A Dark and Bloody Ground

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Printed in the USA

1.0 INTRODUCTION

"The Governor of the Western Territory had power, in case of hostilities, to call upon Virginia and Pennsylvania for a number of men to act in conjunction with the Continental troops, and carry war into the Indian settlements."

– *Governor of the Northwest Territory, Arthur St. Clair, in a letter to President George Washington, Fall of 1789.*

"For God's sake retreat! You will all be killed. There is Indians enough to eat you all up!"

– *Colonel John Hardin at Kekionga (modern day Fort Wayne, Indiana), October 19, 1790.*

The newly formed United States faced a challenge with its western territories. Many of the soldiers and colonists of the original 13 colonies looked forward to settling the regions along the Ohio River, but the new nation lacked the resources and force to rapidly expand into the areas beyond the Appalachian Mountains. Further, the British had not withdrawn from their western forts, in clear violation of the Treaty of Paris, 1783. Great Britain sought to maintain the lucrative fur trade with the native residents, as well as to put pressure upon the new, upstart nation. As armed clashes and atrocities between settlers and natives increased in ferocity, the way of the warpath led increasingly to the dark and bloody ground of the Ohio frontier.

A Dark and Bloody Ground is a simulation of the five-year struggle for control of Ohio in the Old Northwest Territory. One player assumes the role of the leader of the United States armed forces (militia and regular US Army), while the opponent operates the various Native American nations and their potential allies from Great Britain and Canada. The game can, however, be played solitaire with little effort.

1.0.1 Game Scale: Each turn is one season (three months). An inch on the game map is approximately 25 miles. Each hex on a battle board is approximately 75 yards, and each impulse of a battle is one hour. A combat/warrior unit represents 100 men or ten cannon (US and British combat units only).

2.0 GAME COMPONENTS

Your copy of *A Dark and Bloody Ground* should contain the following components:

- One 23" by 34" map containing one campaign theater map divided into areas and three 8.5" by 11" battle boards (wilderness, rough and settled) with a hex grid superimposed to regulate movement and combat.
- One set of 280 die cut ½" playing pieces.
- Five pages of players' aid charts and tables.
- One 15 page rulebook.

Not supplied with the game, but needed for play are two six-sided dice.

If any of these parts are missing or damaged, write to:

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Attn*: Dark and Bloody Ground*

Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: support@atomagazine.com phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent.

Read This First:

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the *Case* System. This approach divides the rules into *Modules* (each of which deals with a major important aspect of play). Modules are *numbered* sequentially as well as possessing a title. Each Module is divided into *Sections* (that deal with a major sub-topic inside the Module) that are also *numbered* sequentially. Modules and Sections are introduced by text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of *Cases*. These are the specific, detailed rules that govern play. Each Case is also *numbered* sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. Each Module can have as many as ninety-nine Sections and each Section can have as many as ninety-nine Cases. The numbering system is designed as an organizational aid. Using it, players can always determine where a Case is located in the rules.

How the Numbers Work:

3.1.4

Module Number   **Section Number**   **Case Number**
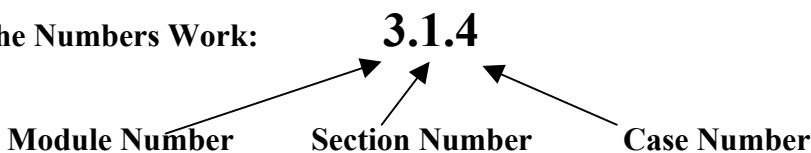
The example above is the number of the fourth Case of the first Section of the third Module of the rules.

Learning to Play the Game:

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the rules and charts and read all the titles of the Modules and Sections. Set up a game scenario (after reading the applicable Module) and play a trial game against yourself. Try referring to the rules only when you have a question. The Case numbering system we employ makes it easy to look up rules when you have a question. This trial game may take you an hour or two, but it is the fastest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible - they're not designed to be memorized. Absorbing the rules in this manner (as you play along) is the best approach to mastering this game. Last, we're always open to suggestions on how to improve our rules comprehension. Write us at the above addresses if you have an idea on how we can communicate better with you.

2.1 The Game Map

The game map depicts the area of the Northwest Territory (present day Ohio, eastern Indiana, and southern Michigan), as well as western Pennsylvania, Virginia, and northern Kentucky where the 1790-95 campaign took place. The map has been divided into areas to facilitate play. Units can move along the sides from one connected area to another, regardless of how long or short the connecting boundary line may be. Also printed on the mapsheet are three 8.5" by 11" battle boards. These are used to resolve battles in the game and have a hex grid superimposed to regulate movement and combat.

2.1.1 Map Features: Various types of terrain areas and certain features are denoted on the game map, and are defined and their effects explained on the Terrain Effects Chart. These terrain types and features are: Wilderness, Rough and Settled. Each type of area has a corresponding battle board. In addition, rivers run through many of the terrain areas above, and the mighty Ohio River runs along area boundaries.

2.1.2 Map Charts and Tables: Also printed on the mapboard is a Turn Record Track to assist in recording the game turn, the US Commitment and Native American Mobilization Tracks, and the Terrain Effects Key.

2.2 The Playing Pieces

The cardboard playing pieces (or counters) in the game should be carefully separated before play. The pieces are of different types depending on the information that appears on each. In general the pieces represent either combat units or leaders, or function as informational markers.

Combat units represent the actual historical units that fought, or could have fought, in this five-year campaign. The top face of each combat unit shows the combat unit at full strength while the back is used to indicate that the unit has routed. Each face of a combat unit presents information that determines its capabilities in the game. Combat unit counters are illustrated below. The various information appearing on the counters is explained in the notes following.

Sample Combat Unit:

FRONT (Full Strength)	REVERSE (Routed Side)

Unit Type Symbol

Fire Combat Factor (FCF)

Identity

Movement Allowance

FRONT (Full Strength)	REVERSE (Routed Side)

Unit Type Symbol

Fire Combat Factor (FCF)

Identity

Movement Allowance

Sample Leader Unit

Command Rating

Rank (stripes)

2.2.1 Identity: The national origin (or tribe) of a combat unit or its specific unit identification.

2.2.2 Unit Type: The following symbols printed in the center of the counter indicate what kind of combat unit the counter represents:

Symbol	Unit Type
	US Militia (green background)
	US Regulars (blue background)
	Canadian Militia (red and white stripes on red background)
	British Regulars (black and white stripes on red background)
	British or US Leaders
	Native American Tribal Forces (various colors)
	Native American Tribal Leader
	British or US Fortification

2.3 Game Charts and Tables

Various charts and tables simplify and illustrate the game and furnish results for certain game actions. These include the Turn Record Track, the Mobilization and Commitment Level Tracks, and the Terrain Key, printed on the mapboard, as well as the Terrain Effects Chart, the Combat Results Tables, and others which are printed in the rules.

3.0 GLOSSARY OF TERMS

The following terms are used repeatedly throughout this rulebook.

Activation: Leaders and combat units can perform actions on the map only if they are activated. Units may normally activate at least once per turn. Units may be activated more than once a game turn by passing an activation die roll equal to or less than the side's Mobilization Level (Native American), Commitment Level (US) or Morale Level (British). Those units that fail to activate, or are prohibited from activating again in a turn due to game events, are marked with an "Actions Completed" marker.

Battle Boards: There are three battle boards in the game. These are used to resolve battles between opposing forces that occupy the same map area. The battle board to be used is dictated by the terrain of the map area the opposing units occupy: Rough, Wilderness or Settled.

Combat Units: These represent military formations on each side. The US player has regular army and militia (Kentucky, Ohio, Virginia and Pennsylvania). The Native American player controls warrior combat units from the various Native American nations inhabiting the Ohio valley, as well as British Regular army and Canadian militia should Great Britain intervene. Both players have forts. The British begin the game with five on the map, while the US player may construct these during the course of the game.

Commitment Level: Similar to the Native American player's Mobilization Level, this is used to measure the level of support the US Government has for military operations in the Ohio territory. One is the lowest level of support, five the highest.

Kekionga: Modern day Fort Wayne, Indiana. This was the "capital" of the Native American "confederation" of nations and tribes resisting US expansion. Kekionga is located in the Miami nation's territory.

Leaders: These units represent the military leaders of both sides' forces. Leaders have a rank rating, printed as horizontal stripes, in the center of the counter. Three is the highest rank, one the lowest. Leader

units enable combat units to move together about the map during the Action Phase of the turn. Leader units can also be used to influence combat and raid results with their Command Ratings. The Command Rating is printed in black on the leader counter's center on top of the rank rating stripes. The reverse side of Native American leaders is used to indicate who is the current "primary" leader amongst them.

Map: The game map depicts the area of the Northwest Territory where the 1790-95 campaign occurred. The map is divided into a number of areas that are composed of Wilderness, Rough or Settled terrain. Game markers are used to denote those areas that become pillaged or settled. Note that the Ohio River serves as a border for some areas, while all other rivers run within an area. This is a design decision and not a printing error.

Markers: These units represent non-combat formations (settlers and villages), record the status of combat units (disrupted, out of supply), game events (raids, pillaging, US and Native American atrocities, battle), or other record-keeping tasks (game year and season, weather, victory points, battle location marker, battle turn marker).

Mobilization Level: This is used to determine whether a Native American nation will remain peaceful or go on the warpath. The nation's Mobilization Level is also used to determine their warrior units' morale level, and influences game events similar to the US player's Commitment Level.

