

Trying Men's Souls

The Campaign for New York, 1776

RULES of PLAY

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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) which are also numbered sequentially. Modules and Sections are introduced by some 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. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

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 charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest 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, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

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

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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: game-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. Additionally, check out the *Against the Odds* and *Trying Men's Souls* discussion folders at consimworld.com.

1.0 INTRODUCTION

Trying Men's Souls is a moderate complexity level simulation wargame that covers the largest campaign of the Revolutionary War. A month after the colonies declared their independence, in August 1776, a British fleet of over 30 warships and 400 transports carrying over 32,000 men arrived in New York harbor. Opposing them was the largest American army ever assembled—23,000 men under the command of General George Washington. The campaign could have either restored the monarchy's rule to the thirteen British colonies or allowed the "Great Experiment" of democracy in America to grow.

1.1 Game Scale Units are mostly infantry battalions or regiments. Each infantry combat factor represents 80 to 150 men (lower number for British, Hessian, and Continental units, higher for other American and militia units). Each cavalry factor represents about 100 troopers. American fortress garrison units represent the garrison of about 100 men and 10-15 cannon and their crews. Units called "British" represent English, Scottish, and Hessian troops.

A turn represents five days of time, with two operations phases of two or three days each. A map hex is approximately a third of a mile across. The postcard is an extension of the map and contains the NY Colony Holding Area, White Plains Holding Area, and the Westchester Holding Area. Each Holding Area represents the regions of importance off the north side of the map.

1.2 Player Sides One player controls the British and the other the Americans.

1.3 Die Rolls Die rolls use one six-sided die (1D6), although Random Events rolls will use two six-sided dice (2D6). A single six-sided die roll (1D6) generates a result of from 1 to 6 while two six-sided dice (2D6) generates results from 2 to 12. These results may be modified by various die roll modifiers.

1.4 Fog of War Both players are always allowed to examine units and markers in any stack of counters.

1.5 Rounding Factors For certain calculations of combat and other factors, always round down.

1.6 House Rules The rules contain all the permitted game actions. Players may create their own house rules, understanding that a change in one rule may have unintended consequences for rules as written.

2.0 GAME COMPONENTS AND TERMS

Each copy of *Trying Men's Souls* is composed of the following components:

- One 22" x 34" map depicting the area fought over along with a Holding Box depicting the Staten Island area. A single Turn Record Track is printed along the map edge to handle all game functions.
- One postcard showing the North Map Holding Areas (NMHA) and connections
- A set of 264 5/8" counters, many double-sided
- This set of rules, with game charts and table on the last page.

Players will need to supply one or more six-sided dice (D6) to play the game.

2.1 Game Map The map shows the militarily-significant terrain, mostly of Manhattan Island and the western part of Long Island. A hexagonal ("hex") grid is printed over the map to regulate the placement and movement of unit counters across the area. A counter will be located in one hex and only one hex at any one time. Each hex contains natural and/or man-made terrain that can affect movement and combat (detailed in the Terrain Effects Chart). The exact configuration may be altered to conform to the hex grid, but the relationships among them from hex to hex are accurate to the degree necessary to present players with the same command dilemmas faced by historical counterparts. Every hex contains a four-digit identification number to help find specific locations and to record unit positions in case a game must be taken down before completion for game play at a future time. In addition, some areas, called Holding Areas, represent "off-map" areas and may be entered by units—subject to various conditions. A postcard mini-map containing the NY Colony, White Plains and the Westchester Holding Area has been included for convenience. Note that certain hexes allow movement between the map and postcard. Also note that movement between Holding Areas can be made, with restrictions. Finally, the map has a compass rose to indicate true north and other directions.

