

Brandywine

1777

- A Time for Heroes series Vol.2 -



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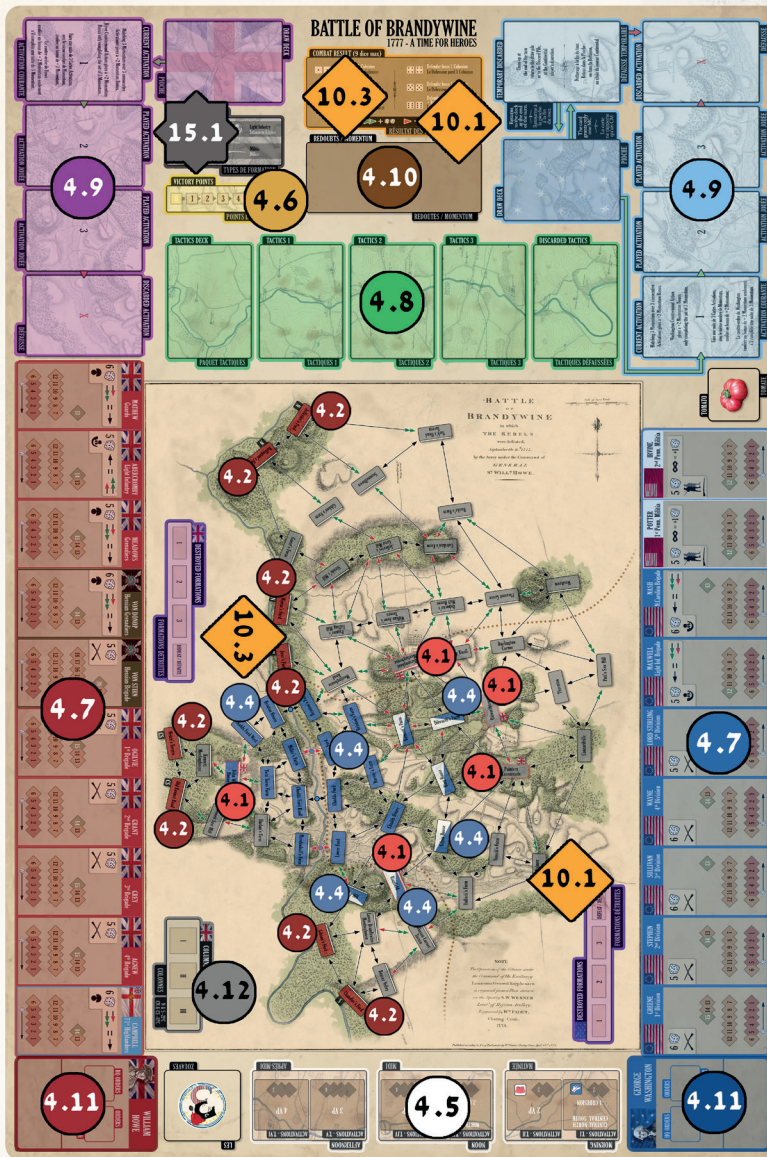
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Glossary

Activation	Refers to the activation of a Formation (Major or Minor) <i>(see 6.2)</i>
Activation Cost	This is the cost in Cohesion that a Formation must pay for certain actions <i>(see 6.2.1)</i> .
Activation Phase	An Activation Phase consists of a sequence of activities completed by both players <i>(see 6.1)</i> .
Adjacent	2 Columns/Formations are considered adjacent if they are located in the same Location or in two Locations connected by an arrow.
Ambush	Add 1 die to Combat when the Militia attacks a Column <i>(see 15.1.3)</i> .
Arrow	The arrows indicate possible routes for movement as well as terrain modifiers. They are placed between 2 Locations.
Attacker	Refers to the player/Formation that initiates Combat <i>(see 10)</i> .
CN / CS / N / S	British Entry Zones respectively: Central North / Central South / North / South <i>(see 4.2)</i> .
Cohesion	Represents the 'quality' of a Formation, based on numerous factors, at any given point in time.
Column / Rumour / True Column	True Column markers and Rumour markers when they are face down are collectively known of as Columns.
Control	Determines whether the Strategic Location belongs to the British or the Americans.
Defender	Refers to the player/Formation that is under attack <i>(see 10)</i> .
Detach/ Deployment	Refers to the action of positioning Formations from a Column on the map <i>(see 6.4)</i> .
Formation	A Formation is represented by a wooden marker and a Formation Zone <i>(see 4 and 4.7)</i> .
Front	White stripe on Locations outside the Patrol Zone. It is used to determine the front of the Location <i>(see 6.4)</i> .
Lead Formation	The Formation with the lowest number on its Column Composition marker in the Column <i>(see 5.2/2)</i> .
Location	A Location corresponds to a position that can be occupied by a Column/ Formation <i>(see 4)</i> .
Movement	Movement refers to the action of moving a Column/Formation from one Location to another <i>(see 6.2 and 6.3)</i> .
Occupy	A Column/Formation 'occupies' a Location when it is positioned on it.
Rally point	This is the point towards which the Columns/Formations retreat <i>(see 10.4)</i> .
Rumour	A Rumour corresponds to a false Column.
Tableau	A tableau is a set of spaces where cards will slide (often from left to right).
Turn	A Turn consists of several Activations Phases <i>(see 4.5)</i> .

Material

×1 Game board



×2 Rulebooks
(1 FR and 1 EN)



×90 Tactics Cards
(45 FR and 45 EN)



×28 Native Tactics
Cards (14 FR and
14 EN)



×18 American
Activation Cards



×18 British Activation
Cards



×12 Event Cards
(6 FR and 6 EN)



-  **×9** Six-sided dice (D6)
-  **×30** Column Composition markers
-  **×8** Recon markers
-  **×6** Approximate Information marker
-  **×6** Column markers
-  **×6** Entry Zone markers
-  **×2** General's Ability markers
-  **×6** Wing Leaders' Abilities markers

×10 British Formations



-  **×25** Black Momentum cubes
-  **×9** Brown Redoubt cubes
-  **×10** Red cubes (British markers)
-  **×9** Blue cubes (American markers)
-  **×1** White Time Cube
-  **×6** Yellow Victory Point cubes
-  **×1** British Baggage marker
-  **×1** Washington HQ marker

×9 American Formations





Rules

1 Introduction

After the capture of New York in 1776, British forces under General Howe turned their attention to Philadelphia, the nerve center of the fledgling rebellious republic. In August 1777, His Majesty's army—exhausted but determined—landed on the shores of Maryland to begin a campaign as risky as it was decisive. George Washington, resolved to defend the revolutionary capital, chose to anchor his defense along the Brandywine River, a natural barrier... but a crossable one.

On September 11th, the battle begins. Unclear positions, incomplete maps, morning fog, and bold maneuvers make the engagement as chaotic as it is crucial. While the American troops struggle to hold their ground, a British column makes its way from the north, triggering one of the largest flanking attempts of the entire War of Independence.

Chaos is inevitable!

*But... where are the Redcoats?
Brandywine – the defeat that would save America...*

1.1 Game Overview

This board game invites you to relive that historic day through an asymmetric, semi-hidden system. One player takes the role of Washington, trying to delay or wear down the enemy with a mixed army of regulars and militiamen. The other plays Howe, coordinating an assault on one to three fronts with marching columns—some of which may be mere decoys...

Activation Cards, Column Tokens, Cohesion, Tactics Cards, Command, Washington's HQ, the British Baggage Train, Reconnaissance, Momentum Mechanics...these are all aspects of the game. Every tactical decision carries weight. Every move matters. The Brandywine River can be a blessing—or a trap. Information is partial, attacks can come from anywhere, and ill-prepared Formations may... collapse.

You can rewrite history—or relive it in all its uncertainty.

1.2 Game Presentation

In Brandywine, the battle unfolds through the coordinated activation of military Formations. Each side has a limited number of Activations, represented by Activation Cards, which allow them to:

- Move and Combat with Formations
- Move or deploy Columns
- Build Redoubts
- Do nothing (sometimes the best option!)

Each Formation gradually loses Cohesion as it acts, but it also generates momentum represented by Momentum cubes. These are used to acquire Tactics Cards, which provide special actions that can turn the tide of battle and reroll the dice during Combat.

2 Victory Conditions

2.1 Immediate Victory

The game ends in an Immediate Victory if one player eliminates 4 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 (*see 6.1*) if they have scored a certain number of Victory Points:

- 2 Victory Points at the end of Turn II and Turn III
- 3 Victory Points at the end of Turn IV and Turn V
- 4 Victory Points at the end of Turn VI

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

- By capturing Washington's Headquarters, worth 1 Victory Point (*see 13*)
- By capturing Strategic Locations, each worth 1 Victory Point (*see 4.1*)

Washington's Headquarters and Strategic Locations are considered captured if a British **Formation** was the last to occupy or pass through them. Columns never capture these Locations.

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

***Note:** The American player must protect their Strategic Locations to prevent their opponent from winning.*

3 Components

(See the Material page 4)

***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 Game Board Overview

(See the board page 5)

The game board represents the Brandywine battlefield. 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.

***Note:** In the 'A Time For Heroes' series, two Formations are considered adjacent if they are located in the same Location or in two Locations connected by an arrow.*

Locations outside the Patrol Zone have a Front side (white stripe); arrows connected to the other sides lead backwards.

A Location can contain **up to 2 friendly Formations** (in Combat: 2 defenders + 1 attacker temporarily) and **a single Column**.

4.1 Strategic Locations



There are 5 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.

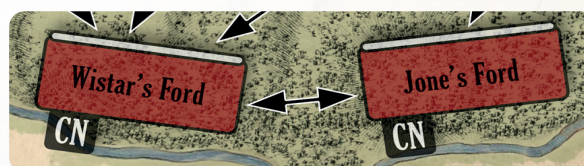
Washington's Headquarters acts as an additional Strategic Location. It is placed by the American player at the start of the game and may not be moved afterward. It then follows the same rules as fixed Strategic Locations *(see 13)*.

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. Columns cannot take control of them.

To indicate British control of a Strategic Location, the player takes a Victory Point cube from the Victory Point Track (following the arrows) and places it next to the Strategic Location (on the flag).

Strategic Locations may be recaptured by the American player, in which case the Victory Point cube is returned to the Victory Point Track (following the arrows in the opposite direction) and the score is thus adjusted.

