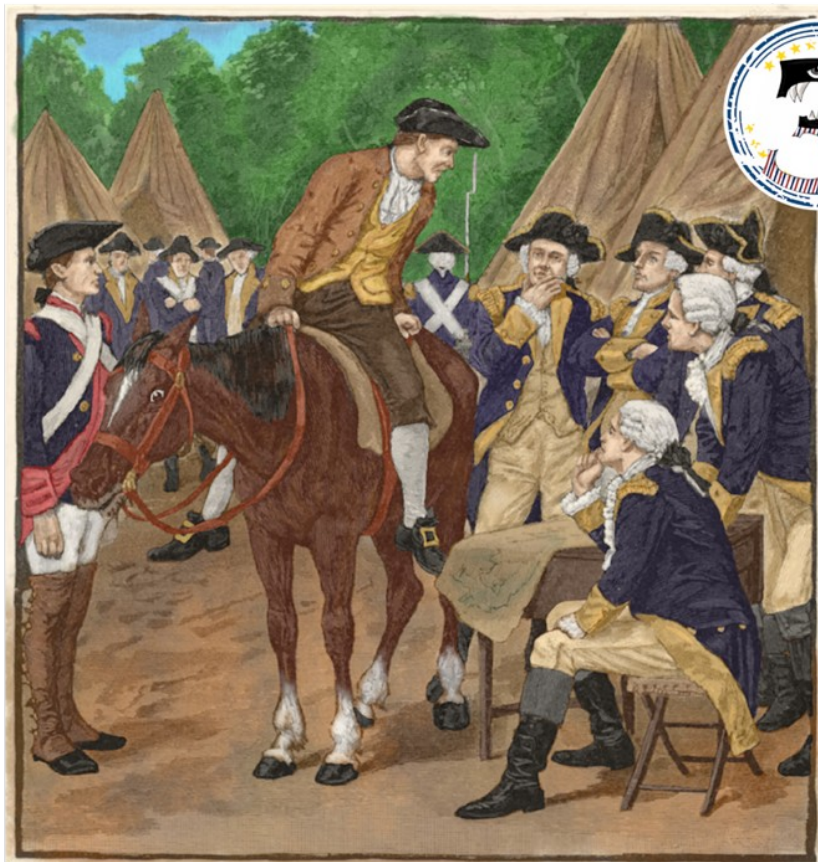


BRANDYWINE, 1777

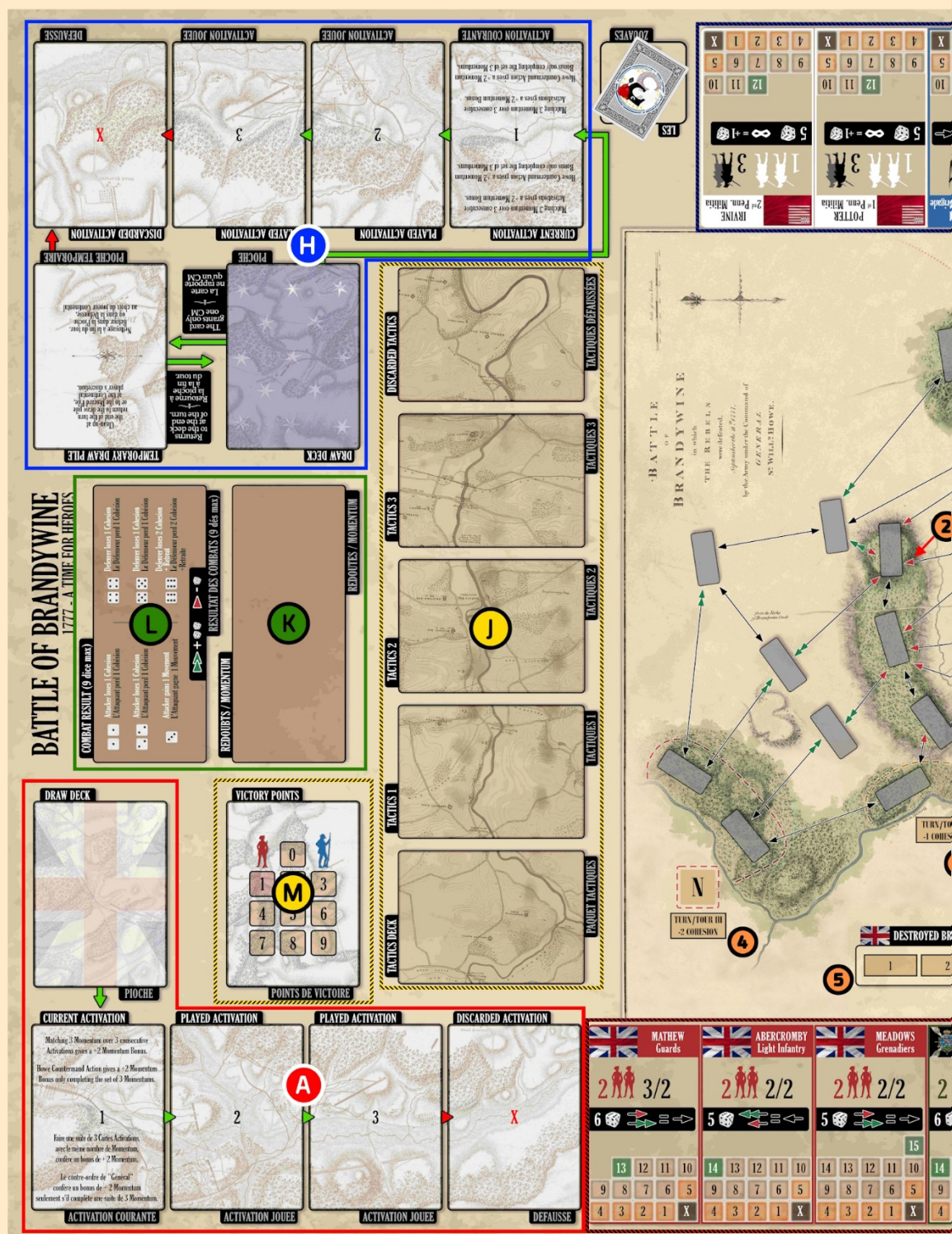
Editions Les 3 Zouaves

A Time for Heroes series Vol.2



Rules

- | | | |
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| 1. Introduction | 6. Tactics Cards | 11. Cohesion Test |
| 2. Victory Conditions | 7. Momentum Cubes | 12. Optional Rules |
| 3. Components | 8. Redoubts Cubes | 13. Solo |
| 4. Set Up | 9. Combat | 14. Scenarios |
| 5. Gameplay | 10. Special Abilities | 15. What else... |



- A** British Activation Cards Management Tableau
- B** British Formations Zone
- C** British HQ Zone
- D** Reco Zone
- E** Time Track

- F** American HQ
- G** American Formations Z
- H** American Activation C
- I** Tactics Crads Tableau

U - DESCRIPTION



Champ de Bataille

- ① Emplacements
- ② Flèches Déplac.
- ③ PV Britannique
- ④ Zones Entrées Britanniques
- ⑤ Suivi des Pertes

BOARD



BATTLEFIELD

- ① Locations
- ② Moving Arrows
- ③ British VPs
- ④ British Entry Zones
- ⑤ Losses Track

Zone
Cards Management Tableau

- Ⓛ Combat Table
- Ⓚ Momentum & Redoubts Cubes Pool
- Ⓜ British VP's Track

2. Victory Conditions

2.1 Immediate Victory

The game ends in an Immediate Victory if one player eliminates four enemy Formations.