2.2 Game Terms and Abbreviations

1D6: Roll one six-sided die.
2D6: Roll two six-sided dice and add them together to get a total.
Art.: Artificers (craftsmen, wheelwrights, mechanics)
BCF: Base Combat Factor
BCM: Berkshire County Militia
British: Collective term for British and Hessian units.
BW: Black Watch
Col.: Colonial
Cont.: Continental
CF: Combat Factor
CP: Casualty Points
CR: Cohesion Rating
CT: Connecticut
CTL: Connecticut Levy
D: Dragoons
DE: Delaware
DF: Defense Factor
Dit. Fus: Fusiliers von Dittfurth
Dn.Msk.: von Donop Musketeers
DR: Die Roll
Drg: Dragoons

Erb. Fus: Erbprinz Fusiliers
FAM: Formation Activation Marker
FH: Fraser Highlanders
Formations: Most units are part of a larger Divisional formation, although some units are independent.
Ft.: Foot
Gds.: Guards
Gren.: Grenadiers
HA: Holding Area
Ind.: Independent
Inf: Infantry
Lieb Fus: Lieb Fusiliers
LCM: Lancaster County Militia
LI: Light Infantry
Lis. Gren: Grenadiers von Lisingen
LoS: Line of Supply
LtDrg: Light Dragoons
LtInf: Light Infantry
Kn.Fus von Knyphausen Fusiliers
MD: Maryland
MIP: Military Initiative Points
Mir.Msk: von Mirbeck Musketeers
ML: Morale Level (Army)
MP: Movement Point

Mus.v.Trmbch: Musketeers von Trumbach
NJ: New Jersey
NJM: New Jersey Militia
NJNL: New Jersey New Levy
NMHA: North Map Holding Areas (NY Colony, White Plains, Westchester)
NY: New York
NYM: New York Militia
OoS: Out of Supply
PA: Pennsylvania
PAM: Pennsylvania Militia
PA R.: Pennsylvania Rifles
P&BCM: Plymouth and Berkshire County Militia
R.Art: Royal Artillery
Ries Cav: Riedesel's Dragoons
RM: Royal Marines
RNS: Royal Navy Support
SIHA: Staten Island Holding Area
TEC: Terrain Effects Chart
v.: Von
V: Variant
VP: Victory Point
WCM: Worcester County Militia
X: Brigade
ZOC: Zone of Control

2.3 Game Charts, Tracks, and Tables These will be consulted to provide information and results for various game actions, including Turn Record Track, Terrain Effects Chart, Loss Charts, and various Combat Results Tables. Track the game's Turn and Phase, and any Losses suffered, using the corresponding sections of the Turn Record Track.

2.4 Counters The game uses color-coded counters to represent combat units, organization, and various markers. In general, in the background behind the ID, figure, and numbers, counters with red-and-white stripes are American, counters with portions of the Union Jack are British, and counters with a German crest are Hessian. Note that American counters have uniformed figures on the left and British and Hessian counters have uniformed figures on the right. Counters labeled "Garrison" are American. Counters with an explosion represent units with bombardment capability. All others are markers.

2.5 Combat and Support Unit Types

- [Portrait] = Leader
- [Soldier] = Infantry
- [Hussar] = Cavalry
- [Stakes and Explosion] = American Garrison
- [Explosion] = British Artillery
- [Royal Navy Support] = British ships

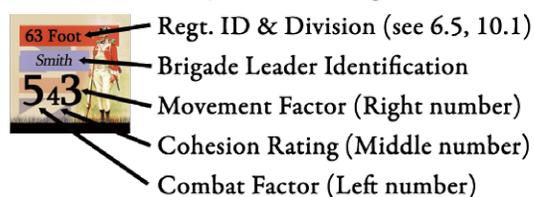
Note that the unit IDs are color coded to specific brigades—the name underneath the Regimental IDs.

Note that the rules for the British Artillery and American Cavalry units supplied in this game (along with other pieces) will be published, along with other variant rules, in a future issue of *ATO Magazine*.

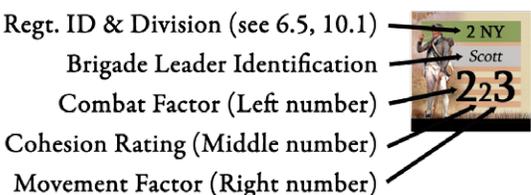
2.6 Sample Combat Units

All units possess a variety of information.

