

# “Almost a Miracle!”

Addenda as of May 1, 2022

## The Rules:

**3.0 Sequence of Play, B) Attrition Phase (addition):** Add “British Forces at Sea Attrition (see Case 5.4.3).” to the bulleted list here.

**3.0 Sequence of Play, G) Special Siege Resolution Phase (correction):** Change “last turn of the game” to “October 1781 turn” and reference this with “Section 13.4 and 16.3”

**4.7.6 Final Assault (clarification):** In case of a tie die roll the defender wins.

**10.0 Movement (clarification):** Movement costs are not cumulative; for example, moving across a River into a Wilderness area is 4 MP, not 6 MP.

**10.1.4 Using a Water Crossing Arrow (addition):** Perform a retreat over a water crossing arrow the same way you do to move across it (roll  $\leq 5$  on 1d6, or automatic if a Leader with engineering ability is present).

**10.1.6 Transit Area (clarification):** Units must start such a move in an area adjacent to the Transit Area, to enter the Transit Area.

**10.5.6 (clarification):** Leaders (alone) can use sea movement. A single leader (without troops) could embark, and land the next turn. Multiple leaders (without troops) could embark, and land the next turn, at separate destinations, in separate endeavors. However, two leaders could not embark from separate ports in the same endeavor.

**10.5.6 (clarification):** Once At Sea, the leader is flipped to indicate “Moved”

**10.5.12 Port Availability (clarification):** Note that this rule defines how a Force can be required to remain at sea due to ice or repulse.

**10.5.13 Evacuation (omission):** This rule was accidentally dropped from the final manuscript and should be as follows:

If a port is under siege and the besieger decides to perform a final assault, the besieged player can decide to Evacuate if he controls the Sea. The besieged player can Naval evacuate from the Port. The British can evacuate all the Leaders and up to 100 SPs minus the losses as detailed below) from the port into the “Sea Box”. They will suffer 1 SP loss for every 10 SPs of the besieger that are performing the “Final Assault”. The besieger suffers 1 SP loss for every 20 SPs in the besieged force.

**10.6.1 a) Movement (clarification):** For this rule, “waterways” include rivers and lakes, but **not** the ocean or sounds.

**10.7 (correction)** Change “If a British force containing regulars enters a colony where previously there were no British Regulars,” to “If a British force containing regulars enters a colony where there are currently no British Regulars”.

**11.5.4 Catastrophe, 1st and 2nd bullets (correction):** Please replace the first two bullets with this single bullet:  
• A Major Victory (as detailed above) has occurred for the winner while in a Wilderness or Mountain Area and the losing player’s force has 50+ SPs with no supply wagon or magazine in the Area. (The other bullets still stand as is.)

**14.1 French Intervention (correction/clarification):** “Marker” should be “Markers”. There are the blue markers “Y” and “M” which indicate the year and month of French intervention and should be adjusted as per the rules when required.

## 18.0 Reinforcement Schedule:

**(omission):** Add leader “Rochambeau” to French forces arriving in July 1780.

## The Map:

Ignore the references to “Small Pox” on the Turn Track.

Area N52 should be labeled “NE52”

The “Transit Area” should have a Supply Level of “2”

## The PAC:

### In General:

Ignore all references on the charts to Floods when solely playing AaM. Floods can still appear when playing the AaM/TQ combined game however.

### Sequence of Play

**First bullet (correction):** Change the text to: “British forces at Sea Attrition (5.4.3)”

**Second bullet (correction):** Change the text to: “Foraging Attrition (5.4.1c)”

### Casualty Determination Table

**Higher result bullet (addition):** Add to the end of the sentence: “minus the difference between the higher and lower totals”.

**Lower result bullet (correction):** Eliminate 1 SP for every ten (or fraction of ten) SPs the opponent had in the battle **plus** the difference between the high and low totals.

### Foraging Attrition Table

**(correction):** Delete reference to leader “Tryon” in the “12+” row.

**Round Up vs. Round Down (discrepancy):** Note the Table says to round down whereas in the designer’s examples the results were rounded up. However, round down is correct – a change for consistency for all game calculations was made during playtesting to round all fractions down.

**Example:** Attrition calculation example: Say there are 50 SPs in Halifax, SL = 16.  $50 \text{ SP} / 16 = 3.125$ , rounded down to 3. “N” is equal to 3. Die roll is 9, which yields a result of 70% times N.  $70\% \times 3 = 2.1$ , rounded down to 2. 2SPs are lost.  
Note that the number of attrition casualties calculated can never be greater than size of the force.

### Terrain Effects Chart:

Delete the reference to “2 MP” for mountains”

### Political Events Table:

**(clarification):** All “European Adventurers” and related events/SPs apply to the Continentals only

**The Countermix:**

The counter mix is not the limit as it is in TQ. It's OK to use a spare marker from another game (a strength point loss counter, or even pennies) to indicate additional losses with a force in an Area. It's suggested that no more than three additional spares per type (NJ Militia, NY Militia, etc.) be allowed – the design team does not want players to have the ability to place a 1 SP unit in every area.