2.2 Territorial Victory

If no Immediate Victory occurs, refer to the Timeline Track. The British player wins at the end of the American player's Activation if they have scored a certain number of Victory Points:

- 3 Victory Points during Turn 2 and Turn 3
- 4 Victory Points during Turn 4 and Turn 5
- 5 Victory Points during Turn 6

The British player can earn Victory Points in the following ways:

- By protecting their Baggage, worth 1 Victory Point (see 14)
- By capturing Washington's Headquarters, worth 1 Victory Point (see 15)
- By capturing Strategic Locations, each worth 1 Victory Point (see 2.2.1)

Washington's Headquarters and Strategic Locations are considered captured if a British Formation was the last to occupy or pass through them.

If neither an Immediate nor a Territorial Victory is achieved by the end of the game, the American player is declared the winner.

Designer's Note:

The American player must protect their Strategic Locations or destroy the British Baggage to prevent their opponent from winning.

3. Components

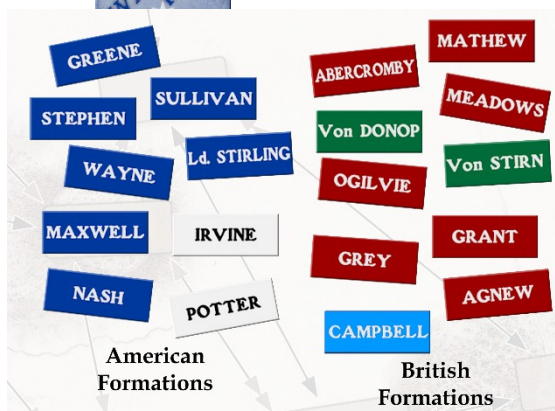
Game Components:

- 1 Game Board (see above)
- 2 Rulebooks (English and French)
- 9 Six-sided Dice

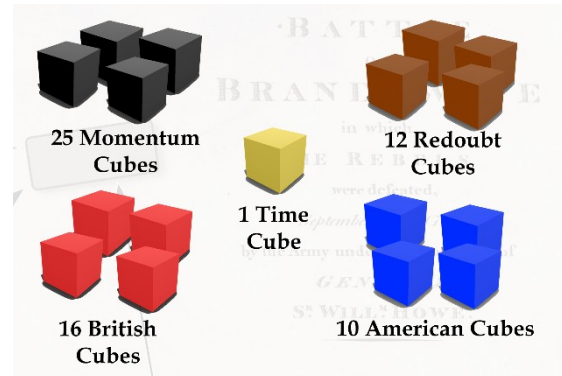


- 18 Activation Cards for the American player ->
- 18 Activation Cards for the British player ->





- 51 Tactics Cards (French)
- 51 Tactics Cards (English)
- 10 British Formation Bars (7 red, 2 green, 1 light blue)
- 9 American Formation Bars (7 blue, 2 white)
- 1 British Baggage Meeple/Marker
- 1 Washington HQ Meeple/Marker



- 25 Black Momentum Cubes
- 12 Brown Redoubt Cubes
- 16 Red Cubes (British markers)
- 10 Blue Cubes (American markers)
- 1 Yellow Cube for the Timeline Track

- 30 Column Composition Markers
- 6 Recon Markers
- 6 Unconfirmed Info Markers



- 13 Column Movement Markers



- 8 Special Ability Markers

Note: The listed components reflect the **maximum** available during a game. For example, no more than 9 dice will be available at once. Extra pieces may be included and can be used as spares. Make sure to play using only the quantities specified above.

4. Set Up

4.1 Game Board Overview (see above)

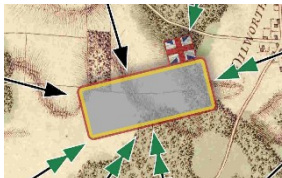
The game board represents the Brandywine battlefield, and the wooden Formation Markers show the positions of British and American formations. Each is named for its commander. Arrows between locations show where formations may move on the battlefield when activated and under certain other conditions.

Locations are named and can be occupied by formations. A location can be occupied by formations from both sides. Locations are adjacent if connected by arrows, including across rivers.

No more than two friendly formations can occupy the same location (during combat, there could temporarily be 2 defenders and 1 attacker).

No more than one Column can occupy a location. The Column **could be** collocated with up to two formations.

4.1.1 Strategic Locations



There are five fixed Strategic Locations, identifiable by a British flag icon. A fixed Strategic Location is considered controlled by a player if one of their Formations currently occupies it or was the last to move through it.

Washington's Headquarters acts as an additional Strategic Location. It is placed by the American player at the start of the game and may not be moved afterward. It follows then the same rules as fixed Strategic Locations (see 15).

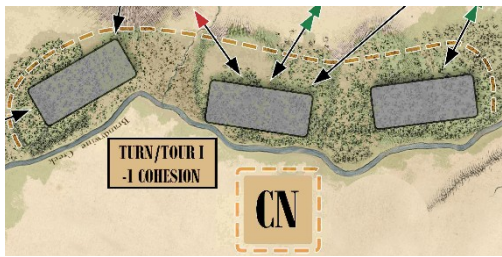
At the beginning of the game, all Strategic Locations are under American control. British Formations must occupy or move through them to earn 1 Victory Point per Location.

To indicate British control of a Strategic Location, place a red cube next to the Location and advance the British score marker on the Victory Point Track.

Strategic Locations may be recaptured by the American player, in which case the score must be adjusted accordingly.

If a British Rumour Marker is moved onto a Strategic Location, it is immediately revealed and discarded.

4.1.2 British Entry Zones

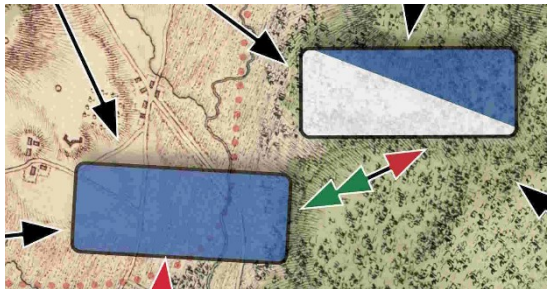


British Formations enter the game as Columns via one, two or three of the four available Entry Zones. These zones are marked with coloured dotted lines and contain

- 2 or 3 Entry Locations.
- The entry Locations are off-limits to the Americans

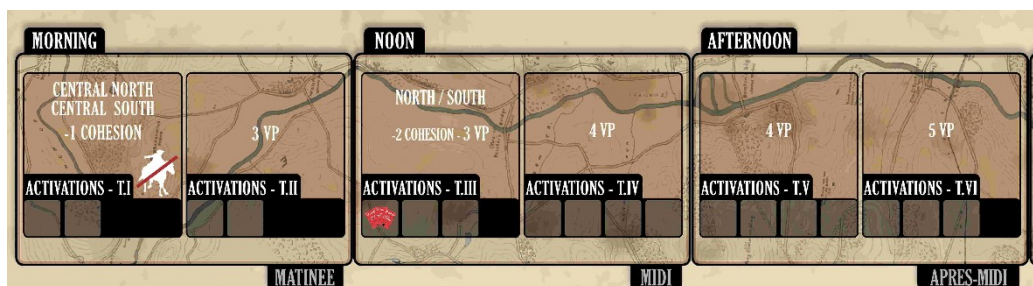
British Entry Zones also serve as rally points, which will influence how British Formations retreat (see 12.5).