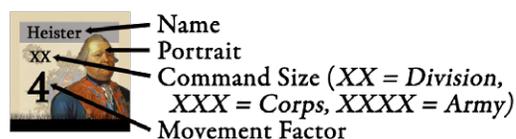
BRITISH Infantry (soldier on right)



AMERICAN Infantry (soldier on left)



HESSIAN Leader (portrait on right)



2.7 Game Markers

	Front	Reverse	
Game Turn			
Phase			
Disrupted			Routed (1 CF / 1 CR)
American or British MIPs x1			
American or British Division Name			FAM
American or British Tactical Intervention (Section 6.5)			FAM
Step Loss (-1 CF / -1 CR)			2-Step Loss (-2 CF / -2 CR)
American or British VPs x1			
American or British VPs x10			
Assault Combat			
American or British Army Morale (Section 10.2)			
American or British Divisional Morale			Division Demoralized
American (only) Garrison (Section 11.1)			Captured Garrison
British (only) Royal Navy Support (Section 11.4)			(Combat Factor)
British (only) Amphib. Capacity (Section 8.5)			
Out of Supply (Sections 4.0, 6.3)			

3.0 GAME CONCEPTS

Before reading the main rules, players should familiarize themselves with various game mechanic concepts that affect play.

3.1 Stacking

Up to four friendly infantry units can stack in a hex if all are from the same brigade. Only two units can stack if they are from differing brigades or divisions. Cavalry units can be considered part of any formation, but they count as a unit against stacking limits. If a player discovers an over-stacked hex, he must retrace movement from the last unit(s) that entered until the hex is not overstacked.

Leaders can stack for free with any of his subordinate units. Generals Washington and Howe can also stack for free with any friendly units.

Fortress Garrison units and markers do not count against stacking.

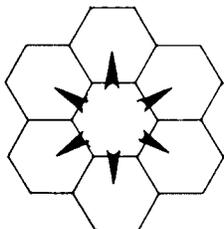
3.1.1 Stacking and Movement Stacking limits must be met by the end of movement. Units may temporarily over stack during the act of movement, as long as stacking limits are met at the end of the Movement Phase.

3.1.2 Stacking and Combat Each unit stacked in a hex may attack a different hex. A unit in a stack may only attack once per turn and may only attack one enemy hex in the Combat Phase in Regular Combat (Section 9.2) or Assault Combat (9.3).

Any advance after combat result affects only those units in a stack which participated in that attack. Likewise, any adverse combat result affects only those units in a stack which participated in that unsuccessful attack.

3.2 Zones of Control (ZOC)

The ZOC consists of the six hexes that surround the hex the unit occupies. A unit's ZOC does not extend into prohibited hexes (all-water for example) or into/across prohibited terrain hexes/hexsides. All **normal** combat status infantry and cavalry units possess a ZOC. Leaders, Disrupted, and Routed status units do **not** have ZOCs.



3.2.1 Overlapping ZOCs Friendly and enemy units exert ZOCs into empty hexes equally. There is no additional impact when more than one unit exerts its ZOC into a given hex.

3.2.2 ZOCs and Terrain Units never project ZOCs across all-water hexsides. British ZOCs do not extend into American controlled/occupied Trenches, Forts, or Batteries. Otherwise, units project ZOCs into all terrain types. See the Terrain Effects Chart.

3.2.3 ZOCs and Movement Units that move into an enemy ZOC must immediately end movement. The presence of a friendly unit or a friendly unit's ZOC does not negate enemy ZOCs for movement purposes.

At the start of movement, a friendly unit may exit an enemy ZOC if the first hex moved into is free of enemy units or ZOCs.

3.2.4 ZOCs and Supply Supply can never be traced through a hex with enemy ZOCs, even if a friendly ZOC overlaps the hex. Supply may be traced through a hex subject to an enemy ZOC but containing a friendly unit.

3.2.5 ZOCs and Combat A unit suffering a retreat result is eliminated when retreating into an enemy ZOC, unless the hex contains a friendly unit. Retreating units that violate stacking limits take a step loss and continue retreating if possible. If further retreat is NOT possible, the unit(s) is eliminated.

3.3 Cohesion Rating Tests

During the game, a unit may be required to take a Cohesion Rating (CR) Test. Roll 1D6, add any Die Roll Modifiers (DRMs) and compare the final result with the CR of the unit. If the final result is less than or equal to the CR, the unit passes the CR test. If the final result is more than the CR, the unit fails the CR Test.