Nation: A group of Native American tribes whose units follow (for game purposes) a leader. The nations represented in the game are the Shawnee (tribal areas abbreviated S on the game map), Delaware (D), Iroquois Confederation (I), Wyandot (W), Miami (M), Mingo (Mg), and Ottawa (O).

4.0 SEQUENCE OF PLAY

The game is divided into a number of Game Turns representing a season. Each Game Turn is composed of a series of phases. All activity in one phase must be concluded before the next phase begins. The activities, which may take place during each phase, are listed below:

4.1 Random Events Phase
Both players roll one six-sided die each and total the results. Consult the random events table to determine if any event applies in the turn.

4.2 Settler Determination and Placement Phase
During spring, summer and fall turns the US player determines the number of settler units available for the turn and places them upon the map (up to a maximum of four per area). Previously placed settler units can be exchanged for village units, even during winter turns.

4.3 Supply Determination Phase
Both sides trace lines of supply from each combat and leader unit on the map to a supply source. Lengths of supply lines are influenced by weather and season. Units that are unable to trace a line of supply are marked as "Out of Supply".

4.4 Mobilization and Reinforcement Phase
The Native American player determines if any Native American nations go on the warpath, or if they remain peaceful. During spring turns, the US player determines if any US Army regular units are available. During spring, summer and fall turns the US player determines if any militia units are available. "Atrocity" markers from the previous turn are removed at the end of this phase, even in winter turns.

4.5 Action Phase
Both players roll a die and add the primary leader's Initiative Rating (usually the highest ranking leader in play). The difference of the die roll, (re-roll any ties) determines the number of "Atrocity" markers both players receive for the turn. The player with the highest total has the initiative and can activate a force, place an "Atrocity" marker, or if the Native American player, also designate unit(s) for a raid. Players alternate activating forces for actions, raids, pillaging, or placing atrocities until both players pass, or all units are marked with an "Actions Completed" marker to indicate they have completed all actions.

Combat actions (battles, skirmishes, and/or sieges) are resolved after all activations for the Action Phase are completed. All combats are resolved by players alternately selecting the combats to be resolved with the initiative player choosing first. Each battle is resolved on one of the three battle boards. All other combats are resolved on the game map.
Exception: *Only the besieging player elects whether to continue a siege or assault the fort, the defender has no say.*

4.6 Raid Phase
All raid attempts by the Native American player are resolved. Surviving raiding units are returned to any eligible tribal area or un-besieged British fort.

4.7 End Phase
"Raid" markers are removed at the end of each turn, as well as the US Commitment track marker if necessary. All "Actions Completed" markers are removed. Currently Out of Supply and besieged units must check for End Phase attrition. Deploy newly built fortifications (or remove them). Check to see if one player has won. Victory Points (VPs) are tallied to determine if one player has won the game. If not, and this is a winter turn, "Pillage" markers are removed. At the end of each winter turn, all US militia units not in a besieged fort are removed from the game map, and all Native American warrior units are either returned to a tribal area and turned face down, or to an un-besieged British fort. The season marker is advanced to the next season, and the year marker as well, if the next turn is winter.

5.0 RANDOM EVENTS PHASE

During the Reinforcement and Mobilization Phase of each turn both players roll a die and total the result to determine if a random event occurs. Consult the Random Event Table for the specific event and impacts.

6.0 SETTLER DETERMINATION AND PLACEMENT PHASE

During spring, summer and fall turns the US player determines the number of settler units to be placed into play.

6.0.1 Settler Generation Procedure: The US Player rolls a die and modifies it for the conditions listed on the Settler Generation Chart. The final modified die roll result determines the number of settler units that can be placed. After determining the number of settlers that will enter the game, roll a die again and look up where they may be deployed. Settler markers (up to a maximum of four) can be placed in any non-pillaged area, with or without a settler unit already in it (including villages). Note that newly-settled areas (i.e., those previously unoccupied) must be contiguous with an already settled area (including permanent settlements), or with a settler already in it. Settler units may not be placed in an area with a face-up warrior unit, or any "Atrocity" marker (of either side).

6.0.2 Settler Removal: Settlers are attacked via raids and pillaging, as well as with atrocities. Settler units are automatically removed from the game, on a one-for-one basis, if an "Atrocity" marker is placed in their area. Settler units may be removed/displaced from an area they occupy if the area is successfully raided or pillaged. For each settler unit affected by the above, roll a die. If the die roll exceeds the US Commitment Level the settler unit is removed from the game and the US player forfeits 1 VP. If the die roll is less than or equal to the US Commitment Level, the settler unit is displaced to the nearest village (or permanent settlement printed on the map). The settler unit may be relocated in the next spring, summer or fall turn.

6.0.3 Villages: Areas that have three or more settler units during the End Phase can be exchanged for a village unit. Such areas are considered "cleared" and any battles fought in an area with a village will use the "Settled" hex battle board. Villages and permanent settlements (those already printed on the map) cannot be destroyed. They can be the targets of raids and pillaged, but once placed they stay and are never removed.

7.0 THE SUPPLY DETERMINATION PHASE

Combat units on both sides must be able to trace supply during the Supply Phase of the turn in order to perform combat and movement normally. Units trace supply through a series of interconnected areas back to a supply source. Unit that cannot trace supply are considered Out of Supply and marked with the corresponding marker.

7.0.1 US Supply: All US combat and leader units can trace supply to the following:

- Any number of units may trace supply to a village or permanent settlement printed on the map.
- Any number of units may trace supply to an un-pillaged area adjacent to an eastern or southern map edge.
- Up to ten units may trace supply to an un-besieged fortification.
- Up to ten units in a besieged fortification are still considered to be in supply. Note, however, that these units are subject to the adverse die roll modifier for each "Siege" marker in place on the fortification (see Section 11.3).

The US line of supply can be up to three overland areas, two during winter or severe weather turns. The supply line can be of any length along rivers, except during winter and severe weather turns when river movement is prohibited. US lines of supply cannot be traced **through** a pillaged area, although a supply line can be traced into or from a pillaged area.

The US player may not trace supply through a peaceful nation's area, an area containing warrior units led by a leader, or an area containing an un-besieged British fortification. US supply lines may be traced through areas containing enemy combat units that do not have a leader.

7.0.2 Native American Supply: All warrior units trace supply, of any length in land areas, to any of the home tribal areas associated with the unit (i.e., Shawnee trace supply to Shawnee tribal areas, not Miami).

Up to five Warrior units may trace supply to an un-besieged British fortification, regardless of tribal affiliation. Such units must be within three connected land areas of the fortification (two connected areas in winter or severe weather turns). The supply line back to the fortification may be of any length if stacked with a British unit or leader, however, regardless of turn or weather. Native American supply lines may be traced through an area with US combat units, with or without a leader. Supply lines may also be traced through areas of another tribe currently at peace. Native American supply lines may not be traced

through pillaged or settled areass, or an area with an un-besieged US fortification.
Note: *Any Iroquois warrior units in the game must trace supply to an un-besieged British fortification.*

7.0.3 British/Canadian Supply: All British and Canadian units and leaders trace supply to any un-besieged British fortification. The supply line can be of any length (up to two areas in winter or severe weather turns). There is no limit to the number of British and Canadian units that can trace supply to a British fortification, but only ten units (including any Native American warriors) can be supplied inside the fort if it is besieged.
Note: *In the event all of the British forts are destroyed, then all British and Canadian units will be out of supply and soon out of play.*
British and Canadian supply lines may not be traced through areas containing an un-besieged US fortification, pillaged areas, or areas occupied by US combat units.

7.0.4 Out of Supply Effects: Units that are Out of Supply have their MP allowance reduced by 1 MP. Out of Supply units may only activate once per turn (no force marching). Out of Supply Warrior units may not conduct raids.

8.0 THE MOBILIZATION AND REINFORCEMENT PHASE

The war for the Northwest Territory was as much waged for the hearts and minds of those lived there, or sought to live there someday, as it was between the combatants on both sides. Players must determine each turn who will fight, and how many combatants they have at the ready.

8.1 Native American Mobilization

During the Mobilization Phase the Native American player determines a nation's Mobilization Level by rolling a die and adding the modifiers listed on the Native American Mobilization Chart. If the die roll is greater than or equal to the nation's Mobilization Level (printed on the map), the nation has gone on the warpath and all of its warrior units and leader are turned right side up. If the die roll result is less than the mobilization number the nation remains peaceful (units stay face down). If the modified die roll result is 0 or less the nation surrenders and all of its warriors and leader units are removed from the game. Any and all warrior units that are not in a British fort may be redeployed to the area with the mobilized nation's leader.
Exception: *Any warrior units at a British fort will remain in play until the end of the next fall turn if a nation surrenders. Until then these warrior units have a Mobilization Level of 0.*

8.1.1 Native Mobililation Level Maximums: The mobilization die roll result for each nation is recorded on the Game Record Track for future reference in the turn. Regardless of the number of mobilization die roll modifiers, a nation's Mobilization Level cannot be higher than 5.

8.1.2 Native Mobilization Checks: If any area of a peaceful nation is invaded by the US player during the Action Phase, the Native American player immediately rolls again for mobilization of the trespassed nation. This will interrupt the US player's move. Disregard any peace treaties made that turn with the nation, and subtract 1 for each trespassing force. No other die roll modifiers apply. If the nation remains peaceful the US player may continue moving, but a new mobilization die roll will have to made if another area of the nation is trespassed. If the nation goes on the warpath the activated US force must end its move immediately (it may attempt a second activation if allowed, however, later in the turn).
Clarification: *A nation will not surrender as a result of a trespassing mobilization die roll, regardless of the number of times this occurs in a turn.*

8.1.3 Iroquois Mobilization: The Iroquois never roll for mobilization, and all Iroquois warrior units have a Mobilization Level of 2 when in play. Iroquois areas may be trespassed without penalty by the US player. Iroquois warrior units appear solely through a random event (see Case 5.0.5).