4.1.3 Starting Locations of American Formations



Unlike the British, American Formations begin the game already deployed on the board, occupying blue or blue-and-white Locations.

4.1.4 Timeline Track



This track divides the day of September 11th, 1777, into three phases: Morning, Noon, and Afternoon. Each phase consists of 2 Turns, and each Turn contains a set number of Activation Phases (grey squares), totalling 18 Activation Phases in the game.

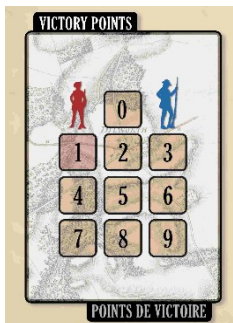
Each Activation Phase represents approximately 30 minutes of real time. The number of Activation Phases per Turn varies, adding to the strategic tension.

The Timeline Track also indicates:

- The number of Victory Points needed for a British win per Turn (see 1.3)
- When British Columns arrive

- How much Cohesion British Formations lose upon entering the map
- The state of Reconnaissance (see 5)

4.1.5 Victory Points Track

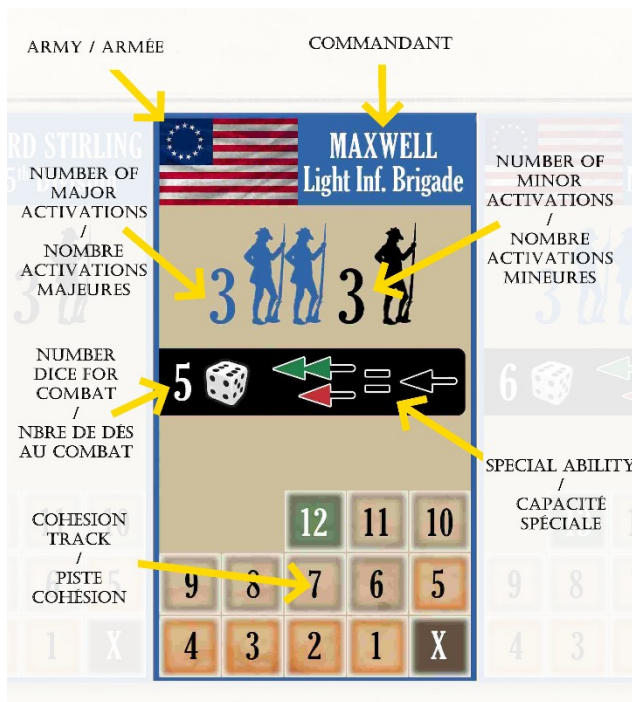


This track lets players monitor the British player's progress toward a Territorial Victory in real time. The number of Victory Points required varies according to the Turn. From Turn 2 onwards, it takes between 3 and 5 Victory Points to win.

The British player starts the game with 1 Victory Point, thanks to their Baggage (see 14).

Note: No Victory Points are tallied during Turn 1.

4.1.6 Formation Zones



Each army is composed of Formations, each represented by a Formation Zone. These Zones include the following elements:

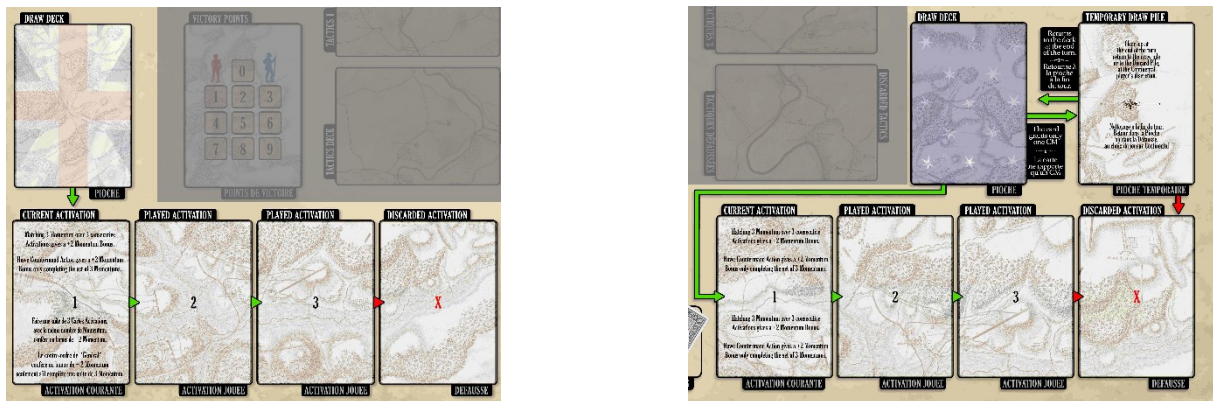
- The name of the Formation's commander
- The number of available Major and Minor Activations (see 4.1.1)
- Any Special Abilities the Formation may have
- The number of dice to roll during Combat
- A Cohesion track representing a combination of concepts such as troop numbers, morale, stamina, equipment, and experience.

4.1.7 The Tactical Card tableau



This area consists of a Tactics Deck (see 8.), a tableau, and a Tactics Discard Pile.

4.1.8 The Players' Card tableau



Each player has their own card tableau made up of a Draw Deck (see 2.3), a tableau, and a Discard Pile.

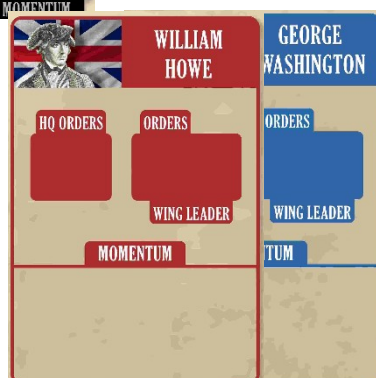
The American player also has a space reserved for a Temporary Deck.

4.1.9 Momentum Cubes and Redoubts



This area is used to store the Momentum Cubes and the Redoubt Cubes.