Note: Routed units possess a CR of 1.

3.4 MIPs and FAMs

Military Initiative Points (MIPs), rolled for in the Preparation Phase, represent the Leader-in-chief's initiative for the turn. The more MIPs, the more active a side can be. MIPs are spent to "buy" Formation

Activation Markers (FAMs), which represent individual division activations, as well as a Tactical Intervention FAM that is more of a "wild card." A limited number of MIPs can be saved for use in future turns.

FAM

FAMs "bought" by both players are placed in an opaque container and randomly drawn one at a time to activate associated units in an Operations Phase. When the last FAM has been drawn and its units ended movement, combat, and other actions in the First Operations Phase, the **same** FAMs are replaced in an opaque container to be redrawn at random during the Second Operations Phase of the turn. Instead of buying FAMs, players may hold on to their MIPs for a different kind of activation. See 5.1.f

Note: Divisions that are not activated via FAM will activate during Limited Activation in the End Phase (Section 12.1).

3.5 River Obstruction Hexsides

Certain hexsides between NJ, the tip of Manhattan Island, and Long Island are River Obstructions (Section 8.8) that prohibit British movement across them. If a British unit occupies any hex on one end of a River Obstruction, the Obstruction is considered destroyed for the rest of the game.

Governor's Island: British capture of Governor's Island destroys the River Obstructions between Governor's Island and Manhattan and also between Governor's Island and Long Island.

4.0 SUPPLY

To be in supply, a unit must trace a Line of Supply (LoS) from the hex it occupies to a friendly supply source. This LoS must be free of enemy units and enemy units' ZOCs. A LoS cannot be traced through a hex in an enemy ZOC unless a friendly un-routed unit is present (normal or disrupted is fine) to negate the enemy units' ZOCs. A LoS cannot be traced through a vacant hex that has both a friendly unit's ZOC and an enemy unit's ZOC extending into it.

Units unable to trace a LoS are considered Out of Supply. The supply status lasts for the entire turn. On Turn 1, all units are in supply. Perform supply checks every turn starting on Turn 2.

4.1 British Supply Source

All British units (British and Hessian) must be able to trace supply to hexes 1543, 1944 and 2044.

British units may trace supply across water hexsides provided the LoS does not cross any intact River Obstruction hexsides **and** if the British assign one Royal Navy Support marker to the LoS. One Royal Navy Support marker is sufficient for a LoS for any number of British units.

4.2 American Supply Source

All American units must be able to trace supply to any New York City hex on Manhattan Island or any hex in New Jersey. American units' LoS may trace supply across Hudson River and East River water hexes located north of intact River Obstruction hexsides.

If a River Obstruction (Section 8.8) has been destroyed by the British player, a Royal Navy Support marker prevents American Supply across all-water hexes up to the next River Obstruction hexside line.

Note that Royal Navy Support markers (Section 11.4) may be used to inhibit American Ferry movement (Section 8.6).

4.2.1 North Map Holding Areas (NMHA)

Supply American units in the Westchester NMHA trace supply to any Manhattan map hex that is not occupied by or adjacent to a British unit, as long as there are no British units in White Plains NMHA. American units in the White Plains NMHA can trace supply to any Manhattan city map hex that is not adjacent to or occupied by a British unit, or to the New York Colony NMHA. American units in the New York Colony NMHA are always in supply.

British units in the Westchester NMHA trace supply from hexes 3401 through 3901 if they are not occupied by or adjacent to an American unit per rule 4.1. British units in the White Plains NMHA trace supply either via the Westchester NMHA if supply can be traced through it if not occupied by any American units or via any Manhattan north map edge hex 1901 through 2101 that is not occupied by or adjacent to an American unit.

4.3 Out of Supply (OoS)



An Out of Supply unit is immediately marked as Disrupted and remains in the hex. If already Disrupted, the OoS unit is marked as Routed and retreated 2 hexes or eliminated if unable to retreat. Also, each OoS unit has a DR check made against the unit's CR.