4.2 British Entry Zones



Central North Entry Zone

British Formations enter the game as Columns via 1, 2 or 3 of the four available Entry Zones. These zones are each represented by two red Locations. These Locations are off-limits to the American and may not be occupied by American Formations.

British Entry Zones also serve as rally points, which will influence how British Formations retreat *(see 10.4)*.

4.3 Patrol Zone



The Patrol Zone encircles part of the map with brown dotted lines. British Column markers cannot move to a Location within this zone (see 6.3), so they must be deployed beforehand (see 6.4).

4.4 Starting Locations of American Formations



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

4.5 Timeline Track

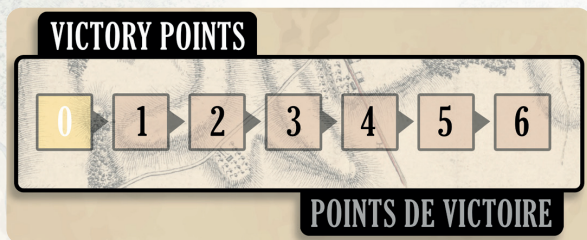
This track divides the day of September 11th, 1777, into three parts: Morning, Noon, and Afternoon. Each part consists of two Turns

Each Turn contains a set number of Activations (diamonds), corresponding to approximately 30 minutes of real time. The number of Activations per Turn varies, adding to the strategic tension. There are a total of 18 Activations in the game.

The Timeline Track also indicates:

- The number of Victory Points needed for a British win per Turn (see 2)
- When British Columns arrive (see 6.9)
- How much Cohesion British Formations lose upon entering the map (see 6.4)
- Reconnaissance availability (see 6.6)

4.6 Victory Points Track



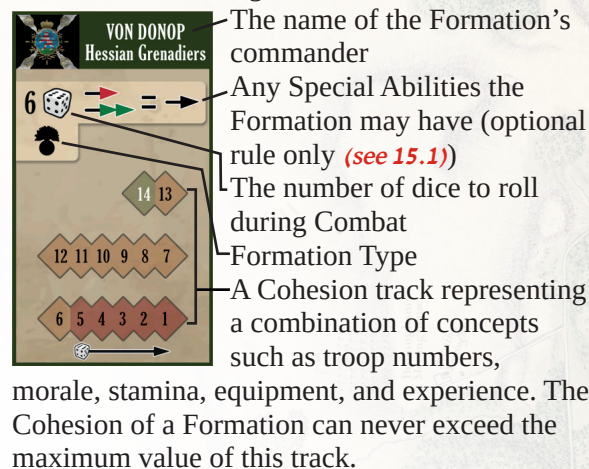
This track lets players monitor the British player's progress toward a Territorial Victory in real time. The number of Victory Points required varies according to the Turn. From Turn II onwards, it takes between 2 and 4 Victory Points to win.

The 6 Victory Point cubes are placed on the 6 spaces of this track during setup. The number in the space that is freed up each time a Victory Point cube is placed on a Strategic Location, corresponds to the number of Victory Points for the British player.

Note: No Victory Points are tallied during Turn I.

4.7 Formation Zones

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



4.8 The Tactics Card Tableau

This area consists of a Tactics Deck (see 7), a Tableau, and a Tactics Discard Pile.

4.9 Player Deck Management Areas

Each player has their own deck management areas made up of a Draw Deck (see 5.1/4 and 5.2/6), a Tableau, and a Discarded Activation area.

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

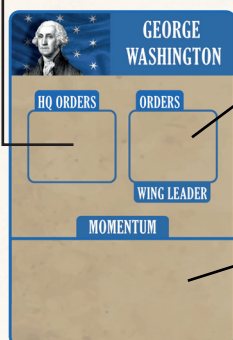
4.10 Momentum and Redoubts

This area is used to store the Momentum (see 8) and the Redoubt (see 9). Once discarded, Momentums and Redoubts cubes return to this reserve.

4.11 Generals' Zones

Each General's Zone contains three components:

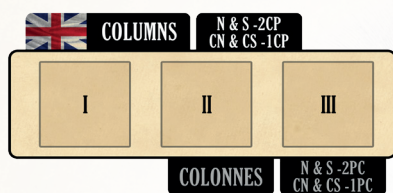
The Generals' Special Abilities (Howe and Washington) (see 11)



The Wing Leader's Special Abilities (see 15.5)

The player's Momentum pool (see 8)

4.12 Column Zone



The Column Zone consists of three squares representing three potential Columns. The British player assigns a Column to an Entry Zone by placing an Entry Zone marker on one of the squares in this Column Zone (see 5.2/3).

5 Setup (see page 3)

(follow the sequence)

5.1 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 (see 4.4).

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 (see 13).

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 (see 9).

Reminder: A single Location may not contain more than 1 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 of them and randomly draws another from the remaining two. The last card is removed from play without revealing it (see 7.1).

6. Placing the Special Ability for Washington: The American player places the Special Ability in the 'HQ Orders' box next to Washington (it is irrelevant as to which side is uppermost) (see 11).

5.2 British Setup

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

1. Place the Time Cube: Place the Time Cube on the first Activation of Turn I if the British player intends to assign at least one Column to Central South or Central North. Otherwise, place it on the first Activation of Turn III.

2. Creating Columns: The British player divides their Formations into 1, 2, or 3 Columns if the game begins on Turn I, and into 1 or 2 Columns if the game begins on Turn III. They place a Column Composition marker face down in each Formation's Zone, indicating the Formation's Column and position within it. Each Column must contain at least 2 Formations.

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

Note: An 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.

3. Assigning Columns to Entry Zones: The British player places an Entry Zone marker on squares I, II, and III of the Column Zone. All squares must be filled in and the player must use Rumour Entry Zone markers to conceal the actual number of Columns.

4. Placing the Columns: The British player places their True Column markers containing Formations face down in the Entry Zone Locations, with a maximum of 1 Column per zone.



a. If the game begins on Turn I: The player places Columns arriving at Central South and Central North only. Columns markers arriving from the South and North will be placed at the start of Turn III (see 6.9).

b. If the game begins on Turn III: The player places Columns arriving at South and North only.

5. Placing Rumour marker: The British player may add up to 3 Rumour markers to empty Locations in the South Central and North Central Entry Zones if the game begins in Turn I, or in the North and South Entry Zones if the game begins in Turn III. This allows the British player to conceal their intentions.

6. Building the British Draw Deck:

a. *Turn I Deck:* Shuffle together, and place face-down, all Activation Cards whose Major Activation (see 6.2.1) belongs to Central South and Central North Columns.

b. *Turn III Deck:* Shuffle together all Activation Cards whose Major Activation belongs to South and North Columns.

c. *Merging the Decks:* Place the Turn I Deck on top of the Turn III Deck (do **not** shuffle them together – they will be shuffled together at the end of Turn II). Then place the whole stack into the British Draw Deck.

7. Assigning the Baggage: The British player assigns the Baggage to a Formation of their choice by placing it on the corresponding Formation Zone. This Formation will have a +1 dice bonus during Combat (see 12).

8. Native Tactics Cards: The player chooses one of them and randomly draws another from the remaining two. The last card is removed from play without revealing it (see 7.1).

9. Placing the Special Ability for Howe: The British player places the Special Ability in the 'HQ Orders' box next to Howe (it is irrelevant as to which side is uppermost) (see 11).

5.3 Additional Elements

1. Drawing Activation Cards: Each player draws Activation Cards equal to the number of Activations for the Turn (diamonds), **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 Cube is set to Turn I, players draw three cards and return one to the Draw Deck.

Example : If the Time Cube is set to Turn I, players draw three cards and return one to the Draw Deck.

Note: This offers a bit of insight into the next Activation.

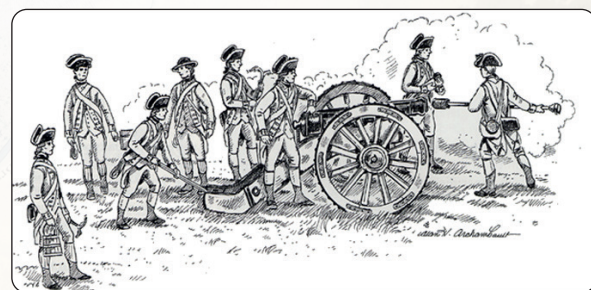
2. Recon Markers: 3 Information markers and 2 Nothing markers are placed in the bag (see 6.6).

3. Victory Point cubes: Victory Point cubes are placed on each space of the Victory Point Track.

4. Redoubts and Momentum: Remaining Redoubt and all Momentum are placed in the pool.

5. Formation Cohesion: Place a cube of the appropriate colour (red for the British, blue for the American) on the green starting space of the Formation Zone Cohesion track for each Formation.

6. Tactics Cards: Shuffle the Tactics Cards and place them face down in the Tactics Deck area. Then draw the top three cards and place them face up in the Tactics Card tableau.



6 Game Sequence

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

1. Advance the Time Cube by one space on the Timeline track (not the 1st Activation).
2. If it is Turn III, place the British Columns in the North and South (see 6.9).
3. Play and resolve an Activation Card (see 6.1).
4. Starting from Turn II, Activation I: Draw a Recon Marker (see 6.6).
5. At the end of the Turn for the American player: clear the Temporary Deck (see 6.7).
6. At the end of the last British Activation Phase of the Turn II, shuffle the British Draw Deck.
7. Draw Activation Cards (see 6.8).
8. Buy a Tactics Card (see 7.2).
9. Change player:
 - a. If the British player just played, the American player takes over and starts from step 3.
 - 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.

6.1 Activations

During an Activation Phase, the British player completes their sequence of activities, followed by the American player. The number of Activation Phases per Turn (see 4.5) determines how many Activation Cards players will hold in their hand, and therefore how much flexibility they have.

Example : During Turn I, each player has two Activation Cards, whereas in Turn V, each will have four.

Activation Cards can be played in one of four ways:

- Activate a Formation (American & Detached British Formations only) (see 6.2)
- Moving Columns (British only) (see 6.3)
- Activate Column to Detach Formations (British only) (see 6.4)
- Add to Temporary Deck (American only) (see 6.5)

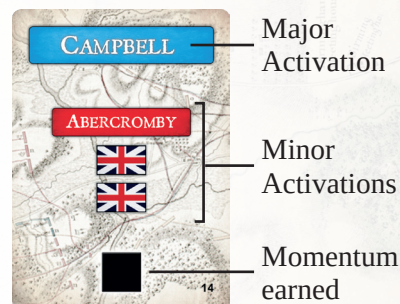
If a True Column marker has been revealed (via three successive reconnaissance, via the movement of an American Formation onto a True Column, or via the deployment of the Column), the associated Rumour marker (from the same Entry Zone) is discarded and retrieved for possible reuse by the British player.