8.2 US Commitment

The commitment of the US government to winning control of the Northwest Territory will range from 1 (the worst) to 5 (the strongest). At the beginning of each Mobilization Phase of every turn the US player must determine and perhaps modify the US Commitment Level. To determine the Commitment Level the US player rolls a die and modifies it for any of the conditions listed on the US Commitment Level Chart. The US Commitment Level is reduced one space on the Commitment Track if the modified die roll is 1 or less. The Commitment Level is unchanged if the modified die roll result is 2 to 5. The Commitment Level is increased one level if the die roll result is 6 or more. The US Commitment Level can never fall below one or be raised above five.

8.3 US Army Regulars Mobilization

The US player determines during spring turns the number of regular US Army units that are available for the coming year. The US player rolls a die and cross references the result on the Army Mobilization Chart. The die roll indicates the number of new US Army regular units that can enter play.

8.3.1 Mobilization Limits: The total number of US Army regular units that can be in play is determined by multiplying the US Commitment Level by 4. Excess US Army regular units already in play are removed from the game and/or do not enter play. Units to be removed cannot be taken from forts under siege or out of supply. If sufficient US Army regular units cannot be removed the US player is fined 1 VP per unit that stays in the game.

8.3.2 Deployment: Place new US Army regular units on the game map with any US Army leader, at any permanent settlement (printed on map), or may enter during the Action Phase along any east map edge area. If US Army regular units are lost due to combat or attrition, new US Army regular units may not replace them until the next spring turn (*Once gone, they are gone for the year. Use them wisely!*).

8.4 US Militia Mobilization

The US player determines during spring, summer, and fall turns the number of militia units that may become available. The US player rolls a die and modifies the result for any of the conditions listed on the US Militia Mobilization Chart. The modified die roll total indicates the number of militia units that are made available or removed (if result is a negative number).

8.4.1 Militia Deployment: New militia units are selected at random and are deployed in the militia unit's home state. Units may be placed with any friendly leader, or in any friendly village or permanent settlement printed on the map, a fort, or non-pillaged area in their state.

8.4.2 Militia Removal: Militia units that must be removed must be in supply and not in a besieged fort. If the US player cannot remove any militia units in this case he/she must forfeit 1 VP for each unit.
Exception: *Any militia unit(s) in a village or permanent settlement that do not move from the village or permanent settlement map cancel out, on a one-for-one basis, the removal of militia due to a negative mobilization die roll result.*

8.4.3 Militia Disbanding: All militia units are disbanded at the end of each winter turn. The US player may never have more militia units in play than those provided in the counter mix.

8.5 Reinforcements and Replacements

Both players can have new units introduced to the game aside from those that enter play through mobilization and commitment.

8.5.1 Native American Reinforcements: There are two sources for reinforcements to the Native American player, through random event or British intervention (see Case 8.5.3).

8.5.2 US Reinforcements: The US player can receive up to two groups of reinforcements, one group per year maximum. All Group A units must be received before any of Group B. The reinforcement groups are as follows:

- **Group A**: Leader units St. Clair, Butler, Hamtramck and up to 15 units of US Army regular units. Leader units Harmar and Hardin, if still in play, must be withdrawn from play. Additionally, the Pennsylvania militia leader unit and a number of militia units equal to the roll of one die are also made available.
- **Group B**: Leader unit Wayne, and up to 20 units of US Army regular units. Leader units St. Clair, and Butler, if still in play, must be withdrawn from the game. Additionally, Kentucky leader unit Kenton, if not already in play, and a number of militia units equal to the roll of one die plus 4 are also made available.

Note: *US Army regular units already in play are deducted from the amount to be received from both reinforcement groups.*
Example: *Seven US Army regular units are already in play when Group A is made available. St. Clair, Butler and Hamtramck will arrive with eight new US Army regular units, along with the militia. A reinforcement group's units can enter play in the spring turn of the year. The units are deployed at any village or permanent settlement adjacent to the Ohio River, or at any area along the eastern border during the Actions Phase. If the reinforcement group is taken when the US Commitment Level is 1 there is no VP penalty. If a reinforcement group is taken when the US Commitment Level is 2 to 5, there is a VP penalty equal to the current Commitment Level plus the roll of one die. If the US player's VP level would be forced below zero, the Native American player is awarded the balance.*

8.5.3 British Intervention: The Native American player receives reinforcements in the form of British regular army and Canadian militia units should Great Britain intervene in the conflict. British intervention is possible whenever the US Commitment Level is 2, 3 or 4. British intervention is not possible when the US Commitment Level is 1 or 5. During the Reinforcement and Mobilization Phase of qualifying non-winter turns the Native American player adds the following to determine the British intervention die roll number:

+N for the number of Native American nations on the warpath.
+N for the number of British fortifications destroyed or under siege.
The following are subtracted from the sum of the above:
-N for the current US Commitment Level
-N for the number of surrendered Native American nations.
If the Native American player rolls less than, but not equal to, the final total of these numbers the British have intervened.

Example: *The current US Commitment Level is 2. Three Native American nations are on the warpath and one has surrendered. The US player has one British fort currently under siege. The British intervention number is 1. No British intervention is possible since a die roll of less than 1 is not possible.*
If British intervention is triggered the following are made available:

- Leader unit Lord Dorchester, six regular British Army units, and a number of Canadian militia units equal to the roll of a die plus 2. Their starting Morale Level is 3.

British and Canadian units enter the game at any un-besieged British fort at any northern area adjacent to the north map edge west of Lake Erie. British and Canadian units may never be replaced, but Canadian

militia units are not automatically removed during winter turns as with US militia. The "Dorchester" leader unit cannot be eliminated during the game, but the US player will still receive any VP for causing this leader's "elimination" (although he may become a casualty, his staff would carry on). The "Dorchester" leader is removed from the game if all other British and Canadian combat units are eliminated.

Designer's Note: *The British government was leery of becoming involved in a war with the US so soon after the revolution. They had bigger fish to fry and budget problems of their own. However, they would have intervened given sufficient provocation or threat to Canada. The intervention die rolling attempts to capture this problematic aspect of the game. The British shoe should be one the US player should fear dropping. A "go it slow and deliberate" approach may work, as well as a bold "knock the limey's back" approach. Both may also get the British involved if other things don't work so well.*

8.5.4 Replacements: Neither side receives replacements per se for units lost during the game. Note that while the US player has an inexhaustible supply of units to mobilize and commit each year, the Native American player has a finite number of warrior units for each nation.

8.6 Surrender

The Native American nations that fought in this conflict had many different agendas and goals. Part of the reason the US was able to gain control of the region was due to the inability of the inhabitants to unite in the face of a common enemy.

8.6.1 Determining Surrender: A Native American nation will surrender during the Mobilization and Reinforcement Phase when it rolls a modified mobilization die roll of less than 1.

8.6.2 Surrender Effects: All warrior and leader units that are not in a British fort are permanently removed from the game. The nation's Mobilization Level is considered to be zero for any remaining warrior units, and is disregarded if none remain, for the rest of the game. Units of both sides may freely enter or pass through any of the nation's tribal areas, subject to any other rules for movement.

8.6.3 Peace Treaties: At the beginning of the Mobilization and Reinforcement Phase the US player may attempt to influence the mobilization die rolls of any number of nations by attempting to negotiate a peace treaty.
Exception: *The Shawnee and Miami may not be subject to peace treaty attempts as long as the leaders Blue Jacket and Little Turtle (respectively) are in play. Any nation in which Tecumseh is located may not be subjected to a peace treaty.* Peace treaty attempts are made by the US player expending 2 VPs for each "treaty". When a nation's die roll is made the US announces if a peace treaty or treaties will be offered, and 1 is subtracted for each. A maximum peace treaty die roll modifier is -2, however. If the nation's mobilization die roll result is less than 1 the nation has surrendered and signed a binding peace treaty.
Note: *The US player may not "deficit spend" VPs with peace treaty attempts. If the US player has no VPs, no peace treaty attempts can be made at that time.*

9.0 THE ACTION PHASE

Activation occurs during the Action Phase in order for combat units and leaders to move about the map, conduct raids (Native American player only), or place "Atrocity" markers. The player with the initiative conducts the first activation during the Action Phase.

9.1 Initiative

Each player determines his/her side's primary leader and rolls a die, adding that leader's Command Rating to the result. Re-roll any ties. The highest total determines the initiative player.

9.1.1 US Primary Leader: The leader with the highest rank is the US player's primary leader. If more than one leader has the same rank the

US player may choose which is the primary leader for that turn. Note that a leader's rank and Command Rating are two separate ratings and may differ in value.

9.1.2 Native American Primary Leader: The first leader unit to go on the warpath for the year is the Native American player's primary leader. Flip that leader counter over. If the British have intervened Lord Dorchester is automatically the NA player's primary leader.

Designer's Note: *The order in which mobilization die rolls are conducted, as well as any peace treaty attempts by the US player, can be very important here and should be carefully considered by both players!*

9.2 Atrocities

The difference between the players' initiative die rolls determines the number of "Atrocity" markers each player receives that turn. However, the number of "Atrocity" markers is limited by the counter mix and by restrictions in Cases 9.2.2 and 9.2.3. Players may not place "Atrocity" markers upon themselves (to spur mobilization, for example).