A General's Zone contains



4.1.10 Generals' Zones

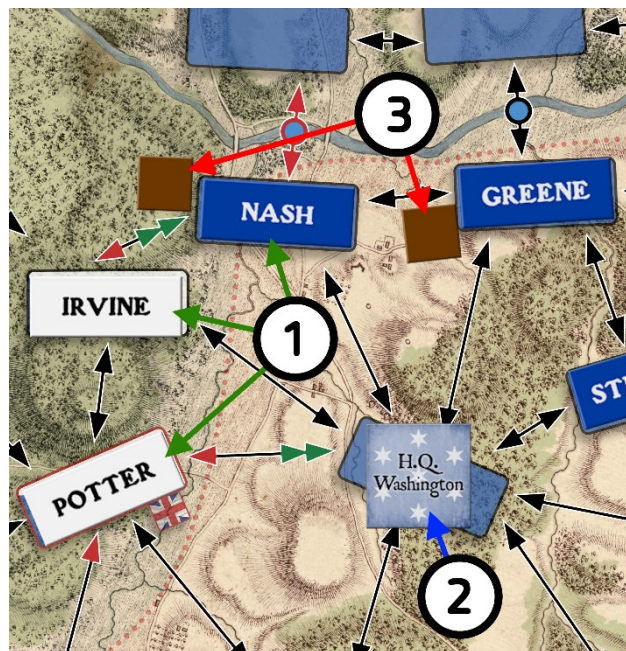
three components:

- The Generals' Special Abilities (Howe and Washington) (see 11.1)
- The Wing Commander's Special Abilities (see 11.2)
- The player's Momentum Cube pool (see 9)

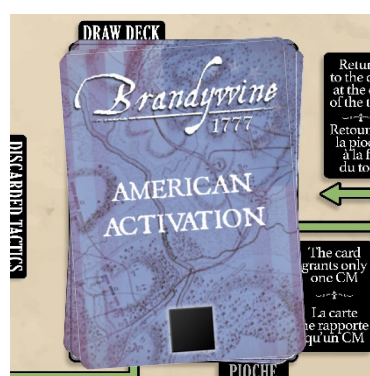
4.2 Setup (follow the order)

4.2.1 American Setup

1. **Placement of Formations:** The American player places all their Formations on the board (face-up). Blue Formations can be placed on blue or blue-and-white Locations. White Formations can be placed only on blue-and-white Locations and must be adjacent to one another. No more than one Formation can be placed in each location.
2. **Washington's HQ:** Washington's HQ may be placed on any blue or blue-and-white Location, regardless of whether the location already contains a Formation.
3. **Redoubts:** The American player takes 5 Redoubts from the pool and places them on 5 Locations that are occupied by either a Formation, Washington's HQ, or both. A single Location may not contain more than one Redoubt.



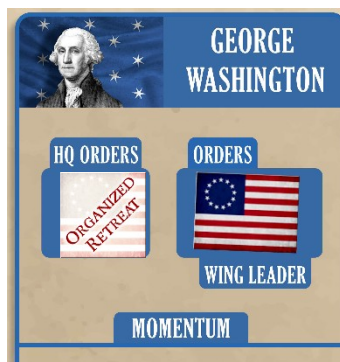
4. **Activation Cards:** The American player shuffles their 18 Activation Cards and places them in their Draw Deck.



5. **Native Tactics Cards:** The player chooses one Native Tactical (see 8) of their choice **A** and draws another **B** at random from the remaining two. The remaining card **C** is removed from play without revealing it.



6. **Placing the Special Ability for Washington and selecting his Wing Commander:** The

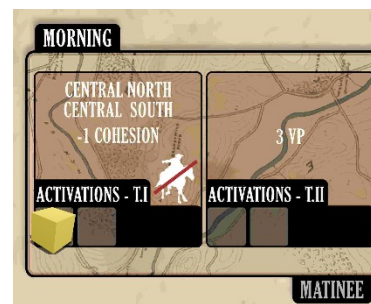
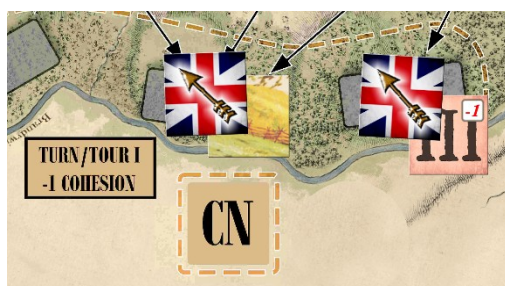


American player places the Special Ability in the 'HQ Orders' box next to Washington (it is irrelevant as to which side is uppermost) and secretly selects a Wing Commander (see 11), placing it face down on its slot.

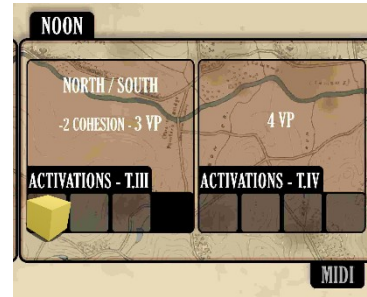
4.2.2 British Setup

All British setup steps must be performed out of sight of the American player.

1. **Deciding Entry Area:** The British Player first decides whether they will have any Columns entering in the Central (Central North and/or Central South) Entry Zones. If they do, the game will commence on Turn 1; otherwise, it will commence on Turn 3.
2. **Place the Turn Marker:** Place the Turn Marker on the first Activation Phase of Turn 1, if Entry Zones include Central North and/or Central South. Otherwise, place it on the first Activation of Turn 3.



- Yes, the game begins at Turn 1. No, the game begins at Turn 3



3. If Game commence on Turn 1:

- Creating Columns:** The British player divides their Formations into 1, 2, or 3 Columns by assigning a face-down Column Composition Marker to each Formation's Area in the Formation Zone, indicating both the Column and the Formation's position within it (also see 4.3). Each Column created must include at least 2 Formations.



Note: It does not matter which Column numbers are used (e.g. If there are 2 columns, these could be I and III).

- Placing the Columns:** The British Player now places his Column Markers, face-down in the Entry Locations – no more than one Column per Area. If the Column is placed in a Central Area, use a Column Marker with a '-1 Cohesion' indicator; if placed in the North or South, use Column Markers with a '-2 Cohesion' indicator (see 4.1.4).
- Placing Rumour & Blank Markers:** The British player may add up to 3 Rumour Markers to the empty boxes in **any** of the Entry Locations to mask his intentions. Blank markers should be placed on any Entry Locations that remain vacant. (The blank markers will never be moved – they simply serve to deceive the American player).
- Building the British Draw Deck:**