6.2 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 three go to the Discarded Activation space and remain on the same face).

Choose 1 Activation Card from your hand and play it face-up in position one of your tableau. Immediately gain the number of Momentum shown on the card (even if all of the named Formations have been destroyed (check for the momentum bonus (see 8.1))).

6.2.1 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 9)
- Do nothing while on a Redoubt (Free)

Each action must be completed before beginning a new action with another Formation. It is always mandatory to activate all (surviving) Formations (Minor and Major) on the card.

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

6.2.2 Major Activation

A Formation under a Major Activation may move up to 2 Locations (by spending the 1 Cohesion). If it enters a Location with an enemy Formation, it must engage in Combat (see 10). If it moves onto an enemy Column, refer to rules 6.2.4 below.

If the Formation initiates Combat after moving 1 Location, and survives, it may move 1 more Location afterward, at no additional Activation Cost. This second movement may also trigger Combat.

A Formation may not move through a Location already containing 2 friendly Formations.

6.2.3 Minor Activation

A Formation under a Minor Activation may move a single Location. If it enters a Location with an enemy Formation, it must engage in Combat (see 10). If it moves onto an enemy Column, refer to rules 6.2.4 below.

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.

6.2.4 Moving onto a British Column

When an American Formation moves onto a British Column marker, three scenarios are possible:

- If there is already a (*detached*) **Formation** present, the Column is **not** revealed, the Lead Formation is not detached and the Combat is resolved between the British Formation and American.
- **Rumour marker** (*no detached Formation present*): The British player reveals the marker, retrieves it for possible reuse, and nothing happens.

- **True Column marker** (*no detached Formation present*):

- The British player reveals the marker, removes the Lead Formation (see 5.2/2) from the Column, and places it in the Column's current Location.
- 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.
- 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.
- The Rumour marker from the same Entry Zone is retrieved for possible reuse by the British.
- The American Formation now initiates Combat.

6.3 Moving Columns (*British only*)

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

Choose any Activation Card from your hand and place it face down in position one of the tableau. Immediately gain 1 Momentum, as shown on the card's **back**, and add it to your pool (*check for the momentum bonus* (see 8.1)).

You may now move one or more Column markers (True/Rumour) on the map by 1 Location. Don't forget to move Approximate Information markers as well, if present (see 6.6).

You cannot move a Column marker into a Location containing an American Formation, another Column marker, or a Location within the Patrol Zone (see 4.3).

Columns may pass through or occupy Strategic Locations, but cannot take control of them; only Formations have this ability.

Note: Both revealed and unrevealed Columns may move in this way.

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

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

- The card must include a Major Activation (*see 6.2.1*) for a Formation in the selected Column.
- The Column must already be present on a map Location (may be in an Entry Zone).

Detach Formations as follows:

1. Move all previously played Activation Cards in your tableau one space to the right (cards in position three go to the Discarded Activation space and remain on the same face).
2. Choose a valid Activation Card from your hand and place it in position one of the tableau. Immediately gain the Momentum indicated on the card and add them to your pool (*check for the momentum bonus (see 8.1)*).
3. You detach all Formations from the Column. Detached Formations must be placed in the Column's Location or in adjacent Locations behind the Front (*see 4*). Locations containing enemy Formations or 2 friendly Formations may not be used.
 - The Lead Formation may then move 1 Location and may initiate Combat (*see 10*).
4. 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 2.1*).
5. Each Formation detached from Central South or Central North Columns immediately loses 1 Cohesion.
6. Each Formation detached from North or South Columns immediately loses 2 Cohesion.
7. If the Lead Formation enters an enemy occupied Location, Combat is triggered (*see 10*).
8. Any Major and Minor Activations on the card are ignored.
9. The True Column marker is discarded
10. The Rumour marker from the same Entry Zone is retrieved for possible reuse by the British player.

6.5 Add to Temporary Deck (American only)

Place an Activation Card from your hand face down in the Temporary Deck and immediately gain 1 Momentum as shown on the card. (*Momentum bonus (see 8.1) does not apply*).

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

6.6 Drawing a Recon marker

From Turn II onwards, each player draws a Recon marker from the dedicated bag at the end of his Activation.

Note: There is no Recon on Turn I.

Immediately reveal and apply the drawn Recon Marker.

There are two types of Recon Marker:



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



Information: Allows the American player to inquire about a Column marker on the map (including the Entry Zones).

Once used, it goes back into the bag. When the active player draws an Information marker, the British player must reveal the number of Formations in the Column chosen by the American player:



First request: An Approximate Information marker ± 2 is placed next to the Column 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 Approximate Information marker is flipped to its ± 1 side, and the British player must give a count within ± 1 .

Third request (on the same Column): The Approximate Information marker is removed and the Column marker is flipped. If a Rumour maker is revealed, the British player retrieves it for possible reuse. If a True Column marker is revealed, the British player must provide the exact number of Formations in the Column and, if there is a Rumour marker originating from the same Entry Zone as the True Column, it is removed.

Note: You may alternate requests between multiple Columns.

6.7 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 Discarded Activation space and are no longer accessible.

6.8 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 Activations in the next Turn (see 4.5).

Example : Since the player plays 1 Activation Card per Activation:

- Between Turn I and Turn II, the player draws one additional Activation Card.
- Between Turn II and Turn III, the player draws two additional Activation Cards.
- Between Turn V and Turn VI, the player does not draw any additional Activation Cards

6.9 Place the Columns markers in the North and South.

At the start of Turn III, the British player places their North and South True Column markers (if they have any) face down in the North and South Entry Zones, with a maximum of 1 Column per zone, as specified during setup.

The player may also add up to 3 Rumour markers to the empty Locations in the Entry Zones (North and South) to mask their intentions.

Note: The British player may have retrieved Rumour markers by deploying their Columns earlier. The player may not have 3 Rumour markers available if they are still on the map.

7 Tactics Cards



7.1 Native Tactics Cards

Each side has three Native Tactics Cards. Following setup, both sides will have two of these three cards in their hands (see 5.1/5 and 5.2/8). The cards available are:

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

7.2 Buying a Tactics Card

At the end of your Activation, you may purchase **one** visible Tactics Card by paying its cost in Momentum (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.

A Tactics Card purchased at the end of the game sequence cannot be used immediately; the earliest it can be played is during the opponent’s next game sequence.

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

If no card is purchased during the “Buying a Tactics Card” step, the last visible card is discarded. In all cases, the remaining cards shift one space to the right to fill the spaces. A new card is drawn to fill the space next to the Tactics Deck.

Note : These cards provide powerful effects, but your Momentum pool is limited.

7.3 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, Tactics Cards are discarded face up.

Tactics Cards marked with a  cannot be used when the opponent plays their General's Ability (see 11).

8 Momentum

Black cubes in the game represent Momentum, which is generated and spent by both sides. These cubes are gained either by playing Activation Cards or by rolling 3s during Combat (see 10.3).

Momentum can be spent to purchase Tactics Cards or, by paying 3 Momentum, to reroll all or part of a dice roll during Combat (see 10.2). Each Momentum spent is returned to the general pool.

8.1 Momentum Bonus

If a player successfully plays, in three consecutive Activations, three Activation Cards that each generate the same number of Momentum ($3 \times 3M$, $3 \times 2M$, or $3 \times 1M$), they gain a +2 Momentum bonus.

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

9 Redoubts

When a Formation is activated (see 6.2.1), it may construct a Redoubt at no Activation Cost. Place a Redoubt in the Formation's current Location (maximum 1 cube per Location).

When a Location containing a Redoubt is attacked, the defender may discard the cube

to adjust 1 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 cannot be moved. However, it may optionally be returned to the pool if a Formation leaves the Location. This decision must be made before any movement (including Combat).

10 Combat

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

Reminder: When an American Formation enters a Location with a True Column marker, 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 Formation, which is then detached (see 6.2.4).

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 applied to Combat via Tactics Cards (see 7) or Redoubts (see 9) are only applied for a single Combat (exception: see the note below).

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

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

10.1 Terrain Modifiers

- → Attacking through a green arrow: +2 dice
- → Attacking through a red arrow: -1 die
- → Attacking through a black arrow: no effect

10.2 Rerolling Dice

The attacker may reroll some or all dice by either spending 3 Momentum, **OR** reducing the attacking Formation's Cohesion by 1. He may reroll his dice as many times as he wishes, as long as he pays the cost for each reroll.



10.3 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
- ▣ ▣ **Double 4:** Defender loses 1 Cohesion
- ▣ ▣ **Double 5:** Defender loses 1 Cohesion
- ▣ ▣ **Double 6:** Defender loses 2 Cohesion and must retreat (*see 10.4*)

A die can only be used once as part of a pair. Results are cumulative (except for retreat, which applies only once).

Example : A roll of 5, 5, 5, 4, 4, 1, 1 results 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 reroll during the Combat using Momentum earned during the same combat.

Combat results affect all enemy Formations in the Location (e.g. If 2 enemy Formations are present and must lose 1 Cohesion, both lose 1 Cohesion).

Formations in Columns are not affected by results. However, the True Column marker should retreat if a retreat result occurs.

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 (*see 14*), the defender tests first.

10.4 Retreat

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

- They must retreat **TOWARDS** their rally points (Washington HQ for the American, the four Entry Zones for the British), without necessarily taking the shortest route, **OR**
- To be adjacent to an allied Formation (maximum 2 friendly Formations per Location).

- If no Locations **TOWARDS** their rally points or **TOWARDS** allied Formations are available, they may retreat to an empty Location **TOWARDS** enemy positions.

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).

Reminder: A maximum of two 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 2.1*). If 2 Formations must retreat and only 1 Location is able to, the Formation with the lowest Cohesion is destroyed.

Note: Where options exist, 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, the destroyed Formations count toward Immediate Victory conditions.

11 Generals' Abilities

When the active player plays an Activation Card, they may choose to play one of their General's two Abilities. The Activation Card played is then placed in the manner described for the 'Activate a Formation' action (*see 6.2*). However, the Special Ability chosen by the player completely replaces its effects.