9.2.1 Atrocity Marker Placement: As part of the Action Phase players may place an "Atrocity" marker in any non-friendly area. "Atrocity" markers placed by the NA player will drive up the US Ccommitment Level and mobilization die rolls, and cause the elimination of settler units. "Atrocity" markers placed by the US player will also make it easier for a Native American nation to go on the warpath. The deployment of "Atrocity" markers may cost a player VPs. US atrocity markers can only be placed on NA units/areas (neutral or otherwise), while NA atrocity markers can only be placed on US units/areas.

9.2.2 Ambushes: In lieu of placing "Atrocity" markers in an area as per 9.2.1, once per turn a player may place an "Atrocity" marker upon an individual enemy unit that is not in a fortification to conduct an ambush. To resolve the ambush roll one die. Add 1 to the die roll if the ambushed unit is a US or British Army regular unit in an un-settled area and it is not stacked with a friendly militia (if British, warrior or militia) unit. If the die roll exceeds the Commitment (US) or Mobilization (Native American) Levels the unit is eliminated. Regardless of success, premanently remove the "Atrocity" marker from play.

9.2.3 Assassinations: To indicate an assassination attempt, an "Atrocity" marker can be placed upon any leader unit on the map that is not in an area containing a friendly fort, village, permanent settlement or Kekionga. To resolve the assassination attempt roll a die. If the die roll exceeds the leader's Command Rating by more than two, the leader unit is eliminated. However, if it fails subtract 1 VP from the side that launched the assassination attempt. Regardless of success, premanently remove the "Atrocity" marker from play.
Note: *Any "Atrocity" markers used in Cases 9.2.2 and 9.2.3 above are permanently removed from the game. If all are used in this fashion, no more "Atrocity" markers can be placed regardless of the difference in subsequent initiative die rolls.*

Designer's Note: *The level of mayhem accrued in these instances would've hardened both sides' resolves, and deadened the sensitivities of all others to the point that further such events would be insignificant in game terms.*

9.3 Activation

Units can be activated either individually or as a stack within an area by a leader during the Action Phase. A player designates the unit or leader. If the designated force/unit has not activated previously in the turn, the activation is automatic. If the unit or leader has already activated, an activation die roll must be made. Units/leaders that fail a second activation die roll, or complete a second activation in a turn, are marked with an "Actions Finished" marker to indicate this.

9.3.1 US Additional Activations: If it is an individual unit that wishes to complete a second activation, a die roll less than the US Commitment Level must be made. Leaders may subtract their Command Rating from the second activation die roll.

9.3.2 Native American Activation: Warrior units may only activate for a second activation with a leader unit. Such leaders may subtract their Command Rating and may activate if the modified die roll is less than or equal to the Nation's Mobilization Level.

9.4 Actions

Both sides combat and leader units can perform actions on the game map to move, fight battles, skirmishes, sieges, occupy and/or pillage territory, and for the Native American player, conduct raids.

9.4.1 Regular Movement: Activated units have a number of MPs equal to the Movement Factor printed on the unit counter. The MP allowance can be modified by supply and the presence of a leader in the same area.
Exception: *All leader units have a MP allowance of 8. This MP allowance is not printed on the leader counter.*
Activated units move from one connected area to another on the game map, or one connected hex to another on a battle board, expending MP to do so according to the MP costs listed on the Terrain Effects Chart. A unit may not exceed its MP allowance and stacks of units move at the speed of the slowest unit. When moving as a stack, lower MP rated units may be dropped off, but the movement of these units is considered ended for the phase. MPs may not be transferred from one unit to another, nor may unused MPs be saved for use later in the turn. On the map and battle boards a unit may always move a minimum of one area/hex provided it expends all of its MPs to do so.

9.4.2 Force Marching: Un-disrupted units that have not completed actions may be reactivated for additional movement. In order to activate again, the unit(s) must be stacked with a leader and pass a mobilization die roll. If the die roll fails the unit(s) is/are marked with an "Actions Completed" marker and that is the end of it. If the die roll is successful the unit may perform in another Action Phase, after which it is rotated to indicate it has completed actions for the turn. Each unit that successfully gains a second action must also undergo a second mobilization check die roll to see if it suffers attrition (from exhaustion) at the end of the second action. Roll the die again for each such unit. Modify this second die roll by the Command Rating of any leader stacked with the unit. Also modify the attrition die roll for season, +1 during fall turns, +2 in winter. If the unit passes the mobilization check, there is no effect. If the unit fails, it is disrupted. If it is already disrupted the unit is eliminated.

9.4.3 River Movement: Units may move along rivers provided they move along areas connected by the same river. River movement costs 1 MP regardless of the number or areas traveled along the river. River movement is not possible during winter turns, or a turn in which there is severe weather (see Module 15.0).

9.4.4 The Ohio River: The Ohio River forms the border of areas. Units moving along the Ohio River may embark and disembark along any adjacent area, paying the appropriate MP cost to do so, and must end river movement if an adjacent area is occupied by an enemy unit. If the moving unit(s) disembark into the enemy-occupied area movement is ended. If the moving units disembark into an un-occupied enemy area movement may continue.

9.4.5 Reaction Movement: The non-phasing player may attempt to conduct reaction movement following the completion of the phasing player's movement. Any un-disrupted units stacked with a friendly leader in the same or adjacent area to the just-completed moving units may attempt reaction movement. The units must pass a mobilization die roll to do so. The die roll is lowered by the leader's Command Rating; the primary leader's must be used if he is present. The die roll is increased by 1 if any of the units have already completed actions for the turn. If the die roll is successful the units may immediately move up to half of their printed MP allowance. There is no penalty for a failed reaction movement die roll. Reaction movement is **not** considered to be forced marching (see Case 9.4.2 above), and there is no limit to the number of times a given un-disrupted unit that is stacked with a leader may attempt/ perform reaction movement.

9.5 Pillaging

Both sides can choose to pillage an area to deny its use to the enemy.

9.5.1 Pillaging Procedure: A group of two or more un-activated units can be used to pillage. Declare the units going on a rampage and roll a die. Modify the die roll for the conditions listed on the Pillaging Table. If the final modified die roll is two or less the area is considered pillaged and marked with a "Pillaged" marker. All units that pillaged are marked to show that they have completed actions for the turn.

9.5.2 Pillaged Effects: Pillaged areas have the following effects:
- Settler units may not be placed in a pillaged area, and any already there must relocate to an area with a fort, a village or permanent settlement, or off-map.
- Each pillaged area will decrease a Native American nation's mobilization die roll by 1.
- The US player may not construct fortifications in a pillaged area. An already existing fortification, or the dismantling of an existing fortification, is not effected.
- Raiding units may not return to a pillaged area.
- All units pay double the MP costs for entering a pillaged area. Units using river movement expend 2 MPs (maximum) if any area the river passed through is pillaged (not 2 MPs per pillaged area).
- Lines of supply may not be traced through a pillaged area. Out of supply units in pillaged areas add 1 to their out of supply die roll.

A "Pillaged" marker remains in an area until the end of a Fall turn. An area cannot have more than one "Pillaged" marker at a time (i.e., multiple pillaging of an area has no effect).

10.0 COMBAT

Combat will occur at the end of the Action Phase after all movement actions have been completed. Combats occur in areas where opposing forces are located. Units may engage in one of the following types of combat actions in a turn:
- **Battle**: If both sides' forces are led by a leader a battle occurs.
- **Skirmish**: If neither side's force has a leader, or if the force with a leader declines to fight a battle, a skirmish combat occurs.
- **Siege**: If one side is inside a fort, a formal siege occurs. The besieging player can instead choose to launch an assault upon the fort, in which case skirmish rules apply.

All battles are resolved on the battle board. Skirmishes and sieges are resolved on the map. The terrain of the area the opposing forces are located in determines the battle board to be used (Settled, Wilderness, or Rough).

10.1 Battle Sequence of Play

There are a maximum of ten rounds per battle. The sequence of play for each round is as follows:
1.) Determine initiative and set up.
2.) Initiative (first) player's Recovery and Movement Impulse.
3.) Second player's defensive Fire Impulse.
4.) First player's offensive Fire Impulse.
5.) Melee Combat Impulse.
6.) Second player's Recovery and Movement Impulse.

7.) First player's defensive Fire Impulse.
8.) Second player's offensive Fire Impulse.
9.) Melee Combat Impulse
Note: Repeat 2 through 9 above until 10 rounds are completed
10.) End Battle

10.2 Battle Board Initiative and Set Up

Both players roll one die for the initiative at the start of any battle. The initiative die roll is modified as listed for the conditions on the Initiative Determination Chart. The player with the winning die roll ("first player") wins the initiative and will set up second and move first. All units of the non-initiative ("second') player must set up within four hexes of one of the lettered hexes. The first player may not set up within three hexes of an enemy unit, but may set anywhere else on the map.

    a.) **Surprise**: If one side's modified initiative die roll is twice or more than that of the opponent then the winner has achieved surprise. With surprise, only the first player's units may move, conduct fire combat or launch melee combats in the first battle impulse. Additionally, any combat unit of the surprising player may set up adjacent to an enemy unit if it begins in a forest hex.