- i. **Turn 1 Deck:** Shuffle together, and place face-down, all Activation Cards whose Major Activation (see 4.1.1) belongs to Central South and Central North Columns.
 - ii. **Turn 3 Deck:** Shuffle together all Activation Cards whose Major Activation belongs to South and North Columns.
 - iii. **Merging the Decks:** Place the Turn 1 Deck on top of the Turn 3 Deck (do *not* shuffle them together – they will be shuffled together at the start of Turn 3 (see aide memoire on Turn Track)), then place the whole stack into the British Draw Deck.
- 4. **If Game commence on Turn 3:**
 - a. **Creating Columns:** The British player divides their Formations into 1 or 2 Columns by assigning a face-down Column Composition Marker to each Formation's Area in the Formation Zone, indicating both the Column and the Formation's position within it (see also 4.3). Each Column created must include at least 2 Formations. Note: It does not matter which Column numbers are used (e.g. If there are 2 columns, these could be I and III).
 - b. **Placing the Columns:** The British Player now places his Column Markers, face-down in the Entry Locations – no more than one Column per Area. Because the game is starting on Turn 3, only the North and/or South Entry Locations may be used. Use Column Markers with a '-2 Cohesion' indicator (see 4.1.4).
 - c. **Placing Rumour & Blank Markers:** The British player may add up to 2 Rumour Markers to the empty boxes in the North and/or South Entry Locations to mask his intentions. Blank markers should be placed on any North or South Entry Locations that remain vacant. (The blank markers will never be moved – they simply serve to deceive the American player).
 - d. **Building the British Draw Deck:**
 - i. **Turn 3 Deck:** Shuffle together all Activation Cards whose Major Activation belongs to South and North Columns.
- 5. **Assigning the Baggage Marker:** The British player assigns the Baggage Marker to one Formation, placing the marker in the selected Formation's area of the Formation Zone. That Formation will suffer a -1 die penalty during Combat (see 14).
- 6. **Native Tactical Cards:** The player chooses one Native Tactics Card of their choice and draws another at random from the remaining two. The remaining card is removed from play without revealing it.
- 7. **Placing the Special Ability for Howe and selecting his Wing Commander:** The British player places the Special Ability Marker in the 'HQ Orders' box next to Howe (it is irrelevant as to which side is uppermost) and secretly selects a Wing Commander (see 11), placing it face-down on its slot.

4.2.3 Additional Elements

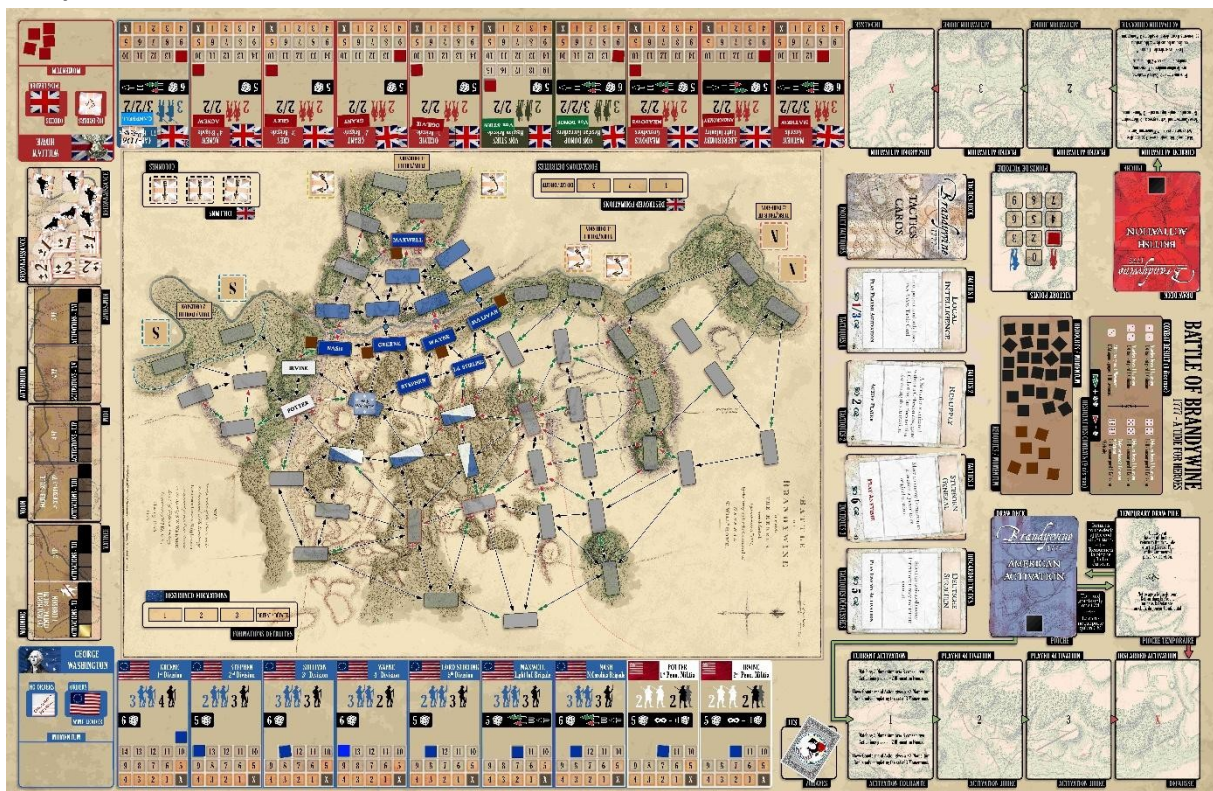
- 1. **Drawing Activation Cards:** Each player draws Activation Cards equal to the number of Activation Phases for the Turn (grey squares), **plus one**, placing them in their hand. Then they choose one of the drawn Activation Cards and place it face down on top of their Draw Deck.

E.g. If the Time Marker is set to Turn 1, players draw 3 cards and return one to the Draw Deck.

Designer's Note: *This offers a bit of insight into the next Activation.*

2. **Recon Markers:** All Recon Markers are placed into the bag.
 3. **Victory Point Marker:** Place the Victory Point Marker on space 1 of the Victory Points track.
Reminder: The British start the game with one victory point from the Baggage Marker.
 4. **Redoubts and Momentum:** Remaining Redoubt Cubes and all Momentum Cubes are placed in the pool.
 5. **Formation Cohesion:** Place a cube of the appropriate colour (red for the British, blue for the Americans) on the green starting space of the Cohesion track for each Formation Zone.
-
6. **Tactics Cards:** Shuffle the remaining Tactics Cards and place them face down in the Tactics Deck area. Then draw the top 3 cards and place them face up in the Tactics Card tableau.

Setup



5. Game Sequence

Starting with the British Player, execute the following steps in order:

1. Advance the Time Marker by one space on the Timeline track (Not is 1st Activation Phase)
2. Play and resolve an Activation Card (see 4).
3. Starting from Turn II, Activation Phase I: Draw a Recon Marker (see 5) (American Player only).
4. At the end of the Turn for the American player: Clear the Temporary Deck (see 6).
5. At the start of Turn 3, shuffle British Draw Deck.
6. Draw Activation Cards (see 7).
7. Buy a Tactics Card (see 8.1).
8. Change player:
 - a. If the British player just played, the American player takes over and starts from step 2.
 - b. If the American player just played, check for a Territorial Victory. If none occurs, the British player takes over and starts from step 1.

5.1 Activation Phases

During an Activation Phase, the British player completes their sequence of activities, followed by the American player. The number of Activations per Turn determines how many Activation Cards players will hold in their hand, and therefore how much flexibility they have. For example, during Turn 1, each player has 2 Activation Cards, whereas in Turn 5, each will have 4.