The player immediately receives 3 Momentum. If this concludes a series of 3 Activation Cards with 3 Momentums, they gain 2 bonus Momentum (regardless of the Momentum present on the card played). The Momentum bonus is only valid for completing a series of 3s.

When a General's Ability is used, the marker is discarded for the rest of the game.

Howe:



General Assault: Activate 2 adjacent British Formations — one as a Major Activation and one as a Minor Activation. The Major Formation gains a +2 dice bonus for its first Combat. Both Formations that will be activated should be declared before either Activation is executed.



Tea Time: A selected Column is deployed. If the Column comes from Central North or Central South, the Formations will not lose Cohesion. If it comes from North or South, the Formations will lose 1 Cohesion.

Washington:



General Assault: Activate 2 adjacent American Formations — one as a Major Activation and one as a Minor Activation. The Major Formation gains a +2 dice bonus for its first Combat. Both Formations that will be activated should be declared before either Activation is executed.



Organized Retreat: To activate this Special Ability, the British must have captured the Washington HQ. All selected American Formations may move 1 Location towards the Washington HQ (at no Cohesion cost). Any Formation that does not move may build a Redoubt, if permitted to do so. A maximum of 3 Redoubts may be built in this way in total.

Reminder : The opposing player cannot use any Tactics Cards marked with a crossed-out star during this Activation.



12 The British Baggage

The British Baggage is permanently assigned to a British Formation during setup (see 5.2/7). This Formation will have 1 additional die during Combat as long as it carries the Baggage. Once the Baggage is destroyed, the Formation no longer has any bonuses.

To destroy it, the American player must either force the carrying Formation to retreat (double 6) or destroy it entirely.

13 Washington HQ

The American player places the Washington HQ during setup on a blue or blue-and-white Location (see 5.1/2). It functions like a Strategic Location (see 4.1), 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 10.4).

14 Cohesion Test

Each time a Formation's Cohesion is reduced to 5 or lower (for any reason), 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 2.1).

Cohesion Tests may not be rerolled using Momentum nor by sacrificing Cohesion.

15 Optional Rules

Players can agree, before the game commences, to play using some, all or none of the following optional rules.

Once you have played a few games and become familiar with the mechanics, we recommend using the specific rules for Formations, Wing Leaders, Partial Deployment, and the Major Activation bonus during deployment.

The optional rules have not been tested as thoroughly as the standard rules. As a result, there may be special cases that are not adequately covered by the rules. If you have any comments or questions, please visit our BoardGameGeek page as indicated on the back cover.

15.1 Formation Specific Rules

15.1.1 Heavy Formations



These Formations always attack as if through a black arrow — **they**

ignore all terrain effects on attacks (no bonuses or penalties).

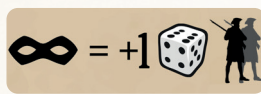
15.1.2 Light Formations



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).

15.1.3 American Militia



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 performs an Ambush, which adds 1 die to the Combat against the detached Lead Formation.

15.2 Partial Deployment

This type of deployment allows you to detach only a few Formations from the Column. This is particularly useful for a single Column of 10 Formations. The deployment rule applies (*see 6.4*) but the player may choose to only deploy part of the Column, respecting the following restrictions:

- The Lead Formation must be detached.
- The named Major Activation Formation must be detached (if it is also the lead unit it will, of course, already be detached).
- At least 2 Formations must be detached.
- If only 1 Formation remains in the Column, it must also be detached.
- If all Formations are detached, remove the True Column marker from the game.

15.3 Bonus when detaching during a Major Activation

This rule applies during a Column deployment. If the Major Activation Formation is also the Lead Formation, it may move 2 Locations and/or Combat twice (*see 6.2.2*).

15.4 Modifiers for Reconnaissance

The game comes with 1 extra Information marker and 1 extra Nothing marker. By adding or removing these types of markers from the bag, you can vary the probability of drawing an Information marker.

There is also the introduction of a new Recon marker:



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. If this rule is applied, you add the Screen marker to the dedicated bag.

Note: For a game with a British beginner, we recommend using the Screen marker. For a game between 2 experts, we recommend using the 4 Information markers and 2 Nothing markers.

15.5 Wing Leaders' Abilities

Each player adds this operation at the end of their personal setup:

Selecting his Wing Leader: The player secretly selects a Wing Leader, placing it face down on its slot in the general zone (*see 4.11*).

The **active player** may use their Wing Leader Ability at the appropriate moment for them, after which the token is discarded (with some exceptions) for the remainder of the game.

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 rerolls allowed.



Greene – Prepared Assault

One activated American Formation gains 1 free reroll during Combat (additional rerolls allowed).



Sullivan – Redeployment

The American has 2 moves that he can distribute as he wishes between up to 2 Formations (activated or not). Each Formation that moves loses 1 Cohesion regardless of the distance travelled. Formations must end their moves adjacent to a friendly Formation, and these

moves cannot result in Combat.

- A single Formation can advance 2 Locations, or
- 2 Formations can advance 1 Location each.

British:



Von Knyphausen – Amusement

All American Formations adjacent to a selected British Formation are frozen for the next American Activation Phase and cannot act (except for opposing General or Wing Leader Abilities). Place the Wing Leader Ability marker next to the selected Formation.



Cornwallis – Deployment

Up to 3 Formations from the same Column can be deployed free of charge (without an Activation Card or Cohesion cost) in accordance with the standard rules. In the case of a Partial Deployment, these are the first three Formations in the Column (in column composition sequence).



Grant – Supported Assault

One activated British Formation adds 2 dice to its first Combat roll. No Cohesion cost. Rerolls are allowed.

15.6 Event Cards

Starting on Turn II, Event Cards are drawn by the British player at the beginning of the Turn. A single card is drawn each Turn. The effects of the Event Card are applied immediately and apply until the end of the Turn.

15.7 Optional Native Tactics Card

The optional Native Tactics Cards were added to the game following the successful Gamefound campaign. These cards can be added to or replace the original Native Tactics cards. In either case, players may only have 2 Native Tactics Cards in their hand.

***Note:** We recommend that new players use these optional cards, as they are generally stronger.*

The 'Johann Ewald' card can only be used with the optional Formation Specifics rules (*see 15.1*).

FUN Cards are special Native Tactics Cards which, as the name suggests, are intended as a bit of fun.

In normal circumstances, the play of the Grenadier March card will inflict 1 Cohesion loss. However, if the active player is devious and

arranges for the corresponding tune to be playing in the background (perhaps on YouTube), at the time played, then the damage is increased to 2 Cohesion. And, if by some outrageous fortune a military band just happens to be passing the window and playing the tune, then it causes 3 Cohesion hits.

Yankie Doodle is enhanced in the same manner, but in this case it reduces Cohesion losses.

15.8 Militia Historical position

The two Militia Formations must be placed on two adjacent blue and white Locations.



Scenarios

Unless specified in the scenarios, players may not use Tactics Cards or Reconnaissance markers. In each scenario, the Time Cube is positioned on the first Activation of the first Turn of the scenario. The Washington HQ is located at Ring House and does not count for Victory Points except in the Tea Time scenario.

Note: Coh. means Cohesion

1 Brinton's Ford

Scenario details:

Turns played: I and II

Duration: 10 minutes

Objective: Learn how to move Formations and engage in Combat

Set up:

Formation	Location	Coh.
Von Stirn	Chadds Ford Knoll	19
Ogilvie	Brinton House	14
Grant	Miller's Farm	14

Formation	Location	Coh.
Greene	Chadds Ford	15
Sullivan	Brinton's Farm	13
Maxwell	Upper Ford	12

Victory Conditions:

- 1 Victory Point per enemy Formation destroyed.
- 1 Victory Point per enemy starting Location occupied. OR
- 2 Victory Points per enemy starting Location occupied, with no adjacent enemy Formations.

The player with the greatest number of VPs is the winner; if scores are tied, so is the game.

Victory level (High score minus low score):

- 1 Victory Point, a skirmish with no effect on the course of the battle (historical result).
- 2 or 3 Victory Points, strong positions are taken from the enemy.
- 4 or 5 Victory Points, the battle was probably won here, congratulations!
- 6 Victory Points, had Howe's columns been

present, it would have made no difference, sic transit gloria mundi...

Specifics of the scenario:

During each Activation, players do not play Activation Cards. They each choose to activate, in any order they wish, 1 Major Activation Formation and 1 Minor Activation Formation of their choice. At the end of each Activation, the active player gains 1 Momentum.

FOR THE

2 The Empire Strikes Back

Scenario details:

Turns played: IV and V

Duration: 30 minutes

Objective: Learning how to build and use Redoubts

Set up:

Formation	Location	Coh.
Mathew	Strode's Mill	11
Abercromby	Entriken's Farm	13
Meadows	Jefferies's Grist Mill	14
Von Donop	Jefferies's Grist Mill	13
Agnew	Boake's Farm	14

Formation	Location	Coh.
Stephen	Thornbury Knoll	13
Lord Stirling	Birmingham Meetinghouse	12

The British take the Native Tactics Card 'Fergusson's Rifles'.

The American takes the Native Tactics Card 'Monsieur de Lafayette'.

Victory Conditions:

The British win at the end of American Activation if they control the 'Thornbury Knoll' and 'Birmingham Meetinghouse' Locations.

If at the end of Turn V, the above condition has not been met, the American wins.

Specifics of the scenario:

During each Activation, players do not play Activation Cards. They each choose to activate, in any order they wish, 1 Major Activation Formation and 1 Minor Activation Formation of

their choice. At the end of each Activation, the active player gains 1 Momentum.

2025 2025

3 Birmingham Hill

Scenario details:

Turns played: III and IV

Duration: 30 minutes

Objective: Learn how to move Formations or a Column, deploy a Column, and engage in Combat.

Set up:

Formation	Location	Coh.
Mathew	Painter's Fulling Mill	12
Abercromby	Jefferies's Grist Mill	13
Meadows	Column 1	14
Von Donop	Column 1	13
Agnew	Column 1	14
Column 1	Entriken's Farm	

Formation	Location	Coh.
Stephen	Dilworth's Farm	12
Sullivan	Birmingham Meetinghouse	9
Lord Stirling	Benett's Farm	11

Victory Conditions:

- 1 Victory Point per enemy Formation destroyed.
- 1 Victory Point per enemy starting Location occupied. OR
- 2 Victory Points per enemy starting Location occupied, with no adjacent enemy Formations.