Note: *If playing one of the three battle scenarios, the scenario instructions will give detailed set up instructions for each.*

10.3 Battle Board Recovery Impulse

During a player's Recovery Impulse disrupted and routed units may attempt to rally/recover. The following steps are performed in order during the phasing player's Recovery Impulse:

1.) All disrupted units not adjacent to an enemy unit recover to normal status.
2.) All disrupted units that are adjacent to an enemy unit may recover to normal status if the disrupted unit(s) passes a mobilization/ commitment die roll. A stacked leader may subtract his Command Rating from these die rolls. Units that fail the die roll remain disrupted.
3.) Routed units stacked with or adjacent to a friendly leader unit may recover to disrupted status if the unit passes a mobilization/commitment die roll. A stacked leader may subtract his Command Rating from these die rolls (doesn't affect adjacent units, however). Units that fail the die roll remain routed and keep moving.

10.4 Battle Board Movement Impulse

Units move from hex to another hex on a battle board, paying all appropriate MP costs to enter a hex or cross a hex-side (see the TEC). Un-routed units are not compelled to move, and an un-routed unit may always move at least 1 MP if it expends all of its MP to do so. All units must end movement if entering a hex adjacent to an un-routed enemy unit. No unit may exceed its MP allowance unless it is stacked at the beginning of the impulse with a friendly leader. A unit that begins a battle board Movement Impulse stacked with an un-moved leader may increase its MP allowance for that impulse by 1 MP. The leader's MP rate is unchanged, and the leader may move independently of the benefitting unit(s) during the impulse. A routed unit does not have a MP allowance, but will instead move two hexes every turn away from the closest enemy unit until it is either rallied or moves off the battle board. A routed unit may only remain in place or stop its required movement if it enters a hex with a friendly leader, or is prevented by the presence of enemy units.

10.4.1 Battle Board Stacking: Up to three combat units may occupy a non-woods hex, two in woods hexes. Leaders and marker units do not count against stacking. Excess units in a stack are eliminated by the owning player at the end of the friendly movement impulse. Warrior units from differing
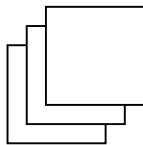
Native American nations may not stack in the same battle board hex unless either Tecumseh or Simon Girty is also in the hex. One Native American Warrior unit may stack with British or Canadian units.

10.5 Battle Board Fire Impulses

All un-disrupted units use their printed FCF. Disrupted units may not engage in fire combat. A unit may only fire once per Fire Impulse, but can be the target of more than one fire combat. Un-routed friendly units may fire upon enemy units during the defensive and offensive Fire Impulses. Each unit fires individually even when in a group. Fire combat affects only the targeted unit, not the entire defending group. Fire combat ranges are listed on the Fire Combat Results Table

10.5.1 Fire Combat Line of Sight/Fire (LOS/F): If a unit's LOS/LOF is blocked it may not engage in Fire combat. Blockage occurs as follows:

- Units may fire into, but not through, woods hexes or hexes occupied by another unit (friendly of enemy).
- A unit may fire through a slope hex side only in these circumstances:
  1.) Both units are adjacent to one another with the slope hex side between them.
  2.) The firing or target unit is in the higher elevation hex, and the slope is one of the hex sides.
- Units may fire into, but not through cultivated hexes (settled battle board only) during summer and fall seasons. Cultivated hexes are treated as clear terrain for LOS/LOF purposes during winter and spring seasons.

10.5.2 Fire Combat Resolution: To resolve Fire combat determine the unit's Fire combat strength by modifying the unit's FCF as listed on the FCRT. After determining the firing unit's FCF roll one die and modify the die roll by the die roll modifers as listed on the FCRT. If the final die roll result is less than the firing unit's FCF the targeted unit is hit. The first time a unit is hit it becomes Disrupted. An already Disrupted unit that is hit again must pass a mobilization/commitment die roll. Stacked leaders may subtract their Command Rating from this die roll. Units that pass the die roll remain Disrupted. Units that fail the die roll are Routed and flipped over. An already Routed unit that is hit by fire combat is eliminated (no die roll needed).

10.5.3 Leader Loss in Fire Combat: Leader units present in a hex that suffers a hit in Fire combat may become a casualty. For each leader in the hex, the owner rolls a die. If the die roll is a "6" the leader is removed from the game and replaced with a replacement leader unit. If a leader unit is the only unit left in a hex following Fire combat the owning player may relocate the leader to any other friendly occupied hex.

Notes: *Replacement leaders are not removed if lost in Fire combat but VPs for causing their "elimination" are still awarded. Also, some leaders (Simon Girty, Col. McKee, and Tecumseh) may not be replaced if eliminated. A player may receive or lose VPs for the elimination of leader units.*

10.6 Battle Board Melee Combat Impulses

Melee combat occurs between adjacent opposing units. All un-disrupted and un-routed units possess a Melee Combat Factor (MCF) of 1. This is not printed on the counter. The phasing player declares which units will engage in melee combat and modifies the MCFs of all units involved as listed under the CRT.

Note: *A routed unit never benefits from terrain.*

The final MCFs of both side's units are then totaled and compared as an odds ratio. Drop any fractions in favor of the defender (i.e., 7 MCFs attacking 3 MCFs is 2-1 odds). Shift the odds column used for resolving melee combat if any of the conditions listed apply.

10.6.1 Melee Combat Resolution: After determining the odds of the melee combat the attacking player rolls a die and cross references the

result under the appropriate odds column of the Melee Combat Results Table (see Melee CRT). The die roll is modified by the difference, if any, between the tribal Mobilization Level (Native American) and Commitment Level (US). If more than one Native American tribe's warrior units are present, use the highest rated unit's Mobilization Level. Melee CRT results consist of no effect, unit eliminations, retreats, disruptions, and routs and are listed next to the Melee CRT.

10.6.2 Leader Loss in Melee Combat: If a leader is present in a hex that suffers a # or retreat result the leader may become a casualty. For each leader, the owner rolls a die. Add 1 if the leader attacked and the odds were worse than 1-1 or if the leader defended and the odds were greater than 3-1. If the die roll is 6 or more the leader is eliminated. Replacement leader units are placed with any friendly unit if a starting leader is eliminated.

Notes: *Replacement leaders are not removed if lost in melee combat but VPs for causing their "elimination" are still awarded. Also, some leaders (Simon Girty, Col. McKee, and Tecumseh) may not be replaced if eliminated. A player may receive or lose VPs for the elimination of leader units.*

10.7 Ending Battle Board Combat
A battle is ended when either of the following apply:
- Ten rounds of battle are completed.
- There are no un-routed enemy units on the battle board at the end of a battle board turn.

Once a battle has been resolved all surviving units (including those that retreated/routed off of the battle board) are returned to the strategic map. Units may locate to a friendly un-besieged fortress in the same area if so desired. All "Disruption" markers are removed. For each routed unit roll a die. The primary leader's Command Rating, if present in the area, may be subtracted from each die roll. Subtract 1 if the units are now in a fortress. If the unit passes the mobilization/commitment/morale die roll it reverts to normal status. If it fails the unit is eliminated.

10.7.1 Battle Victory: A force is considered to have been defeated in battle if any of the following apply:
- Its primary leader is eliminated.
- One third or more of the at-start forces in the battle are eliminated (drop any fractions in this calculation, for example 1/3 of 11 is 3).

If one side has been defeated all units of the force, and any other friendly combat, leader, and settler units in the area, are removed from the battle area and relocated to an un-besieged fort, permanent settlement, or un-pillaged tribal area (Native American player only in the latter case). In the case where the last warrior unit is eliminated any leader associated that tribe would also be eliminated.

Exception: *If alone with no warrior units at the end of a battle, leaders Tecumseh, Simon Girty, and McKee, if not eliminated during the battle, can be relocated to any un-besieged fort or un-pillaged tribal area with a warrior unit (neutral or activated). If unable to do any of these, then these leaders are eliminated too.*

10.7.1 Victory Point Awards: The victorious player's force remains in the area and the player is awarded 4 VPs, in addition to any VPs earned during the battle.

10.7.2 Draws: If neither player can claim victory, both sides' forces, and any settlers in the area, are relocated as per Case 10.7.1. Only VPs earned for the elimination of enemy units/leaders in the battle are awarded in this instance.

11.0 SKIRMISHES AND SIEGES
Opposing units in the same area, but not stacked with a leader, resolve conflicts using the skirmish rules. Sieges are conducted in those areas in which one side's units are inside of a fort. These rules simulate the low-level, but frequent and sometimes vicious, fighting of this war.

11.1 Skirmishes
When opposing non-raiding units are in the same area of a game map and:
1.) neither side has a leader, or
2.) the side with a leader declines to give battle
players must conduct skirmish combat.

Note: *If one side's units are in a fort, special skirmishing rules apply (see Case 11.1.3)*

Opposing units are removed to a convenient place on the game table and paired up on a one-for-one basis. Excess units by one side may be withheld or committed to fight any already engaged unit or units.

11.1.1 Skirmish Resolution: Skirmish combats are resolved individually. The player with the initiative determines the order of resolution for the units involved. For each opposing pair (or group) of skirmishing units each player rolls a die and modifies it as listed for the Skirmish Combat Result Table (SCRT).

11.1.2 Skirmish Combat Results: The difference of the players' die rolls determines the final skirmish combat result as listed on the Skirmish Results Chart.