Activation Cards can be played in one of four ways:

- Activate a Formation (American & Detached British Formations only) (see 4.1)
- Activate a Column (British only) (see 4.2)
- Activate Column to Detach Formation(s) (British only) (see 4.3)
- Add to Temporary Deck (American only) (see 4.4)

5.2 Activate A Formation (American & Detached British Formations only)

Move all previously played Activation Cards in your tableau one space to the right (cards in position 3 go to the Discard | Pile and remain on the same face).

Choose one Activation Card from your hand and play it face-up in position 1 of your tableau.

Immediately gain the number of Momentum Cubes shown on the card (the Momentum Cube bonus applies – see 9.1).

5.2.1 Major and Minor Activations

Activation Cards include one **Major Activation** (shown prominently at the top of the card) and one or more **Minor Activations**. All Activations on the card must be performed, but the player may choose the order.

If any Formations listed on the Activation Card have been eliminated, only surviving Formations are activated.

A Formation activated (whether through a Major or Minor Activation) may perform **one** of the following actions (some have an Activation Cost paid by spending 1 Cohesion):

- Move (-1 Cohesion)
- Do nothing (-1 Cohesion)
- Build a Redoubt (*Free*, see 10.)
- Do nothing while on a Redoubt (*Free*)

Each action must be completed before beginning a new action with another Formation.

Key rule: *The Activation Cost applies **only** when beginning a move or doing nothing on a Location without Redoubt.*

5.2.2 Major Activation

A Formation under a Major Activation may move up to two Locations by spending 1 Cohesion. If it enters a Location with an enemy Formation, it must engage in Combat.

If the Formation initiates Combat after moving one Location, and survives, it may move one more Location afterward, at no additional Activation Cost. This second movement may also trigger Combat (see 12.).

A Formation may not move through a Location containing two friendly Formations but may move through one friendly Formation.

5.2.3 Minor Activation

A Formation under a Minor Activation may move one Location. If it enters a Location with an enemy Formation, it may initiate Combat.

If the Minor Activation is a flag icon, the player may choose which Formation to activate, under three conditions:

- The Formation must be on a map Location.
- It must not be a Formation already named on the Activation Card.
- No Formation may be activated twice in the same Activation.

5.2.4 Moving onto a British Column

When an American Formation moves onto a British Column/Rumour Marker, three scenarios are possible:

- If there is already a (detached) Formation Marker present, the Column is **not** revealed and Combat is resolved with the American as the attacker.

- Rumour Marker (only): The British player reveals the marker, removes it, and nothing happens.
- Column Marker (only):
 - o The British player reveals the marker, removes the Lead Formation (the Formation with the lowest formation position number) from the Column, and places it in the Column's current Location.
 - o If only one Formation remains in the Column afterwards, it is also detached into the same Location. If more than one remains, no additional Formations are detached.
 - o Detached Formations immediately lose Cohesion based on their Entry Zone. -1 Cohesion from Central South and Central North. And -2 Cohesion from North and South.
 - o The American Formation now initiates Combat.

5.3 Activate a Column (British only)

1. Move all Activation Cards on the British player's tableau one space to the right (cards in position 3 go to the Discard Pile and remain on the same face).
2. Choose any Activation Card from your hand and place it face down in position 1 of the tableau.
3. Immediately gain 1 Momentum Cube, as shown on the card's **back**, and add it to your pool (the Momentum Cube bonus applies – see 9.1).
4. You may now move one or more Column/Rumour Markers by one Location. (Don't forget to move Approximate Information Markers as well, if present (see 5)).
Note: If the game commences on Turn 1, no Column/Rumour markers in the North or South can be moved until Turn 3.
5. You cannot move a Column/Rumour Marker into a Location containing an American Formation or another Column/Rumour Marker.

Each Location may contain only one Column/Rumour Marker.

5.4 Activate Column to Detach Formation(s) (British only)

To play an Activation Card face-up to detach Column mode, two conditions must be met:

1. The card must include a Major Activation (see 4.1.1) for a Formation in the selected Column.
2. The Column must already be present on a map Location (may be in an Entry Point).

A important concept is the "Lead Formation". At any given point, a Column's Lead Formation is the one with the lowest numbered Column Composition Marker.

Detach Formations as follows:

1. Move all Activation Cards on the British player's tableau one space to the right (cards in position 3 go to the Discard Pile and remain on the same face).
2. Choose a valid Activation Card from your hand and place it in position 1. Immediately gain the Momentum Cubes indicated on the card and add them to your pool (the Momentum Cube bonus applies – see 9.1).
3. You may detach some or all Formations from the Column, following these rules:
 - a. The Lead Formation must be detached.

- b. The named Major Activation Formation must be detached (if it is also the lead unit it will, of course, already be detached).
 - c. If only one Formation remains in the Column, it must also be detached. In this case, the Column Marker is removed from the game.
- 4. Detached Formations must be placed in the Column's Location or in adjacent Locations. Locations containing enemy Formations or two friendly Formations may not be used.
 - a. Only the Lead Formation may initiate Combat (see 12.).
 - b. If the Major Activation Formation is also the Lead Formation, it may move two Locations and/or Combat twice (see 4.1.2).
- 5. If it is not possible to place all Formations, due to lack of Locations, the excess Formations are considered destroyed, and count toward Immediate Victory conditions (see 1.3).
- 6. Each Formation detached from Central South or Central North Columns immediately loses 1 Cohesion.
- 7. Each Formation detached from North or South Columns immediately loses 2 Cohesion.
- 8. If the Lead Formation enters an enemy occupied Location, combat is triggered (see 12).
- 9. Any Minor Activations on the card are ignored.

5.5 Add to Temporary Deck (American only)

Place an Activation Card from your hand face down in the Temporary Deck and immediately gain 1 Momentum Cube as shown on the card. (*Momentum Cube bonus does not apply.*)

Note: This is the American player's only permitted action for the Activation Phase.

5.6 Drawing a Recon Marker

There is no Recon on Turn 1.

Immediately reveal and apply the drawn Recon Marker.



There are three types of Recon Marker:



Nothing: Nothing happens. Return the marker to the bag.



Screen: The British player keeps the marker and may use it on a future 'Information' draw to cancel that result. Once used, it goes back into the bag.



Information: Allows the American player to inquire about a British Column/Rumour Marker on the map (including the Entry Areas).

- o Rumour Marker: Reveal & put close the Column



First request: An Approximate Information Marker ± 2 is placed next to the Column/Rumour Marker. The British player must state the number of Formations in the Column, with a margin of ± 2 .



Second request (on the same Column): The marker is flipped to its ± 1 side, and the British player must give a count within ± 1 .

- o **Third request (on the same Column):** The marker is removed, and the British player must provide the exact number of Formations in the Column.

Unless it is a Screening Marker, return the drawn marker to the bag.

Note: You may alternate requests between multiple Columns.

