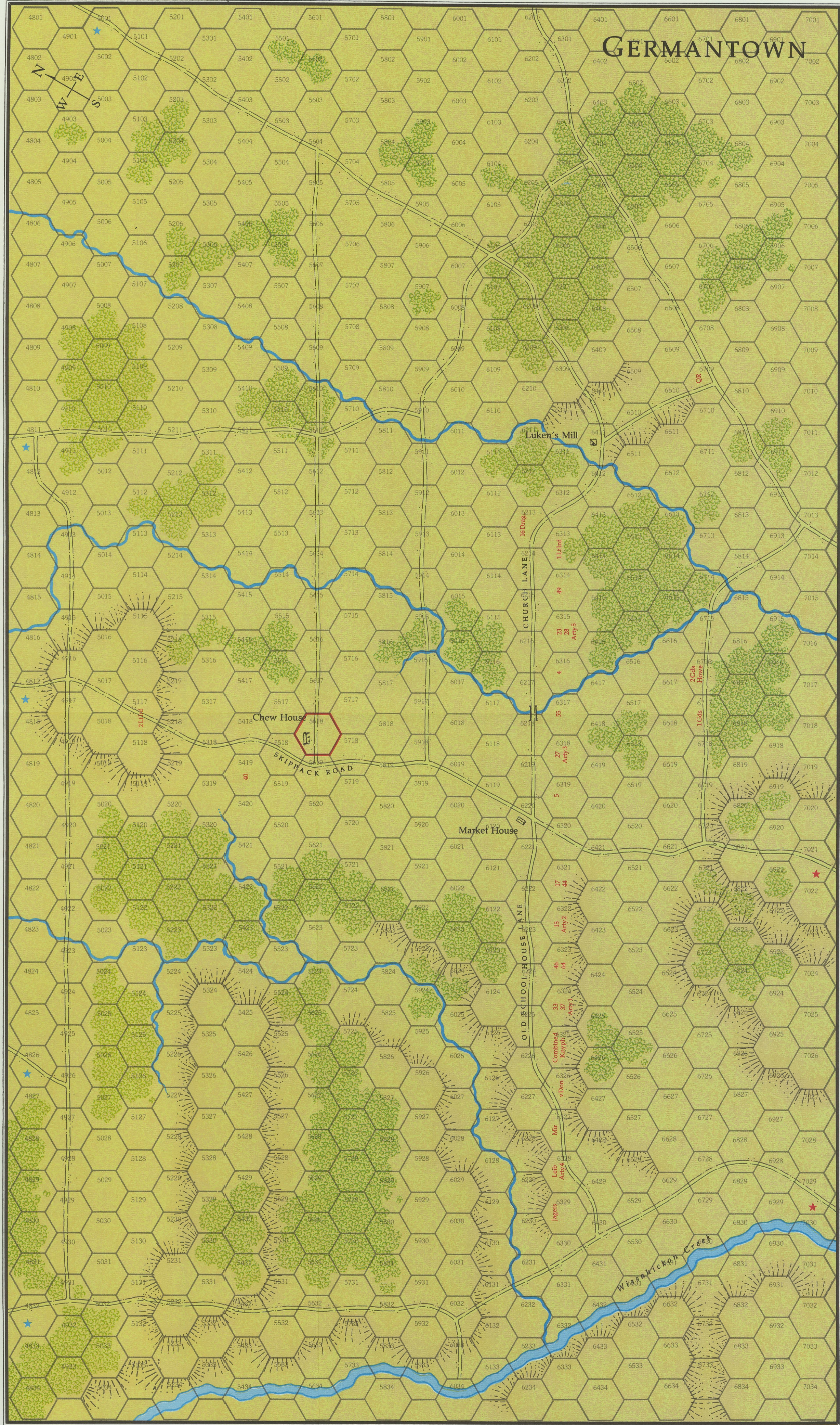
TERRAIN KEY

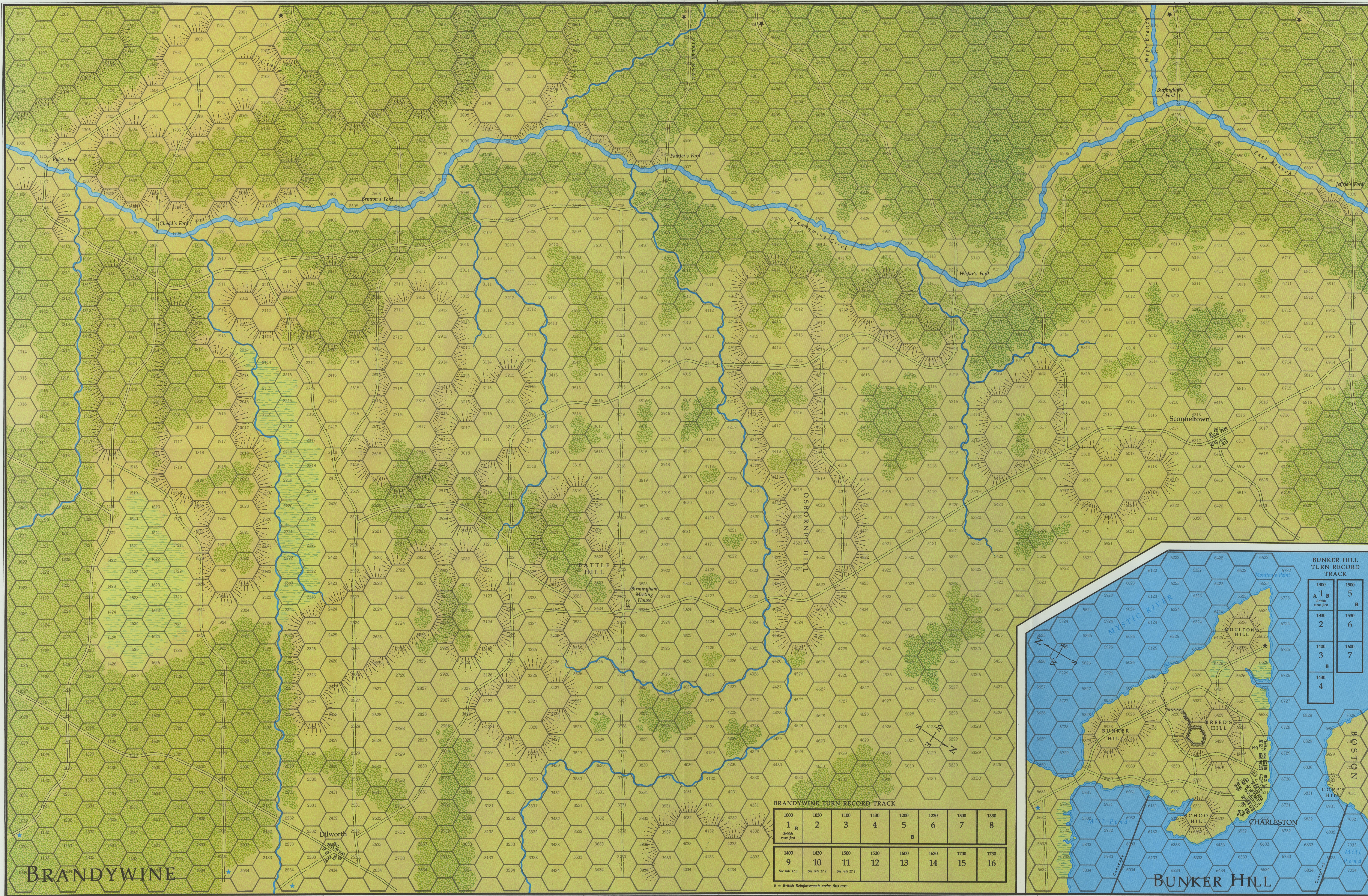


GERMANTOWN TURN RECORD TRACK

0600	0630	0700	0730	0800	0830	0900	0930	1000
1	2	3	4	5	6	7	8	9
A	A	A	A	A	A	B	B	B
most first	most first	most first	most first	most first	most first	most first	most first	most first