11.1.3 Skirmishing Against Forts: For units skirmishing against opposing units in fortifications, use only the die roll modifiers list for fort skirmish resolution. US fortifications have an intrinsic Skirmish Factor (SF) of 1, British have 2 SFs. The intrinsic defense strengths are used to resolve skirmish combats against forts. The British player can treat the 2 intrinsic SFs as if they were two combat units, using them both against one attacking unit, separately, and/or in conjunction with any units inside the fort. Any adverse result against the fort's intrinsic defense strength is ignored, unless all other defending regular combat units are eliminated. If so the fort is eliminated (solitary leaders do not count in this instance).

Example: Three US militia and one US Army regular unit lay siege to a British fort with one warrior unit inside. A siege marker is placed upon the fort. During the skirmish resolution portion of the turn the US player elects to attack the fort using skirmish combat and the Native American player agrees. Since the US player has more units (4 to the Native American's 3), he elects to have the three militia engage the warrior unit while the regular army unit takes on the fort's 2 SFs. Both players roll a die for each of the two skirmish combats. The US player elects to resolve the combat against the warrior first. The US player has a +2 die roll modifier (for three units firing together on the same unit) while the Native American player also has +2 (+3 for being in a fort, -1 for the siege marker). The US player rolls a 5, modified to 7, while the Warrior unit rolls a 3 that is modified to 5. Since the difference was 2 the warrior unit must retreat out of the fort and so is eliminated. The US Army regular unit's skirmish combat against the British fort is resolved next. The US player has a +1 die roll modifier (US Army regular unit attacking a fort), while the Native American player can add 3 (+3 for being inside a fort, +1 for two units [2 intrinsic SFs], -1 for the siege marker). The US player gets lucky and rolls a 6 that is modified to 7. Sweating now, the Native American player rolls a die and comes up with a 5 that is modified to 8. The US Army regular unit retreats out of the area. The siege marker is not removed as the three US militia units still remain. Note that if the results were reversed, the militia retreating and not the warrior unit, and the US Army regular unit winning its fight against the fort, the fort would still have stood against the assault.

11.2 Fortifications
Both players have fortifications. Only the US player, however, can construct fortifications.

11.2.1 US Fortifications: Only the US player may construct Fortifications. An un-activated leader with at least 5 FCFs or MCFs may construct a Fortification. The stack expends all MPs and a fortification marker is placed atop them, upside down, to indicate a fort is under construction. Should the leader and units choose to activate again in the turn, or are compelled to leave the area the fortification marker is removed. If the leader and units are in the area during the End Phase of the game turn the fort is turned right side up and considered completed. Fortifications

can be dismantled by the US player, with no loss of VPs, by reversing the process described above. The fortification is still considered "completed and intact" during the entire game turn until its removal in the End Phase.

11.2.2 Fortification Benefits: Fortifications provide a number of benefits to their owning side as follows:

- Both sides may have up to ten combat units, not counting leaders, sheltered in a fortification. Place such units beneath the fortification counter to indicate their sheltered status. Settler units may not be sheltered in a fortification by the US player.

- Units inside a fortification unwilling to fight may only be engaged via the siege combat procedure (see Case 11.3.1). Friendly units outside of a fortification must still conduct either battle or skirmish combat. If combat is desired by both players then it is consider an "assault" and resolved using the fort skirmish rules (see Case 11.1.3) even if leaders are present on both sides. US fortifications have an intrinsic SF of 1. British fortifications have an intrinsic SF of 2 when resolving fort skirmish combat.

- Subtract 1 from the raid resolution die roll of any raiding unit passing through or ending its move in an area containing a US fortification, whether besieged or not (see Case 11.0.2).

11.3 Sieges

A fortification in an area with at least one non-raiding enemy unit is considered under siege.

11.3.1 Siege Combat Procedure: Mark the fortification and its defending units with a "Siege" marker at the end of each Action Phase that Siege conditions are in effect. The "Siege" marker(s) remain atop the defending fortification/units as long as there is at least one non-raiding enemy combat unit, and there are no friendly units outside of the fort, in the same area. Units in a besieged fortification are checked for attrition during the End Phase. Such units suffer an adverse die roll modifier for each "Siege" marker currently upon the fort and can be slowly eliminated via attrition.

Designer's Note: *One lone unit CAN besiege many enemy units if that occurs. Hey, if the cowards want to cower behind stockades they deserve to go hungry!*

11.3.2 Combat Refusal: Unlike other combat situations, opposing units conducting a siege are not required to conduct battles or skirmishes. If combat is desired by both players then it is resolved using the fort skirmish rules (see Case 11.1.3) even if leaders are present on both sides.

11.3.2 Fort Elimination and Victory Points: Once all units in a fort are eliminated, either due to fort skirmish combat or via End Phase attrition checks, the fort is considered destroyed and removed from the game. The elimination of a fort, either through skirmish combat or the elimination of its garrison due to End Phase attrition, results in the award of 4 VPs to the besieging player.

12.0 RAIDS

The Native American player can elect to have un-activated warrior units leaders go raiding. Only one raid can be conducted by a given unit per turn. Raiding units may not conduct any other activations or combats in the turn as well.

12.0.1 Raid Procedure: During his/her Action Phase the Native American player can designate any number of mobilized, in supply and un-activated warrior and leader units to raid an area. The designated units are moved to the targeted area, but raiding units are not limited by the printed MP allowance on the counters. Note the greatest number of MPs expended by any of the raiding warrior units (MPs expended by leaders don't count). After the movement of the raiding units they are marked with a "Raid" marker.

12.0.2 Raid Resolution: All raids are resolved in the Raid Phase once all other actions for the turn (including combat) are completed. The order of raid resolution is determined by the Native American player. All raiding units in an area are combined into one raid resolution and a die is rolled. The die roll is modified as per any of the applicable conditions listed for the Raid Resolution Chart.

12.0.3 Raid Results: The final adjusted die roll determines the final outcome of the raid on the Raid Resolution Chart. Raids can result in the loss of warriors, mitilia, settlers and possible leader loss.

12.0.4 End of Raid: All surviving warrior units and Native American leaders are returned to an un-pillaged, un-settled tribal area or un-besieged British fort. Warrior units and leaders that moved through a pillaged area must pass a mobilization die roll. Any that fail are eliminated.

Raid Example: *The Native American player sends two warrior units and the leader Blue Jacket on a raid into Northern Kentucky occupied by three settler units in Wilderness terrain. The US player is hoping to establish a village in the area by exchanging the three settler units for a village unit. Blue Jacket and one Shawnee warrior expended 12 MPs to reach the area. The second unit is a Wyandot warrior unit. It expended 15 MPs and passed through a fortified area. All raiding units had to cross the Ohio River. During the course of the turn's activation phase the US player moved two militia units into the area to defend the settlers. To resolve the raid the Native American player determines the raid die roll modifier. The negative die roll modifiers total -5 (-1 each for the two militia units, -1 for the Wyandot MP expenditure greater than 12 and another -1 for it traversing a fortified area, and finally -1 for the units crossing the Ohio River). This is partially compensated for by a positive die roll modifier total of 4 (+3 for Blue Jacket's Command Rating and +1 for wilderness terrain). The final raid resolution die roll modifier nets out to be -1. The Native American player rolls a 5, reduced to 4 for a result of R1. The "raid" marker remains in the area. One militia and warrior unit (the Wyandot) are removed. Blue Jacket and the remaining Shawnee warrior unit are returned to either a Shawnee tribal area that is not already settled or pillaged, or an un-besieged British fort, anywhere on the map. Since none of the surviving units had entered a pillaged area to reach the raided area no mobilization die roll checks need to be made. If the Wyandot unit had not succumbed in the raid, it would have to make such a check. One settler is removed. There goes the US player's planned village for that area in the next turn! The raid is ended.*

13.0 END PHASE

Each turn has an End Phase. During this phase, "Raid" markers are removed after adjusting the raid total marker, as well as the US Commitment Level track marker if necessary. All "Action Completed" markers are removed.

Then roll one die on the End Phase Attrition Table for each unit that is currently Out of Supply, and for each unit currently inside a besieged fortification. Modify the die roll for the conditions listed on the table. The first four DRMs listed apply only to Out of Supply units, the last applies only to units inside a besieged fortification (supercedes all others). If the final modified die roll exceeds the unit's Mobilization/ Commitment Level the unit is eliminated.

Victory Points (VPs) are now tallied to determine if one player has won, ending the game. If not, and this is a winter turn, "Pillage" markers are removed. Also, at the end of each winter turn all US militia units not in a besieged fort are removed from the game map, and all Native American warrior units are either returned to a tribal area and turned face-down, or to an un-besieged British fort, up to the limits of the fort's capacity of ten combat units.

Advance the "Season" marker to the next season, and the "Year" marker as well, if the next turn is Winter.

14.0 SPECIAL UNITS

Both sides have units with unique capabilities.

14.0.1 General Arthur St. Clair: By this point in his life Gen. St. Clair suffered horribly from gout, and often could travel only in great pain. At the start of each Activation Phase that the leader St. Clair is activated, roll a die. On a die roll of 1 or 2 the units with St. Clair perform normally. On a die roll of 3 or 4 the units with St. Clair may move only half of their MP allowance. On a die roll of 5 or 6 the units with St. Clair may move one area maximum regardless of MP allow-ance. Any leaders and units with St. Clair may un-stack, but the movement limitation for all of the involved units remains for the duration of that Activation Phase (even if they are moving under a different leader). The St. Clair leader may attempt/perform multiple activations, but each time the "gout die roll" must be made. There is no "gout die roll" for reaction movement, the construction of fortifications, or movement on a battle board.