5.7 Emptying the Temporary Deck

At the end of a Turn, the American player may choose to either recover or discard any or all of the cards currently in the Temporary Deck.

If the player decides to keep some Activation Cards, they are shuffled back into their Draw Deck.

Any discarded cards are placed face down in the Discard Pile and are no longer accessible.

5.8 Drawing Activation Cards

Draw a new Activation Card and place it in your hand.

During the final Activation Phase of each Turn, at the “Draw Activation Cards” step, you must draw as many Activation Cards as needed to have a hand size which matches the number of Activation Phases in the next Turn.

Since the player plays 1 Activation Card per Activation Phase:

- Between Turn 1 and Turn 2, the player draws 1 Activation Card.
- Between Turn 2 and Turn 3, the player draws 2 Activation Cards.
- Between Turn 5 and Turn 6, the player does not draw any Activation Cards.

6. Tactics Cards

Each side has three Native Tactics Cards. Following setup, both sides will have two of these three cards in their hands (see 2.3.1.5 and 2.3.2.6). The cards available are:

- British:
 - o Montresor
 - o 33rd Foot “The Pattern”
 - o Fergusson’s Rifles
- American:
 - o 1st Maryland “The Old Line”
 - o Monsieur de Lafayette
 - o Casimir Pulaski

6.1 Buying a Tactics Card

At the end of your Activation Phase, you may purchase **one** visible Tactics Card by paying its cost in Momentum Cubes (ranging from 1 to 7 – Black costs are common, Red are British, and Blue are American)). There is no limit to the number of Tactics Cards a player may hold in their hand.

These cards provide powerful effects, but your Momentum pool is limited. A Tactics Card purchased at the end of the current Activation Phase cannot be used until the next player Activation.

Tactics Cards may only be purchased from the visible selection. You may never examine the Draw Deck in advance.

If no card is purchased during the “Buy a Tactical Card” step, the last visible card is discarded. In all cases, the remaining cards shift one space to the right, and a new card is drawn.

Draw a new Tactics Card from the Deck and place it in the first space on the tableau.

6.2 Playing Tactics Cards

You may play as many Tactics Cards from your hand as you wish, if you follow the required timing.

Each card specifies when it may be used (before a die roll, during Combat, after an Activation, etc.). If a card states “Play Before Combat”, players must comply with the following timing.

- The active player plays none, one, or several of their cards first, **AND**
- then the opponent may play none, one, or several of theirs.
- Once played, Tactical Cards are discarded face up.

7. Momentum Cubes

Black cubes in the game represent Momentum, which is generated and spent by both sides. These cubes are gained either by playing certain Activation Cards or by rolling 3s during Combat (see 12.4).

Momentum Cubes can be spent to purchase Tactics Cards or, by paying 3 Momentum Cubes, to reroll all or part of a dice roll during Combat. Each Momentum Cube spent is returned to the general pool.

7.1 Momentum Cube Bonus

If a player successfully plays, in three consecutive Activation Phases, three Activation Cards that each generate the same number of Momentum Cubes (3 x 3MC, 3 x 2MC, or 3 x 1MC), they gain a +2 Momentum Cube bonus.

This bonus may be triggered only once per series of 3 Activation Cards. All the cards used to generate this bonus are all placed in the Discard Pile.

8. Redoubts Cubes

When a Formation is activated (see 4.1.1), it may construct a Redoubt at no Activation Cost. Place a Redoubt Cube in the Formation’s current Location (maximum 1 cube per Location).

When a Location containing a Redoubt Cube is attacked, the defender may discard the cube to adjust one of the attacker’s dice before the roll, choosing the desired face. If dice are later rerolled, the adjusted die is not rerolled.

A Redoubt Cube cannot be moved. However, it may optionally be discarded if a Formation leaves the Location.



9. Combat

Combat is triggered when a Formation enters a Location containing one or more enemy Formations and/or a Column.

Reminder: When an American Formation enters a Location with a Column, Combat takes place between the American Formation and either the British Formation(s) present at the same Location or (if there are not already detached formations present) the Lead Column formation, which is then revealed (see 4.1.4).

Each attacking Formation rolls a number of dice shown on its Formation Zone. Combat results can affect both attacker and defender, even though only the attacker rolls the dice.

Modifiers provided by Tactics Cards (see 8) or Redoubt cubes (see 10) apply to Combat in a single location only.

Example: a Redoubt cube used for one Combat will not be available for a second Combat within the same Major Activation.

Example: A Tactics Card played in the 1st combat of a Major Activation would continue to apply to the second combat IF both occur in the same Location.

Note: Some Tactical Cards may apply to an entire Activation (e.g., multiple Combats). Always follow the card's instructions.

9.1 Terrain Modifiers

Attacking through a green arrow: +2 dice

Attacking through a red arrow: -1 die

Attacking through a black arrow: no effect

9.2 Rerolling Dice

The attacker may reroll some or all dice by either spending 3 Momentum Cubes, **OR** reducing the attacking Formation's Cohesion by 1

9.3 Combat Results

Dice results apply as follows:

Double 1: Attacker loses 1 Cohesion

Double 2: Attacker loses 1 Cohesion

Each 3: Attacker gains 1 Momentum Cube

Double 4: Defender loses 1 Cohesion

Double 5: Defender loses 1 Cohesion

Double 6: Defender loses 2 Cohesion and must retreat

A die can only be used once as part of a pair. Results are cumulative (except for retreat, which applies only once). For example, a roll of 5, 5, 5, 4, 4, 1, 1 result in 2 Cohesion lost by the defender and 1 Cohesion lost by the attacker.

Combat results are applied only after the attacker has finalized their roll (i.e. after any rerolls). You cannot earn Momentum from dice and use them to reroll during the same Combat.

Combat results affect all enemy Formations in the Location (e.g. If two enemy Formations are present and must lose 1 Cohesion, both lose 1 Cohesion).

Formations in Columns are only affected by retreat results.

At the end of Combat, the attacker returns to their previous Location unless the defender is destroyed or must retreat. In those cases, the attacker must move into the contested Location.

If both attacker and defender are destroyed simultaneously, the defender is removed first. If both sides must take Cohesion tests, the defender tests first.

9.4 Retreat

Formations (and Columns) required to retreat must vacate their Location, following this order of priority:

1. Retreat, by the shortest route (based on location count) towards:
 - their rally point (Washington HQ for Americans, Entry Zones (including Cental North and Central South; regardless of game start time) for British) and into an empty location, or
 - a friendly Formation and into an empty Location or collocating (max two Formations).
2. If neither of the above is possible, retreat into an empty Location towards the enemy.

A Formation may never retreat into a Location with an enemy, nor may it retreat into the Location it was attacked from (even if the attacker is eliminated).

A maximum of 2 Formations may occupy a single Location.

Two Formations may retreat into two different Locations.

If no valid Location exists for a Formation to retreat to, the Formation is destroyed and counts toward Immediate Victory conditions (see 1.3). If two Formations must retreat and only one Location is able to, the Formation with the lowest Cohesion is destroyed.