The player with the greatest number of VPs is the winner; if scores are tied, so is the game.

Victory level (High score minus low score):

- 1 Victory Point, a skirmish with no effect on the course of the battle (historical result).
- 2 or 3 Victory Points, strong positions are taken from the enemy.
- 4 or 5 Victory Points, the battle was probably won here, congratulations!
- 6 Victory Points, had Von Knyphausen's columns been present, it would have made no difference, sic transit gloria mundi...

Specifics of the scenario:

During each Activation, players do not play Activation Cards. They each choose to activate, in any order they wish, 1 Major Activation Formation and 1 Minor Activation Formation of their choice. At the end of each Activation, the active player gains 1 Momentum.

2025 2025

4 Knyphausen enters the fray

Scenario details:

Turns played: IV and V

Duration: 40 minutes

Objective: Learn how to use Activation Cards

Set up:

Formation	Location	Coh.
Von Stirn	Chadds Ford Knoll	18
Grant	Miller's Farm	12
Ogilvie	Brinton House	13
Campbell	Twin Turns Farm	13

Formation	Location	Coh.
Greene	Chadds Ford	14
Maxwell	Upper Ford	9
Wayne	Mendenhall's Farm	11
Nash	Brinton's Farm	13

The British Baggage is assigned to Campbell.

Victory Conditions:

The British win at the end of American Activation if they control the 'Chadds Ford', 'Upper Ford' and 'Brinton's Ford' Locations.

If at the end of Turn V, the above condition has not been met, the American wins.

Specifics of the scenario:

Players use a deck composed of Activation Cards with the Major Activation names of the Formations present in this scenario. When a Minor Activation designates a Formation not present on the board, treat the Minor activation as if it was a flag (see 6.2.3). Players collect the Momentum from the Activation Cards.

2025 2025

5 Last Line

Scenario details:

Turn played: VI

Duration: 30 minutes

Objective: Learn how to move Formations and engage in Combat

Set up:

Formation	Location	Coh.
Von Stirn	Chads House	14
Agnew	Dilworthtown	8
Meadows	Dilworth's Farm	9

Formation	Location	Coh.
Greene	Painters Crossroads	10
Wayne	Yarnall's Farm	11
Maxwell	Bullock's Farm	10

Victory Conditions:

The British win at the end of American Activation if they control the 'Painters Crossroads' and 'Dilworthtown' Locations.

If, at the end of Turn VI, the above condition has not been met, the American player wins if they occupy 'Painters Crossroads' and 'Dilworthtown'. If each occupies one (or neither) of the two Locations, it is a draw.

Specifics of the scenario:

Players use a deck composed of Activation Cards with the Major Activation names of the Formations present in this scenario. When a Minor Activation designates a Formation not present on the board, treat the minor activation as if it was a flag (see 6.2.3). Players collect the Momentum from the Activation Cards.



6 Tea Time

Scenario details:

Turns played: IV, V and VI

Duration: 90 minutes

Objective: Rewrite History in this historical scenario

Set up:

Formation	Location	Coh.
Mathew	Painter's Fulling Mill	11
Abercromby	Entriaken's Farm	13
Meadows	Jefferies's Grist Mill	14
Von Donop	Jefferies's Grist Mill	13
Von Stirn	Chadds Ford Knoll	18
Ogilvie	Brinton House	13
Grant	Miller's Farm	12
Grey	Entriaken's Farm	14
Agnew	Boake's Farm	14
Campbell	Twin Turns Farm	13

Formation	Location	Coh.
Greene	Chadds Ford	14
Stephen	Dillworth's Farm	11
Sullivan	Meetinghouse Road	7
Wayne	Harvey's Farm	13
Lord Stirling	Bennett's Farm	10
Maxwell	Upper Ford	9
Nash	Brinton's Farm	11
Potter	Ringfield	12
Irvine	Rocky Hill	12
H.Q.	Ring House	

British Baggage is assigned to Campbell.

The British player starts with 1 Victory Point conferred by the 'John Way House' Strategic Location.

Both players randomly discard 3 Activation Cards and then shuffle the remaining cards to create the Draw Deck.

Victory Conditions:

They are the same as in the classic game.

Specifics of the scenario:

The standard rules apply.

Brandywine Solitaire Game

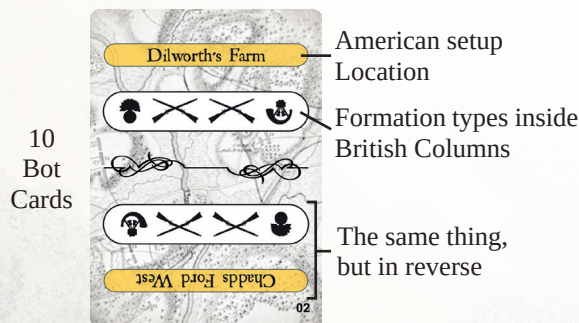
These rules are the official solitaire rules for 'Brandywine, 1777 – A Time for Heroes'. Unless specified otherwise below, all standard rules apply, as does the standard sequence of play.

At various points, you will be asked to determine the bot's action by resolving priorities. When resolving priorities, should you encounter decisions with equal priority, resolve the choice by rolling a die. For example, if there are two equal priorities, an 'odd' roll will result in the first being selected, and an 'even', the second. Or, if there are five equal choices, a roll of 1-5 will select the corresponding choice and a '6' will result in a reroll.

Note: 'The bot' indicates that it is the bot performing the action (although in reality, it is the human who will perform it), 'the player' indicates that it is the player who must perform the action.

Note: Standard rule references are written as (see 1), solo rule references as (see solo 1).

1 Specific components



2 Set-Up

The bot does not draw Native Tactics Cards (see 7.1).

2.1 British Bot

2.1.1 The British Baggage

The bot draws a Bot Card, the number on it indicates the Formation that will receive the Baggage, starting from Mathew's Formation Zone (see 4.7) on the game board.

Example : Bot Card 2 is drawn, Abercromby will receive the British Baggage.

2.1.2 Columns

At the start of Turn I:

The bot shuffles the True Column CS Bot marker and the Rumour CS Bot marker and places them randomly, without looking, on the 2 Central South Locations.

The bot shuffles the True Column CN Bot marker and the Rumour CN Bot marker and places them randomly, without looking, on the 2 Central North Locations.

At the start of Turn III:

The bot shuffles the True Column S Bot marker and the Rumour Bot marker and places them randomly, without looking, on the 2 South Locations.

The bot shuffles the True Column N Bot marker and the Rumour Bot marker and places them randomly, without looking, on the 2 North Locations.

Note: British Columns are not created as in the 2-player game. We will explain later how to assign Formations to Columns.

The bot places the Formation Bot marker to the left of the Mathew Formation Zone (on the Discarded Activation).

2.1.3 Generals' Abilities

The General's Abilities marker is placed on the 'General Assault' side (see 11).

2.2 American Bot

2.2.1 Formations placement

The bot removes the Bot Card No. 10 and shuffles the deck. It draws a Bot Card, and the

number on it indicates the Formation to be placed on the 'Bennett's Farm' Location, starting from Greene's Formation Zone.

Example : The bot draws card number 6, so Maxwell will be placed on 'Bennett's Farm'.

A Redoubt is assigned to 'Bennett's Farm'.

The bot shuffles all the Bot Cards. Due to the fact that each card face has two sets of information on them, a 'standard' shuffle will not suffice. It is also important that the rotational orientation of the cards is also 'shuffled'. Therefore, we suggest that you place the cards on the table and 'stir' them. The bot then draws one card per Formation and places this Formation on the Location named on the top of the Bot Card. The first 4 Locations without a Redoubt (see 9) receive one.

Reminder: A Location can hold up to 2 Formations.

Note: Militia Formations can be placed on blue Locations (unlike in the 2-player game).

The bot rolls a die to place Washington's HQ (see 13).

1	2	3
Chads House	Gilpin House	Ring House
4	5	6
Dilworth's Farm	Bennett's Farm	Harvey's Farm

The bot places the Bot Formation marker to the left of Greene's Formation Sheet (on General Washington).

2.2.2 Generals' Abilities

The General's Abilities marker is placed on the 'General Assault' side (see 11).

3 Tactics Cards & Momentum

The bot uses neither Tactics Cards (see 7) nor Momentum (see 8). Momentum listed on Activation Cards may, however, have an effect (see solo 4 and 8).

The player collects and uses both in the normal manner.

The following cards **must** simply be ignored when drawn/held:

- #6 Local Information
- #45 Artillery Duel

The following cards may be included in the deck, or not, at the player's discretion. Whilst they will have no 'direct' effect on the game, they will dilute the deck and can, therefore, be used to adjust the balance of the game. The fewer that are used, the more challenging the solitaire experience.

- #1 Confused Retreat
- #16 A Tavern, You Say?
- #25 Trotting...
- #26 Counter-Order
- #34 Pincer Movement
- #35 Swift Reaction
- #37 Dragoons Harass
- #40 Deutsche Sprachen
- #42 Victorious Pursuit
- #43 Stubborn General
- #46 33rd Foot «The Pattern»
- #47 Montresor's Plans
- #48 Fergusson's Rifles
- #49 1st Maryland «The Old Line»
- #50 Monsieur de Lafayette
- #51 Casimir Pulaski
- #52 Johann Ewald
- #53 Ludwig Von Wurmb
- #54 James Wemyss
- #55 Timothy Pickering
- #56 Henry Knox
- #57 Moses Hazen

4 Activations

4.1 British Bot

The bot does not have a hand, it draws the Activation Card from the top of the Activation Draw Deck (shuffled) at the start of an Activation and plays it immediately. The following checks must be made in order to determine how to play the Activation Card:

1. If the Major Activation Formation on the card is on the board, the Activation Card is played face up to activate Formations (see solo 4.3).
2. If one or more Columns satisfy the conditions for deployment, the Activation Card is played face up and a Column is deployed (see solo 4.6).
3. If no British Column satisfies the condition for a deployment (see solo 4.5), the Activation Card is played face down to move Columns (see solo 4.4).

4.2 American Bot

The bot does not have a hand, it draws the Activation Card from the top of the Activation Draw Deck (shuffled) at the start of an Activation and immediately plays it face up to activate Formations (see solo 4.3).

4.3 Activating Formations

The bot first performs the Major Activation, then the Minor Activation(s) in the order indicated (see 6.2.1).