14.0.2 Rifles: The Native American player can have "Rifle" marker reinforcements made available through random events. Each "Rifle" marker is matched with a warrior unit. Rifle-armed warrior units have a range of three in fire combats. The "Rifle" marker may not be transferred to another warrior unit once placed, and suffers the same fate as its host unit. "Rifle" markers can be recycled, but no more than those provided in the counter mix can be in play at any one time in the game.

14.0.3 Tecumseh: The great Native American leader was just in his early 20's during this campaign. His skills as a leader and intelligence agent were already apparent, however. The Tecumseh unit must normally stack with any other Native American or British unit, and will increase one such leader's Command Rating by 1. Any force stacked with Tecumseh can always react, no die roll is needed. Tecumseh adds one to a nation's mobilization die roll attempt, and prevents any peace treaty attempts by the US player against a nation he occupies. Tecumseh cannot participate in raids, nor rally disrupted or routed warrior units. He may stack with any Native American leader or combat unit, regardless of tribal affiliation. If the Tecumseh leader unit is eliminated, there is no replacement and the US player is awarded a number of VPs equal to the roll of one die.

14.0.4 Simon Girty: This Native American leader is made available through a random event. Girty "went native" and was particularly feared (some say for good reason; it is debatable) by settlers on the frontier. Girty cannot activate any warrior unit, nor rally disrupted or routed ones. Add 1 to the raid resolution die roll for any raid he accompanies.

14.0.5 Colonel Alexander McKee: Col. McKee is the only British unit that begins the game in play and does not require British intervention (see Case 8.5.3). Col. McKee can activate and rally any warrior unit, regardless of tribal affiliation. Col. McKee may not participate in raids, nor may he move south of the Ohio River or into Pennsylvania. He may relocate to any eligible Native American area or any British fort at the end of the turn. Col. McKee may be eliminated from the game if both players roll the same number during the Initiative Phase, i.e., doubles. In this case the Native American player rolls another die. If the die roll is the same number as just rolled with initiative the Col. McKee unit is permanently removed from the game. Should this occur, all Native

American Mobilization Levels are reduced by 1, and all nations currently on the warpath must roll a die. If the die roll exceeds the nation's Mobilization Level immediately eliminate a number of that nation's warrior units equal to the difference.

Note: *McKee's death cannot directly cause a nation's surrender, although many of its warriors may abandon the cause.*

Designer's Note: *Like many other famous British army officers in history, Col. McKee "went native" and won over the respect and admiration of many of the Ohio Valley inhabitants. Col. McKee had a pet stag that followed him everywhere. Many of the Native Americans were awed that such a potent symbol of the Great Spirit showed this favor upon McKee. Col. McKee was killed when he bent over to put on his boots one morning when, for some inexplicable reason the stag, with a full rack of antlers gored him in the backside. Apparently one of the antler prongs pierced the femoral artery and he bled to death in seconds. Shocked at the sudden and traumatic nature of his death many deserted, taking this as a terrible omen of the war.*

14.0.6 Blue Jacket: The leader Blue Jacket automatically enters play in the Spring of 1791. Remove the Shawnee leader Black Hoof, or his replacement if eliminated earlier, and substitute Blue Jacket in his place.

14.0.7 US Militia Leaders: In the five year campaign scenario the US player begins the game with one militia leader, Trotter from Kentucky. In the Spring turns of following years the number of militia leaders that can be put in play is increased as follows:

- 1791 - Two militia leaders may be in play. Leader Darke is available.
- 1792 – Three militia leaders may be in play. Leaders Kenten and Truby available.

Newly available militia leaders can enter play with any new militia unit from their territory/state enter play in the Spring. A militia leader must always be stacked with a militia combat unit from the same state/territory. Only one leader from a territory/state can be in play at any one time. Once a named leader is removed from play to "make room" for a newly-arrived leader from the same state/territory, the removed leader is permanently out of the game. Replacement leaders are not subject to this permanent removal, however, and can be recycled as many times as needed during the course of play.

14.0.8 US Army Regular Leaders: Only one 3 rank and two 2 rank US Army regular leaders can be in play at any one time. The US player must remove from play already in-play leaders to make room for ones made available through reinforcements (they've been relieved by the Commander-in-Chief). Named leaders that are removed are permanently out of play. Replacement leaders may be recycled as needed.

15.0 CAMPAIGN SCENARIOS

In *A Dark and Bloody Ground* there are four campaign games. Three cover the separate campaigns waged by Generals Harmar, St. Clair and Wayne. The fourth game covers the entire five year war effort. In all four campaign scenarios the US player sets up first, followed by the Native American player.

15.1 Harmar's Expedition, 1790

Brigadier General Josiah Harmar was ordered by the Governor of the Northwest Territory to pacify the rebellious Miami Indians and their Shawnee allies. It was decided that by occupying the "capital" of Kekionga US supremacy and resolve would be demonstrated. Leader of the Miami, Little Turtle, would not make this easy, however. This scenario begins with the Fall of 1790 and ends with the conclusion of the Winter 1791 game turn (2 turns long).

15.1.1 US Set Up: The following units begin in Cincinnati:

- Ten militia units (six Kentucky, two Virginia, one Pennsylvania, one Ohio).
- Three US regular army.
- Leaders Harmar (primary), Hamtramck and Trotter.

These following units begin where noted:

- Three permanent settlements: one in Cincinnati, one in Marietta, one in Pittsburgh (these are printed on the map).
- One village anywhere in Kentucky or West Virginia.
- Six settler units, deployed in any areas adjacent to a permanent settlement or village, no more than two per area.

The US Commitment Level is 2.

15.1.2 Native American Set Up: The following units can set up in any area of the Miami or Shawnee nations. Any or all may begin in Kekionga:

- Five Shawnee warrior units with leaders Black Hoof, Tecumseh.
- Seven Miami warrior units with leader Little Turtle (primary).
- One British fort is located in each of the five areas marked on the game map. Place leader McKee at any Native American area.

Both the Miami and Shawnee Mobilization Levels are 3.

15.1.3 Scenario Limits: Only those areas belonging to the Miami and Shawnee and north of the Ohio River may be entered.

15.1.4 Winning the Game: The US player wins a decisive victory if he occupies Kekionga and can trace a line of supply to Cincinnati by the end of the game. The US player wins a marginal victory if Kekionga is pillaged.

The Native American player wins a decisive victory in the game if Kekionga is un-pillaged and under his/her control and there are no settler units in Miami or Shawnee territory by the end of the game. The Native America player wins a marginal victory if there are no settler units in Miami or Shawnee territory by the end of the game.

Any other result is a draw. Lower a side's victory level if over a third of their at-start combat units are eliminated by combat, raiding or lack of supply.

15.2 St. Clair's Campaign, 1791

Stung by the defeat suffered by Harmar the previous year, Governor St. Clair took to the field himself. President Washington warned the Governor not to underestimate the foe, and to take all measures against being taken by surprise. This scenario begins with the Summer of 1791 and ends with the conclusion of the winter of 1792 (three turns long).

15.2.1 US Set Up: The following units begin in any permanent settlement or village, but at least half in Cincinnati:

- Seven US regular army units.
- Sixteen militia units (four Pennsylvania, four Ohio, five Kentucky, one Virginia).
- Leaders St. Clair (primary), Hamtramck, Butler, Darke, and Trotter.

These units are deployed as noted:

- One permanent settlement in Cincinnati, Pittsburgh and Marietta (printed on map).
- Two villages anywhere in Kentucky or W. Virginia.
- Six settlers, plus a number equal to the roll of one die, anywhere adjacent to a permanent settlement or village but no more than two per area.
- One US fort may be set up within two areas of Cincinnati, north of the Ohio River.

The US Commitment Level is 1.

15.2.2 Native American Set Up: The following nations are on the warpath with their warriors and leaders deployed anywhere within the appropriate nation:

- All Miami warrior units, one rifle, and Little Turtle (primary leader). The Miami Mobilization Level is 4.
- All Shawnee warrior units, one rifle, and Blue Jacket. The Shawnee Mobilization Level is 4.
- Leaders McKee and Tecumseh begin the game at any Native American area without a settler or US fortification.
- Determine the mobilization status and level for the remaining Native American nations per Section 8.1.
- A British fortification is located in each of the areas marked on the map.

15.2.3 Game Limits: The entire map is open for play.

15.2.4. Winning the Game: The US player wins a marginal victory if at the end of the game Kekionga is occupied and a line of supply can be traced to Cincinnati. A major victory is won if Kekionga has a settler unit upon it as well.

The Native American player wins a minor victory by denying the US player a victory. The Native American wins a major victory if, in addition, no territories owned by nations on the warpath are occupied by settler units.

15.3 "Mad" Anthony Takes Command, 1793-95

Following the first two disastrous Ohio campaigns, the US Government convened Congressional hearings in both houses to investigate the western failings. Revolutionary war hero General Wayne was dispatched to the region with reinforcements, dubbed "The Legion," to settle matters. Ohio was indeed becoming a dark and bloody ground. This scenario begins with the spring 1793 game turn and ends with the conclusion of the fall 1795 turn.

15.3.1 US Set Up: The following units begin in any permanent settlement or village, but at least half in Cincinnati:

- Twenty US Army units.
- Eighteen militia units.
- Leaders Wayne (primary), Hamtramck, Kenton, Truby and Kentucky replacement leader.