Note: Retreats must be performed in the spirit of withdrawal, not used as a tactical advance.

If a Column is in the same Location as a retreating Formation, it must also retreat, following the same rules. A Column cannot retreat into a Location already containing another Column and may retreat to a different Location than the Formation it was with. If a Column is unable to retreat, it (and all its Formations) is destroyed.

COMBAT RESULT (9 dice max)	
  Attacker loses 1 Cohesion L'Attaquant perd 1 Cohésion	  Défenseur loses 1 Cohesion Le Défenseur perd 1 Cohésion
  Attacker loses 1 Cohesion L'Attaquant perd 1 Cohésion	  Défenseur loses 1 Cohesion Le Défenseur perd 1 Cohésion
 Attacker gains 1 Movement L'Attaquant gagne 1 Mouvement	  Défenseur loses 2 Cohesion + Retreat Le Défenseur perd 2 Cohésion + Retraite
 +    - 	
RESULTAT DES COMBATS (9 dés max)	

10. Special Abilities

Instead of activating the Formations nominated on the played Activation Card (played face-up), a player may countermand that order and use their respective General's or Wing Commander's ability.

The replaced Activation Card is discarded.

2 bonus Momentum Cubes are received if the General's activation is completing a set of 2 preceding Activation Cards showing 3 Momentum icons.

2 bonus Momentum Cubes are received if a Wing Leader's activation is completing a set of 2 preceding Activation Cards showing 2 (American) or 1 (Brutish) Momentum icons.

They do not begin nor participate in a new set of Momentum icons. They only ever complete a set.

A General/Wing Leader may only invoke this ability once.

When activating the General's Special Ability discard his Special Ability Marker.

When activating a Wing Leader's Special Ability, turn his Special Ability Marker face-up.

10.1 Generals' Abilities

When triggered, each General's Ability provides 3 Momentum Cubes to the player (instead of the number shown on the Activation Card).

- **Howe:**
 - **General Assault:** Activate 2 adjacent British Formations — 1 as a Major Activation and 1 as a Minor Activation. The Major Formation gains a +2 dice bonus for its first attack.
 - **Tea Time:** All Formations within a selected Column gain +1 Cohesion but must immediately deploy onto the map.

- **Washington:**
 - **General Assault:** Activate 2 adjacent American Formations — 1 as a Major Activation and 1 as a Minor Activation. The Major Formation gains a +2 dice bonus for its first attack.
 - **Organized Retreat:** Select as many American formations as desired. The selected formations move 1 Location towards the Washington HQ (without Cohesion Cost). Any Formation not moving may build a Redoubt, if permitted.

10.2 Wing Commanders' Abilities

When triggered, each Wing Commander Ability provides 2 Momentum Cubes to the Americans and 1 to the British.

- **American :**
 - **Lord Stirling – No Prepared Assault**
One American Formation (activated or not) adjacent to a British Formation rolls 5 dice (regardless of the usual number of dice). Roll 4 dice normally, then choose the result of the 5th die before resolving the Combat. No re-rolls allowed.
 - **Greene – Prepared Assault**
One activated American Formation gains 1 free re-roll during Combat (additional re-rolls allowed).
 - **Sullivan – Redeployment**
The American has three 'moves' available, each of one location. He may spend these 'moves' to move up to 3 Formations (i.e. 1 Formation could move 3 Locations, or 3 Formations could each move 1 Location – or 2 formations could move a combination of one location and two locations). If more than one Formation is moved, all must finish the moves adjacent to another of the moving Formations.
Formations that move lose one Cohesion regardless of the distance moved.
- **British**
 - **Von Knyphausen – Amusement**
All American Formations adjacent to one selected British Formation are frozen for this Activation Phase and may not act.
 - **Cornwallis – Deployment**
Up to 4 Formations from the same Column can be deployed free of charge (without an Activation Card or Cohesion Cost), as long as each is placed adjacent to another allied Formation.
 - **Grant – Supported Assault**
One activated British Formation adds 2 dice to its first Combat roll. No Cohesion cost, and re-rolls are allowed.

10.3 The British Baggage

The British Baggage is permanently assigned to a British Formation during setup. That Formation rolls 1 fewer die in Combat if it carries the Baggage. Once the Baggage is destroyed, the penalty no longer applies.

The Baggage is worth 1 Victory Point to the British as long as it remains intact. To destroy it, the American player must either force the carrying Formation to retreat or destroy it entirely.

10.4 Washington HQ

The American player places the Washington HQ during setup on a blue or blue-and-white Location. It functions like a Strategic Location (see 2.2.1), granting the British 1 Victory Point upon capture—but it may be recaptured (in which case the British lose 1 Victory Point).

Washington HQ also serves as the rally point for American Formations and influences their retreat direction (see 12.5).

11. Cohesion Test



When a Formation's Cohesion is reduced to 5 or lower (due to Combat or Tactics Cards), it must immediately take a Cohesion Test (the current action is paused). No test is required when Cohesion increases.

Examples:

- From 7 to 5 or 3 to 2 a test required
- From 4 to 5 or 1 to 4 no test required

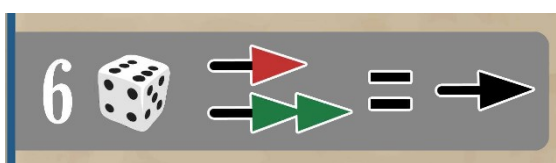
To pass the test, roll a die equal to or less than the current Cohesion. If the test passes, nothing happens. If the test fails, the Formation is destroyed and counts toward Immediate Victory (see 1.3)

Cohesion Tests may not be rerolled using Momentum or by sacrificing Cohesion.

12. Optional Rules

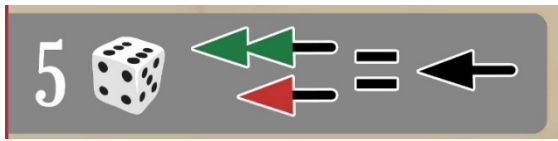
12.1 Formation Specific Rules

There are three special types of Formation (Heavy, Light and Militia).



Heavy Formations (*Grenadiers, 71st Highlanders, Hessian Grenadiers & Guards*)

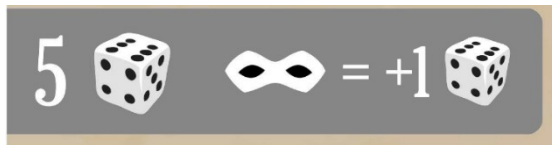
These Formations always attack as if through a black arrow — they ignore all terrain effects (no bonuses or penalties; Tactics Cards are not affected).



Light Formations (*Light Infantry & North Carolina Brigade*)

These Formations are always attacked as if through a black arrow — terrain has no effect on attacks against them (no bonuses or penalties for the

attacker; Tactics Cards are not affected).



Militia Formations These Formations may move up to 2 Locations as part of a Minor Activation but, as usual, may only make 1 attack.

When a Militia Formation attacks a Column, it adds 1 die to the Combat against the detached Lead Formation.

13. Solo

14. Scenarios

15. What Else?