When the bot has to play a flag, it rolls a die and moves the Bot Formation marker by the number of Formation Zones corresponding to the roll. The zone on which the marker lands will be the Formation played. When the marker reaches the end, it returns to the beginning.

Example : The Bot Formation marker is on Maxwell's Formation Zone and a flag must be played. The bot rolls the die and gets a 5, so the bot moves the Bot Formation marker to Stephen's Formation Zone. Stephen will therefore be the Formation to play.

If the Activation Card generates 3 Momentums, there is no Activation Cost for the Major Activation.

4.4 Movement of British Columns

When an Activation Card is played face down to move Columns, the bot moves all its Column markers one Location towards (see solo 6) the Strategic Locations.

4.5 British Column deployment conditions

A British Column satisfies the conditions for deployment if it is adjacent to a Strategic Location (see 4.1), the Patrol Area (see 4.3), or an American Formation.

4.6 British Column Deployment

British Columns may be deployed on two occasions:

- The player (American) attacks a True Column Bot marker.
- A column satisfies the deployment conditions.

If several Columns satisfy the deployment conditions, the southernmost Column will be

deployed first.

The bot draws a Bot Card, which indicates the number of Formations to deploy and the composition of the Column.

Example : Bot Card number 3 indicates that there are 2 Formations in the Column: 1 Heavy  and 1 Line .

Going through the Formation Zones from left to right, the bot selects the corresponding Formations. If no Formation of the requested type is available, the bot takes the first available Formation on the left of the Formation Zones.

Type of Formations

Mathew	Abercromby	Meadows	
Heavy 	Light 	Heavy 	
Von Donop	Von Stirn	Campbell	
Heavy 	Line 	Heavy 	
Ogilvie	Grant	Grey	Agnew
Line 	Line 	Line 	Line 

The first Formation selected becomes the Lead Formation.

When creating Columns:

- If there is only one Formation left without a Column, it is added to the Column being created.
- If the 3rd Column is being formed, Formations without a Column are added to it.

When the bot draws a Bot Card Rumour, if it is the last True Column Bot marker, the non-deployed Formations are detached immediately. If there are none, nothing happens and the marker is simply discarded.

Note: All Formations must be detached during the game.

If all Formations are on the board, the remaining Bot Column markers are discarded.

5 Leaders' Personalities

Each leader has a personality defined by two characteristics: Temperament and Competence. These personalities affect the actions and reactions of the leaders when under the control of the bot.

Temperament is shown below. Competence is shown in the 'Combat' section, below (see solo 7).

American Leaders	
Name	Temperament
Greene	Prudent
Stephen	Impetuous
Sullivan	Opportunist
Wayne	Impetuous
Lord Stirling	Prudent
Maxwell	Opportunist
Nash	Prudent
Potter	Opportunist
Irvine	Impetuous

British Leaders	
Name	Temperament
Mathew	Prudent
Abercromby	Opportunist
Meadows	Prudent
Von Donop	Impetuous
Von Stirn	Prudent
Oglivie	Opportunist
Grant	Prudent
Grey	Impetuous
Agnew	Impetuous
Campbell	Opportunist

Note: If you disagree with our assessment of a Leader's personality, feel free to change it as you see fit – but recognize that game balance will be affected.

Whenever a Leader is activated, roll a D6 to determine whether that activation will be conducted aggressively or cautiously:

Conduct	Temperament		
	Impetuous	Prudent	Opportunist
Aggressive	2-6	1	1-3
Cautious	1	2-6	4-6

6 Bot Formation Movement

When executing a Major Activation, the bot will always move a Formation 2 Locations where possible (see solo 7.2).

The bot will never, unless obliged by retreat, have two Formations co-located (see solo 10.1). Beyond this, several factors will determine the direction the bot's Formations move.

Some instructions below refer to:

'reachable': This means adjacent if executing a Minor Activation and within 2 Locations if executing a Major Activation.

'moving towards': To be considered to be 'moving towards' a destination, the distance (in Locations) must reduce.

'most defensible Location': Here you should put yourself in the shoes of the enemy general and, considering the general tactical situation and especially the proximity of enemy Formations, you should choose the Location you feel offers the best defence. If this is not clear, then:

- Choose the Location with the most red arrows
- Choose the Location with the fewest green arrows
- If there is more than one suitable Location, then the presence of a Redoubt trumps no Redoubt.

Step through each of the following options in turn, until a valid option presents itself. If executing a Major Activation, resolve each of its component Activations independently of each other.

1. If there are enemy Formations reachable:
 - a. If the leader is **Aggressive**:
 - i. If several enemy Formations are equidistant:
 1. If a single enemy has a cohesion of 5 or less, then move towards it or attack it if adjacent.
 2. Move towards an enemy Formation on a Strategic Location, or attack it if adjacent.
 3. If neither condition 1 nor 2 is met:
 - a. If there is no Redoubt at the Formation's Location, then build a Redoubt.
 - b. If the Formation is not at full Cohesion, then recover one Cohesion.
 - c. Remain in place with no action.
 - ii. The bot moves towards the nearest enemy or attacks it if it is adjacent.



b. If the leader is **Cautious**:

- i. If the Formation has a cohesion of more than 5
 1. If a non-bot controlled, Strategic Location is empty and reachable, then move towards it.
 2. If the bot Formation does not already occupy a Strategic Location, and a bot-controlled Strategic Location is empty and reachable, then move towards it.
 3. If a Strategic Location is enemy occupied, and is reachable, and the arrow is green or black, then move towards it, or attack if it is adjacent.
 4. If an enemy has a Cohesion of 5 or less, and is reachable, then move towards it or, attack it if it is adjacent.
 5. If there is no Redoubt at the Formation's Location, then build a Redoubt.
 6. If the Formation is not at full Cohesion, then recover one Cohesion.
 7. Remain in place with no action.
 - ii. If there is a reachable and more defensible location (free of enemy Formations) move towards it
 - iii. If there is no Redoubt at the Formation's Location, then build a Redoubt.
 - iv. If the Formation is not at full Cohesion, then recover one Cohesion.
 - v. Remain in place with no action.
2. If there is no reachable enemy Formation, move towards the nearest non-bot controlled Strategic Location (such a move takes priority over remaining on a Strategic Location):
- a. If several such Strategic Locations are equidistant, move towards the Strategic Location closest to an enemy Formation.
 - b. If there remains more than one option, move to the most defensible adjacent Location.
3. If there are neither reachable enemy formations nor non-bot controlled Strategic Locations, move towards the nearest bot-controlled Strategic Location (that does not already contain two friendly Formations – if optional rule 10.1 is in play). In the case of there being a two or more at an equal distance, choose the closest to an enemy Formation. If there is still more than one option, choose the most defensible.

7 Combat

7.1 Number of dice and dice results

The number of combat dice for bot-controlled Leaders is halved (round-down). This is shown here for ease of reference, along with the Leaders' competence. Competence can affect the die rolls (*see solo 7.4*).

Note: As in the 2-player game, the Baggage adds 1 die to the Formation.

American Leaders		
Name	Combat Dice	Competence
Greene	3D6	Competent
Stephen	2D6	Poor
Sullivan	3D6	Average
Wayne	3D6	Competent
Lord Stirling	2D6	Average
Maxwell	2D6	Average
Nash	3D6	Average
Potter	2D6	Poor
Irvine	2D6	Poor

British Leaders		
Name	Combat Dice	Competence
Mathew	3D6	Average
Abercromby	2D6	Competent
Meadows	2D6	Average
Von Donop	3D6	Poor
Von Stirn	2D6	Average
Ogilvie	2D6	Average
Grant	2D6	Poor
Grey	2D6	Competent
Agnew	2D6	Average
Campbell	3D6	Average

Note: If you disagree with our assessment of a Leader's personality, feel free to change it as you see fit – but recognise that game balance will be affected.

The bot (only) uses the following combat results for the dice rolled:

Roll	Results
1	Attacker loses 2 Cohesion
2	Attacker loses 1 Cohesion
3	Cautious attacker = Attacker gains 1 Cohesion. Aggressive attacker = Defender loses 1 Cohesion.
4	Defender losses 1 Cohesion
5	Defender losses 1 Cohesion
6	Defender losses 2 Cohesion & retreats.

7.2 Redoubts

If the bot plays a Major Activation and can only move once, it will build a Redoubt where possible. If the Location already has the maximum 1 Redoubt, it will recover one Cohesion instead (where possible).

In all situations in which a bot does nothing other than build a Redoubt, it may reclaim any Activation Cost already paid.

When the bot vacates a Location, it will automatically remove any Redoubt present.

7.3 Terrain Effects

When resolving bot-initiated attacks, the following terrain effects apply:

Terrain	Effect
Red arrow	Reduce number of D6 by one
Green arrow (double)	Increase number of D6 by two
Black arrow	No effect
Redoubt	Reduce number of D6 by one

Note: The bot will always roll at least 1 D6.

7.4 Leadership Competence Effects

In the solitaire game, the Leader's competence can affect the combat dice rolled, by the bot, as follow:

Competence	Effect
Competent	Add 1 to the highest non-6 die rolled
Average	No effect
Poor	Subtract 1 from the lowest non-1 die rolled

Note: No die roll can be increased above 6 or reduced below 1.

8 Bot General's Special

Abilities

If the bot draws 3 consecutive Activation Cards showing the same number of Momentum generated (e.g., 3 × 3M, 3 × 2M, 3 × 1M), and at least 2 bot Formations are adjacent to an enemy Formation, this generates a set (which is then discarded). The set triggers the bot General's Special Ability 'General Assault'. Determine which Formation, among those adjacent, gets the Major Activation (and, if necessary, who is attacked), and which the Minor, by rolling dice. As in the standard rules, the General's Special Abilities can only be utilised once.

Note: The Major Activation incurs no Activation Cost (as if the card had a Momentum value of 3 (see 4.3)).

Whilst the bot General's special abilities are in effect, the following apply:

- All Formations are Aggressive
- The Major Activation has an extra die in Combat (during the initial Activation only)
- The moves associated with both Major and Minor Activation are determined according to the following sequence:

1. If one or more Strategic Locations, adjacent to bot Formations, are enemy occupied, make an attack in accordance with the following priority:
 - a. → → Via a double green arrow
 - b. → → Via a black arrow
 - c. → → Via a red arrow
2. If one or more Locations, adjacent to bot Formations, are enemy occupied, make an attack in accordance with the following priority:
 - a. → → Via a double green arrow
 - b. → → Via a black arrow
 - c. → → Via a red arrow
3. If the 2nd part of a Major Activation now requires execution, move towards the nearest (in terms of number of Locations) enemy occupied Strategic Location (attacking it if adjacent) OR
4. Move towards the nearest (in terms of number of Locations) enemy Location.