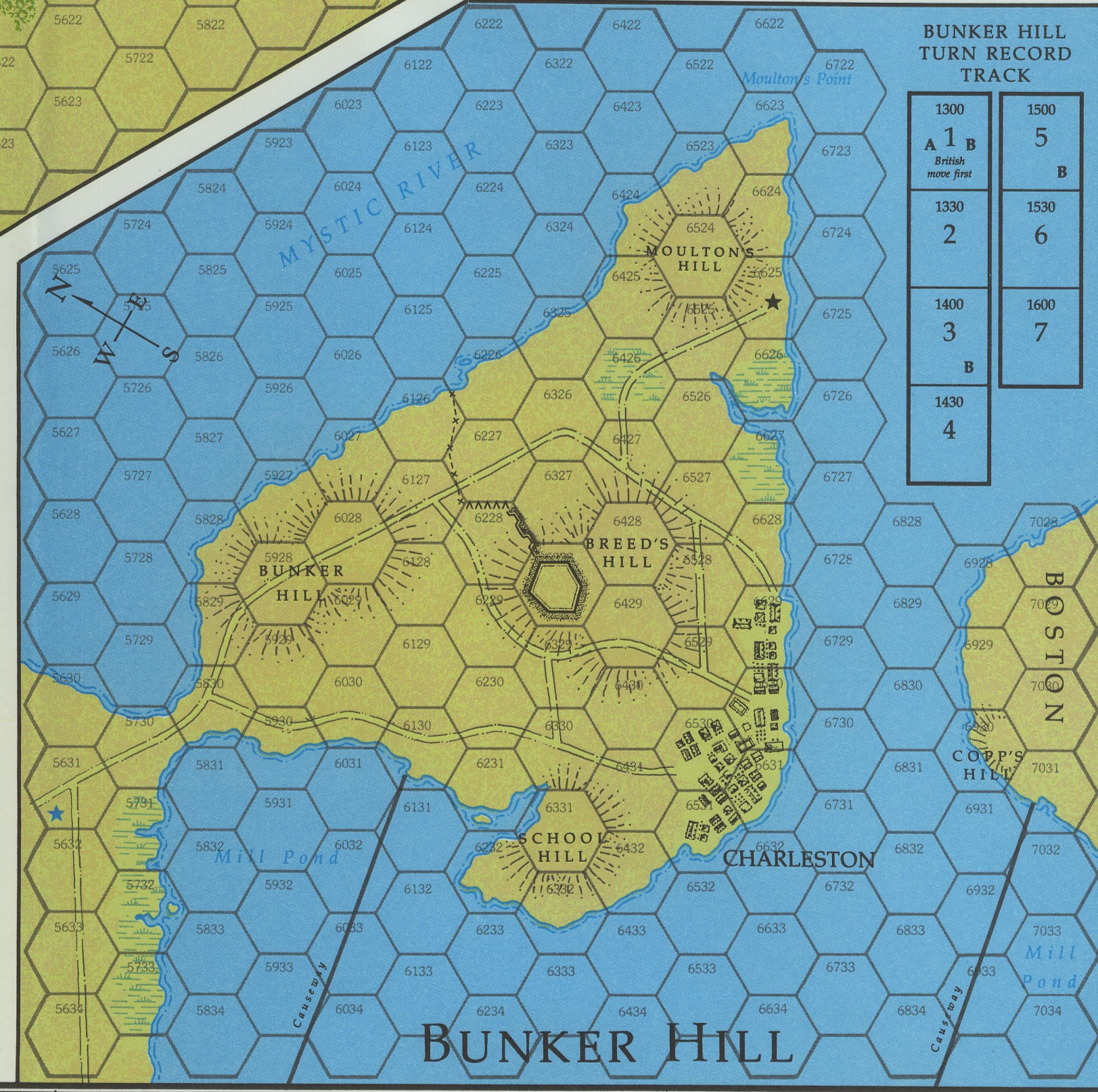
A = American Redcoats move this turn.
B = British Redcoats move this turn.





BRANDYWINE TURN RECORD TRACK							
1000	1030	1100	1130	1200	1230	1300	1330
1	2	3	4	5	6	7	8
A				B			
1400	1430	1500	1530	1600	1630	1700	1730
9	10	11	12	13	14	15	16
See rule 17.1 See rule 17.2 See rule 17.2							

B = British Reinforcements arrive this turn.



BUNKER HILL TURN RECORD TRACK	
1300	1500
A 1 B	5
more first	B
1330	1530
2	6
1400	1600
3	7
B	
1430	
4	