These units are deployed as follows:

- One permanent settlement in Cincinnati, Pittsburgh, and Marietta (printed on the map).
- Two villages anywhere in Kentucky or Virginia.
- Four villages anywhere in Pennsylvania, or in any Ohio areas of the Delaware or Mingo nations.
- Eight settlers, plus a number equal to the roll of one die, in any area adjacent to a permanent settlement or village, no more than two per area.

The US Commitment Level is 3.

15.3.2 Native American Set Up: The following units deploy anywhere within a non-settled tribal areas (their own) or a British fort:

- Ten Shawnee warrior units. Shawnee Mobilization Level is 4.
- Six Miami warrior units. Miami Mobilization Level is 3.
- One Wyandot warrior unit. Wyandot Mobilization Level is 3.
- One Delaware warrior unit. This unit must begin in a British fortification. Delaware Mobilization Level is 0 (surrendered).
- Two Ottawa warrior units. Ottawa Mobilization Level is 2.
- ? Iroquois warrior units. Roll a die to determine the number of at-start warriors. A die roll of 1 or 2 = one warrior unit, 3 or 4 = two warrior units, 5 or 6 = three warrior units.

A number of warrior units equal to the roll of one die are armed with rifles (NA player's choice but no more than two per nation).

- Leader units Little Turtle (primary), Blue Jacket, Tecumseh, Tarhe, and Colonel McKee.
- A British fortification is located in each area marked on the map.

15.3.3 Special Rules: The "Iroquois Intervention" random event has been triggered. The Mingo and Delaware have surrendered.

Victory is calculated as per Cases 15.4.3 through 15.4.5.

15.4 Campaign for Ohio

The campaign game simulates the nearly five-year struggle in Ohio for control of the Northwest Territory. Use all game rules and components.

15.4.1 US Player Set Up: Use the same set up from Scenario 15.1.1.

15.4.2 Native American Player Set Up: Use the same set up from scenario 15.1.2. The Shawnee and Miami begin the game on warpath as in 15.1.2. Determine the Mobilization Level of all the other Native American nations beginning with winter 1791 (turn 2).

15.4.3 US Victory Conditions: The game is over and won by the US player if any of the following occur:
- The US Commitment Level is at 5 for two years in a row. This is determined at the end of the fall and winter turns of each year (Strategic victory).
- All Native American nations have surrendered or fail to mobilize (Decisive victory, historical result in 1795).
- The US has accumulated more Victory Points (VP) than the Native American player by the end of the game (Minor victory).

15.4.4 Native American Victory Conditions: The game is over and won by the Native American player if any of the following occur:
- The US Commitment Level is reduced to 1 for two years in a row. This is determined at the end of the fall and winter turns of each year (Strategic victory).
- There are less than ten permanent settlements and villages west or north of the Ohio River by the end of the game (Decisive victory).
- The Native American player has accumulated more VPs than the US player by the end of the game (Minor victory).

15.4.5 Victory Points: Players receive VPs for each of the following that occur in the game. Use the VP markers to record the amount accrued by each side.
- 1 VP for each settled area (US player)
- 2 VPs if Kekionga is settled or has a fortification upon it at any point in the game (awarded once, US player only).
- 1 to 6 VPs (roll) if Tecumseh is eliminated (US player only).
- 5 VPs for each surrendered Native American nation (US player only).
- 1 VP for each settler unit eliminated (NA player only).
- 1 or 2 VPs for a successful raid (NA player only).
- 2 VPs for each enemy combat unit eliminated (regardless of how it occurs, whether in battle or on a raid, etc.).
- ? VPs for each enemy leader unit eliminated. Number of VPs awarded is equal to the leader's rank.
- 4 VPs to the victorious side in a battle.
- 4 VPs to the victorious side in a siege.
- -1 VP for each failed assassination attempt.

Note: *Any victory point loss that would require a player's VP drop below 0 is instead awarded to the opponent. A player's VP level can never drop below 0.*

16.0 BATTLE SCENARIOS

The battle scenarios use only the battle boards and rules for resolution to detail the three largest fights of the conflict (see Module 10.0).

16.1 Harmar's Defeat, October 19, 1790

The Wilderness terrain battle board is used. The US player sets up first, followed by the Native American player.

16.1.1 US Set Up: The following units begin on the battle board, but within four hexes of any of the lettered set-up hexes:
- Three Kentucky militia units.
- One US Army regular unit.
- Leader Hamtramck.

These units enter the game on turn 2 at the trail hex at the map edge closest to set up hex C:
- Two US Army regular units.
- Four militia units (two Virginia, two Pennsylvania).
- Leader Harmar (primary).

The US Commitment Level is 2.

16.1.2 Native American Set Up: The following Native American units may set up in any forest or swamp hex, not adjacent to any US unit:
- Four Shawnee warrior units.
- Six Miami warrior units.
- Leaders Black Hoof, Little Turtle (primary), Colonel McKee and Tecumseh.

The Shawnee and Miami Mobilization Levels are both 3.
Note: *There are no Native American reinforcements.*

16.1.3 Special Rules: The Native American player has the initiative and moves first. The scenario is up to ten impulses long. The victor is determined by the following VP schedule:
- 2 VPs for each US Army unit eliminated (NA player only)
- 1 VP for any other combat units eliminated.
- ? VPs equal to an eliminated leader's rank.
- 5 VPs if there are no un-routed enemy units remaining on the battle board by the end of the last impulse.

The player with the most VP is the winner of the game.

16.2 St. Clair's Surprise, November 4, 1791

The Rough terrain battle board is used. The US player sets up first, followed by the Native American player.

16.2.1 US Player Set Up: The following units set up with in one hex of any trail hex, a maximum of one unit per hex. Leaders may stack with any unit(s):
- Five US Army regular units.
- Twelve Militia units (four Kentucky, three Pennsylvania, one Virginia).
- Leaders Hamtramck, Butler, Darke, and St. Clair (primary)

The US Commitment Level is 1.

16.2.2 Native American Set Up: The following units set up anywhere on the map, not adjacent to a US unit:
- Ten Miami warrior units.
- Ten Shawnee warrior units.
- Four Wyandot warrior units.
- Leaders Little Turtle (primary), Blue Jacket, Tarhe, Tecumseh and Col. McKee
- A number of warrior units equal to the roll of one die begin the game armed with rifles (but no more than two per nation).

Shawnee and Miami Mobilization Levels are 4, the Wyandot is 3.

16.2.3 Special Rules: The Native American player has the initiative and moves first. Additionally the Native American player has won surprise (see 6.5.1.1). The scenario is ten impulses long. Calculate victory as in 16.1.3.

16.3. Fallen Timbers, August 20, 1794

The wilderness battle board is used. The Native American player sets up first, followed by the US player.

16.3.1 Native American Set Up: The following units set up anywhere within four hexes of hex A:

- Eight Shawnee warrior units.
- Six Miami warrior units.
- Two Iroquois warrior units.
- One Wyandot warrior unit.
- One Delaware warrior unit.
- One Ottawa warrior unit.
- Leaders Blue Jacket (primary), Little Turtle, Tecumseh, Col. McKee.
- A number of warrior units equal to the roll of one die are armed with rifles (NA player's choice but no more than two per nation).

All Native American Mobilization Levels are 2, except for the Delaware which is 0 (surrendered).

16.3.2 US Set Up: The following units begin the game within four hexes of hexes C or D, but not adjacent to a Native American unit:

- Twelve US army units.
- Sixteen Militia units.
- Leaders Wayne (primary), Hamtramck and Kenton.

The US Commitment Level is 4.

16.3.3 Special Rules: The US player has the initiative and moves first. The scenario is ten impulses long. Calculate victory as in 16.1.3 with the following additions:

- +5 VPs each if Tecumseh or Col. McKee is eliminated (US player only).
- +2 VPs (instead of 1 VP) for each of the Delaware, Wyandot, Iroquois, or Ottawa warrior units eliminated (US player only).

The battle was fought after a tremendous storm, perhaps a tornado, swept through the area bringing down a tremendous number of trees (hence the name of the battle). Severe weather terrain costs are in effect (see Case 5.0.4).

17.0 DESIGNER'S NOTES

"The white race is a monster who is always hungry, and what he eats is land."
–Chicksika, brother of Tecumseh, March 19, 1779.

A Dark and Bloody Ground is a game I have wanted to make since my high school days (too many years ago than I care to admit to!). The war was the first to be waged by the United States after the Revolution, and seriously taxed the resources of the new nation and the abilities of its army. This simulation hopes to address the lack of research and gaming on this important and fascinating era of our history.

Native American Player

You have a serious challenge, and a formidable host opposing you. The enemy's armed forces and leaders at the start of the game may be easily dealt with, but the relentless push of the settlers and their clearing of your lands are your most implacable opponents.

How many warriors and nations will be available each year or season will be of constant concern. How best to use those warriors that do answer the call to the warpath is another dilemma that will only get

harder to address as the game develops. How many go raiding or engage in skirmishes is a very important decision, especially in the face of an army that concentrates, builds fortifications and/or goes pillaging. Engaging in pitched battles can be a risky affair, so these should be fought on ground and terms of your choosing as much as possible.

US Player

You have a daunting task before you. You are charged with subduing a hostile population in a far-flung wilderness frontier. Protecting the settlers, whose movement into the territories can bring opportunities for VP loss as well as gain, is extremely important to winning the game.

Ironically, defeats early-on may be the events that spur Congress and the nation to support your efforts in Ohio more earnestly. Be wary, however, for looming off to the north are the British. Mistakes might not only cost you your career, but usher in a wider war the US can ill-afford.

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