9 Winning The Solitaire Game

The normal victory conditions apply (*see 2*) unless the human is playing as the British. In this case, the number of Victory Points requirements for a British (human) Territorial Victory are as follows:

- 3 Victory Points at the end of Turn II
- 4 Victory Points at the end of Turn III and Turn IV
- 5 Victory Points at the end of Turn V and Turn VI

10 Optional Solitaire Rules

Select as many of the following Optional rules as desired. All are mutually compatible.

10.1 Co-Located Bot Formations

(Bot for novices)

In 'Bot Movement' it is stated that "The bot will never, if avoidable, have two Formations co-located". The player may optionally choose to disregard this rule. In this case, the possible co-locating of Formations is not considered when resolving move choice priorities.

10.2 They're coming from the north!

(Bot for novices)

If several Columns meet the deployment conditions (*see solo 4.5*), the northernmost Column deploys first.

10.3 Remove the British Baggage

(Bot for novices)

The British Baggage is removed from play.

10.4 Reduced Attacker losses

(Bot for conscript)

Modify the Combat results such that a roll of '1' causes 1 attacker Cohesion loss (instead of 2).

10.5 Adding the Wings Leaders

(Bot for conscript)

During the setup of the British bot:

The Cornwallis Wing Leader marker is removed from play. The Wing Leader marker is then drawn at random (from Grant and Von Knyphausen).

During the setup of the American bot:

The Sullivan Wing Leader marker is removed from the game. The Wing Leader marker is then drawn at random (from Greene and Lord Stirling).

Whenever the Special Ability of the Wing Leader fulfils the conditions for use, the bot triggers the Ability. To do so, roll a die; if the result is 4, 5, or 6, the Ability is activated. If the result is 1, 2, or 3, nothing happens.

Von Knyphausen: If there are at least 2 American Formations adjacent to a British Formation, the bot triggers the Ability (*see 15.5*). This trigger is only possible once per Activation.

Grant: Before any Combat, the bot triggers the Ability (*see 15.5*).

Lord Stirling: When an unactivated American Formation is adjacent to a British Formation, the bot triggers the Ability (*see 15.5*). This trigger is only possible once per Activation.

Greene: During Combat, this Wing Leader Ability allows a (single) roll of 1 to be rerolled.

Reminder : If multiple Formations meet the conditions, roll a die to determine which one to use.

10.6 Increased Variation in Leader Conduct

(Bot for Veteran)

If, with experience, you find the bot's actions are too predictable, the substitute the following for the standard Temperament/Conduct Table:

Conduct	Temperament		
	Impetuous	Prudent	Opportunist
Aggressive	3-6	1-2	1-3
Cautious	1-2	3-6	4-6

10.7 Reduced Probability of Breaking

(Bot for Elite)

If you wish to change the balance of the game, in the bot's favour, subtract one (-1) from any Cohesion Test roll for a bot Formation.



Credits

Creating a game is always an adventure.

But “Brandywine, 1777 – A Time for Heroes” has been so even more than our previous projects; a true work of exploration. A journey taken together through a fog of doubts, discoveries, corrections, sometimes long discussions... and those small victories that make you want to keep going.

The fact that this adventure was able to reach its conclusion, it is first and foremost thanks to all those who playtested the game, played countless sessions, asked the right questions, exposed inconsistencies, uncovered errors, pointed out omissions, suggested ideas, and sparked improvements. Sometimes with enthusiasm, sometimes with patience, often with both.

To those who stood by us from the very first ideas, when Brandywine was still only an intuition, a few historical maps spread across a table, and many conversations.

To those who turned the system inside out, explored every rule, every edge case, every strange interaction that only playtesters know how to uncover.

To those who played the British, the Americans, sometimes both at once, and who agreed to willingly lose themselves in these hidden columns to help us find the right path.

To those who supported us morally, technically, and historically. Who offered their expertise, their critical eye, and their high standards, often voluntarily, always generously.

To Andy Loakes, for a first-class translation precise, fluid, and faithful to the spirit of the game, but also for his attentive and thoughtful management of the English-speaking playtesters. His role as a bridge between languages, gaming cultures, and design requirements was decisive in achieving the final balance of the game.

Not forgetting the graphic team, whose remarkable work gave the game its body and soul: Clem, Ken Demyen, Vianney Carvalho, and Wauwine, for their patience, creativity, and visual rigor.

And finally Mathias, the conductor of this adventure, whose coordination, vision, and

energy allowed all these contributions to come together in harmony.

We would like to extend a special thanks to the playtesters, without whom the game simply would not be what it is today:

Brian Auger, Pascal Espiau, Eric Fessard, Lucas Graj, Nicolas Laval, Yohan Malsert, Xavier Jacus, Jean-Luc Demary, Alain Guinoet, Lucas Merbrilla, Lucien Pedrini, Marc Peronno, Thierry Pradel, Jason St Just, Jim Hunter, David Nygaard, Dave Moore, Krzysztof Sokół, Perry Merrick, Adam Kulisz, Andy Loakes, and Ken Demyen.

Your commitment, your standards, your curiosity, and your critical insight shaped this game far beyond what you might imagine. Every comment, every doubt expressed, every game played has left a lasting mark on it.

To all the gaming friends, near and far, who agreed to plunge into the Brandywine River without knowing what awaited them.

To all of you, our sincere thanks.

“Brandywine, 1777 – A Time for Heroes” is not just a game.

It is a shared endeavor, a patchwork of ideas and energies coming from everywhere.

If it stands strong today, it is because each of you left a trace, an idea, a test, a correction, a smile, a moment of encouragement.

So truly, from the bottom of our hearts:

Thank you for being part of this battle.

Valentin & Yves



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Designers' notes

Philosophy of mechanics

Designing this game was an adventure of discovery for us.

When we began working on Brandywine 1777, one thing immediately stood out: this battle was unlike any we had previously attempted to model. Gettysburg is a frontal clash, almost mathematical in its clarity.

Brandywine, by contrast, is a battle of shadows, of uncertainty, obscured routes, false assumptions, and decisions made with incomplete information.

From the very first readings, a fundamental question emerged: How do you simulate a battle whose very shape was never fully understood by its contemporaries as it unfolded? That question became the foundation of the design.

On September 11, 1777, Howe was not merely trying to defeat Washington he was trying to destabilize him, to mislead him, to force him into reacting too late.

Howe advanced along secondary roads, concealed his movements, and stretched his army over more than twenty kilometers. He knew the terrain better than the Continentals, and that asymmetry lay at the heart of the design challenge. The American player had to experience the same confusion as Washington himself.

To achieve this, we designed hidden British columns, credible rumours, a system of gradual revelation, imperfect reconnaissance, and a British deployment that is only apparent when a column is truly revealed. Each revealed column is not just a tactical event, it is a scene, a dramatic turning point, a fragment of Howe's real plan suddenly coming into focus.

The game had to make players feel that moment, not simply describe it.

Wing Commands: Brandywine covers an enormous area; a battlefield too vast for a single viewpoint. Greene, Sullivan, Von Knyphausen, Cornwallis, these are not just names, but decision centres, sometimes autonomous, sometimes delayed, sometimes acting out of sync.

We wanted the game to reflect that reality. Hence the introduction of wing commands with their own zones of influence, secondary command structures that “breathe” unique abilities, and occasional ambiguities in the chain of command. This is not historical chrome, it is the structure of the battle itself.

Brandywine is not an exquisite duel between two generals, but an imperfect symphony played by actors scattered across the landscape.

Event Cards and Tactics Cards model the friction, chance, and the detail that changes everything. Eighteenth-century warfare is never perfect. Attrition, miscommunication, individual initiative, these elements matter. Event cards exist to represent this friction, long before Clausewitz gave it a name.

Event Cards model Howe's hesitation, Sullivan's delays, abandoned farms, wary Quakers, erased paths, and suddenly exposed flanks. These cards are not arbitrary twists of fate; they give the battlefield a human texture, making the difference between a system that is merely “fair” and one that feels alive.

A shared system, a different battle. Brandywine uses the mechanical backbone of Gettysburg: A Time for Heroes*. Why change a working engine? But Brandywine demanded more flexibility, more subtlety, and more uncertainty.

Core elements remain, visible Cohesion, major and minor activations, readable combat, a fluid tempo. What changes is the uncertainty arising from the limited information available (especially for Washington).

This is neither an expansion nor a variant. It is a different game, built on shared DNA but shaped by its own theatre of operations.

At its core, Brandywine is a story about perception. You move forward without seeing everything.

You take risks. You interpret clues. And often, you only understand the battle at the very end—sometimes too late.

If Gettysburg was a duel of steel, Brandywine is a march through the fog.

* Existing game published by Worthington Games.



The generals' point of view

The British View

To advance without being seen.

For Sir William Howe, the campaign of 1777 was never intended as a blunt assault. Philadelphia was not a fortress to be stormed by force alone, but a prize to be approached with patience, distance, and misdirection.

The British army did not march directly toward its objective. It disappeared. It sailed. It appeared unexpectedly, compelling its opponent to react not to presence, but to absence. With every mile inland, the advantage of initiative grew. With every day without contact, uncertainty deepened on the other side.

Howe placed his trust not solely in discipline and firepower, but in movement itself. Columns were divided, roads chosen less for where they led than for what they conceal'd. The army stretched across the countryside, confident that confusion, rather than speed, would fracture the enemy's cohesion.

The Brandywine River was not an obstacle to be forced, but a question to be asked again and again. Where to cross? When? With what measure of force and with how little noise? The battle was never meant to announce itself everywhere at once. It was to unfold gradually, fragment by fragment, until resistance formed too late, or in the wrong place.

For the British commander, success lay not in immediate destruction, but in shaping the enemy's misapprehension of the field before the first volleys were exchanged.

The march mattered as much as the fight.

The American View

To defend against what cannot be fully seen.

For Washington, the campaign presented itself as a chain of uncertainties. The enemy was sighted, then lost. Reports arrived late, or contradicted one another. Intentions seemed clear only to dissolve moments later.

Philadelphia could not be abandoned. Yet every road leading toward it appeared to invite a different peril. To concentrate risked being outflanked; to disperse risked defeat in detail. The

Brandywine offered crossings too numerous to seal, yet too vital to ignore.

Washington faced not a single enemy movement, but a multitude of possibilities. Columns were glimpsed at a distance, then vanished. Decisions were taken based upon incomplete knowledge, under the constant fear of acting too soon or too late.

The army deployed not in certainty, but in resolve: trusting that the right crossing would be held, that the principal effort would reveal itself in time, and that steadiness might compensate for imperfect sight.

When battle at last took form, it did so unevenly. Engagements flared in one quarter while others remained silent. Orders crossed paths. Units fought well, sometimes brilliantly, but always beneath the weight of a field that refused to disclose its full design.

This was not a failure of will. It was the cost of opposing an enemy who chose when, and where, to be seen.

One Battle, Two Realities

Brandywine was not a single moment, but a process: a slow collision of intentions, shaped by distance, terrain, and uncertainty.

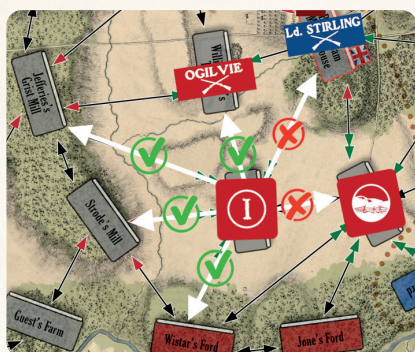
This game does not ask players to reenact a battle already understood. It invites them to experience one that only becomes clear in hindsight.

Two armies. Two perspectives. One river yet never the same battlefield at the same time.

That was Brandywine 1777.

Gameplay example

Moving Columns

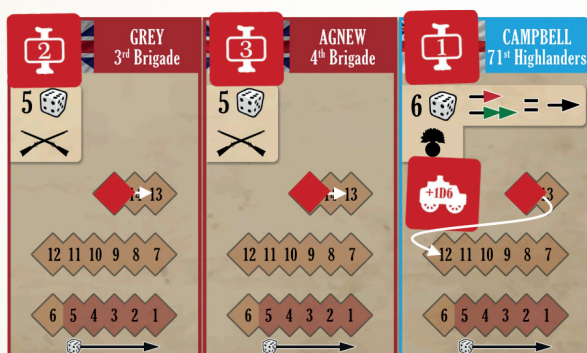


The British player has just played an Activation Card face down to move his Columns, and has gained 1 Momentum. He chooses to move the True Column marker located at *Painter's Fulling Mill* first. This marker cannot move to *Meetinghouse Road*, as there is already a Column marker there, nor to *Birmingham Meetinghouse*, as there is an American Formation there. The British player finally decides to move it to *William Jones' Tavern* to join Ogilvie.



He also chooses not to move the Rumour marker located at *Meetinghouse Road*, even though it could have moved to one of the Entry Zone locations or to *Painter's Fulling Mill*, which is now free.

Detach Formations

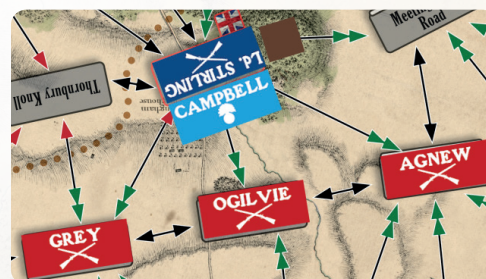


During his next Activation, the British player plays a card, with Grey's Major Activation, face up to deploy Column I. He immediately gains 2 Momentum.

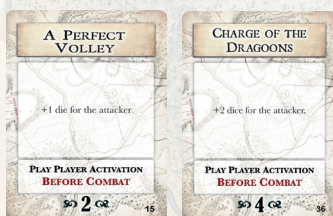
He can then position Campbell, who is the Lead Formation, on *William Jones' Tavern* in order to attack *Birmingham Meetinghouse*. Agnew is positioned at *Painter's Fulling Mill* and Grey at *Osborne's Malt House*.

Since they are part of the North Column, they each lose 2 Cohesion. Finally, Campbell is moved next to Lord Stirling to indicate the start of Combat.

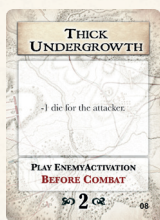
Note: Since Campbell is attacking Lord Stirling, it is not possible to place another Formation with him, as Ogilvie is already there and no more than 2 Formations can be placed on a Location.



Combat



For this combat, the British player decides to spend the Tactics Cards 'A Perfect Volley' and 'Charge of the Dragoons' that he has in his hand. Campbell therefore attacks with a total of **9 dice**: 6 basic dice - 1 die due to the terrain (red arrow) + 1 die thanks to the Baggage + 1 die from 'A Perfect Volley' + 2 dice from 'Charge of the Dragoons'.



The American player then decides to spend the ‘*Thick Undergrowth*’ Tactics Card to remove one die and uses his Redoubt to lock one die on the ‘1’ face.



The British player then rolls the remaining 7 dice and gets 6, 3, 4, 4, 3, 2, 2.

He decides to reroll the 3 dice 2, 2, 3 by spending 3 Momentum. He then gets the roll 6, 6, 4, 4, 3, 1, 3, which he confirms.



Lord Stirling loses 3 damage due to the double 6 and double 4 and immediately performs a Cohesion Test, as he has 4 Cohesion points remaining. He succeeds by rolling a 2. Finally, he retreats to *Bennett’s Farm* to move towards his rally point (Washington’s HQ) located at *Ring House*.



Campbell loses 1 Cohesion due to the double 1 (the 1 rolled + the one locked by the Redoubt) and remains at *Birmingham Meetinghouse*. The British player takes 2 Momentum from the general reserve to put in his reserve and places a Victory Point cube on *Birmingham Meetinghouse*.



Activating Formations

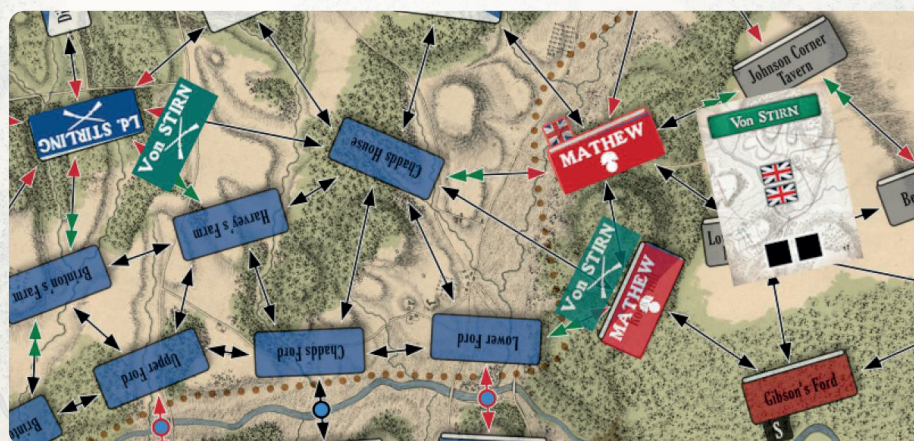
During his next Activation, the British player plays a card face up with Von Stirn’s Major Activation to activate Formations. He immediately gains 2 Momentum.

He chooses to activate Mathew with a Minor Activation, who pays his Activation Cost and moves to *Ringfield*. The British player places a Victory Point cube on *Ringfield*.

He then activates Von Stirn, who pays his Activation Cost and moves 2 Locations to *Bennett’s Farm* to attack Lord Stirling.

As a result of the Combat, Lord Stirling loses 1 Cohesion due to a double 5 and must therefore take another Cohesion Test, which he fails by rolling a 5. Von Stirn takes Lord Stirling’s place, and the latter is then placed on the American Destroyed Formations track.

Finally, the British player activates Campbell at no Activation Cost to build a Redoubt.



Brandywine

1777

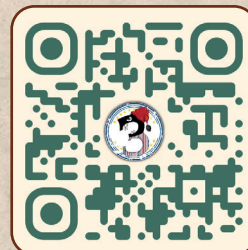
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Game Sequence

- ① Advance the Time Cube by one space on the Timeline track (not the 1st Activation).
- ② If it is Turn III, place the British Columns in the North and South (*see 6.9*).
 - a. If there are any, place the Columns in the North and South Locations. Add as many Rumours as you can/wish to the remaining empty Locations.
- ③ Play and resolve an Activation Card (*see 6.1*) without forgetting to immediately earn the Momentum (*see 8*).
 - a. Face down in the Temporary Deck for the American (*see 6.5*)
 - b. Face down in the tableau for the British to move one or more Columns marker (*see 6.3*)
 - c. Face up for the British to deploy a Column (*see 6.4*). To do so, the Major Activation of the Activation Card must be in a Column present on the map.
 - d. Face up for both players to activate the Formations through a Major and Minor Activation on the card (*see 6.2*)
 - i. Move (-1 Cohesion), 2 Locations for a Major Activation, 1 Location for a Minor Activation
 - ii. Do nothing (-1 Cohesion)
 - iii. Build a Redoubt (Free) (*see 9*)
 - iv. Do nothing while on a Redoubt (Free)
- ④ Starting from Turn II, Activation I: Draw a Recon Marker (*see 6.6*).
 - a. Nothing: Nothing happens and the marker is put back in the bag.
 - b. Information: The British player provides information on the number of Formations in a Column chosen by the American player, with a margin indicated by an Approximate Information marker.
- ⑤ At the end of the Turn for the American player: clear the Temporary Deck (*see 6.7*).
- ⑥ At the end of the last British Activation Phase of the Turn II, shuffle the British Draw Deck.
- ⑦ Draw Activation Cards to have as many cards as there are Activations in the Turn, or in the next Turn if it is the last Activation of the Turn (*see 6.8*).
- ⑧ Buy a Tactics Card (*see 7.2*) by spending the necessary Momentum. In any case, draw a new Tactics Card.
- ⑨ Change player:
 - a. If the British player just played, the American player takes over and starts from step 3.
 - 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.

Why is there a tomato on my game board?

If you're asking yourself this question, you probably have others! Visit our **BoardGameGeek** page (<https://boardgamegeek.com/boardgame/443295/brandywine-1777-a-time-for-heroes>) for answers and to ask any other questions you may have. You can also contact us at contact@les3zouaves.com.



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