DRM: **-1** if stacked with a friendly Leader.

If the DR result is less than or equal to the disrupted unit's CR, the unit suffers no further ill effects. If the DR result is greater than the disrupted unit's CR, the unit incurs a Step Loss.

Note: Disrupted units that are Out of Supply are allowed to rally.

5.0 SEQUENCE OF PLAY

Game play is divided into game turns, with each game turn further subdivided into a sequence of phases. Players perform the Phases and sub-phases in order and must complete a Phase or sub-phase before beginning the next Phase. When all Phases are completed, the turn is completed. At the end of the final game turn, the victory conditions are consulted to determine the victor.

5.1 Preparation Phase

a. Random Event Determination: Starting turn 2, roll 2D6 and consult the Random Events Table. Effects last the turn.

b. Weather Determination: Weather throughout the campaign was usually Good and the Weather box on the NMHA mini-map is pre-printed with that result as a reminder. Starting turn 2, roll 1D6 and read the Poor weather die roll range printed on the Game Turn track. If the weather is Poor, take the blank counter included in the mix and cover up the Good weather box as a reminder. Weather effects last the turn.

c. Supply Determination: Starting turn 2, check the supply status of all units. Any units OoS implement effects (Section 4.3).

d. MIPs (Military Initiative Points) Determination: Each player rolls 1D6 and consults the appropriate column in the MIP Table to determine how many MIPs they gain to expend in the turn. Move the associated MIP marker as needed. Remember that up to 3 MIPs (Good weather) or 2 MIPs (Poor weather) can be saved, so if any MIPs had been saved from a previous turn, add that to the MIP total.

e. Formation Activation Marker (FAM) Selection: Players expend MIP and select which FAMs to place in an opaque container. Players should not reveal how many FAM have been selected until the end of the Operations Phase. Players may

save up to 3 MIPs (Good weather) or 2 MIPs (Poor weather) for future turns.

f. Using MIPs to Activate: Instead of 'buying' FAMs, players may hold on to their MIPs and use them to activate units outside of FAM structure.

5.2. First Operations Phase

Randomly draw one FAM from the opaque container. The owning player activates units of that FAM for movement, combat, rally, and other actions. Then another FAM is drawn, those units activated, and so on until all FAMs have been drawn. Players can also activate a limited number of individual units by expending saved MIPs (Case 6.4.5). MIPs can only be used to activate individual units once all FAMs in the opaque container are drawn.

5.3 Second Operations Phase

After all FAMs have been drawn and resolved in the First Operations Phase, replace those same FAMs in the opaque container. Randomly draw one FAM from the opaque container. The owning player activates units of that FAM for movement, combat, rally, and other actions. Then another FAM is drawn, those units activated, and so on until all FAMs have been drawn. Players can also activate a limited number of individual units by expending saved MIPs (Case 6.4.5). MIPs can only be used to activate individual units once all FAMs in the opaque container are drawn.

5.4. End Phase

a. Limited Activation: Players alternate, American player first, activating units that did not activate during the Operations Phases to perform either movement or Regular Combat. Units selected can **never** use Forced March or perform Assault Combat (Case 9.41).

b. Rally: Players alternate, American player first, rolling 1D6 versus CR for all Disrupted and Routed units (Section 12.2). Disrupted units that succeed remove the Disrupted marker and return to normal status. Routed units that succeed convert to Disrupted status. Failure maintains Disrupted or Routed status, with Routed units retreating two hexes.

c. Doublecheck Saved MIPs Determination: Up to 3 (Good weather) or 2 (Poor weather) may be saved. MIPs in excess of this are eliminated.

d. Victory Point (VP) Award Determination: Players adjust their VP levels and check for Automatic Victory.

e. Army Morale Level (ML) Adjustment: Players adjust their Army ML.

f. Replacements: A number of step losses equal to half of the player's Army ML (round up any fraction) can be removed from reduced units that are not occupying hexes in enemy ZOC (Section 12.6).

g. Garrison Disruptions Removed: Remove Disrupted markers from Disrupted Garrison units.

h. King's Peace (first turn only). On Turn 1, check for King's Peace (Section 11.6). Otherwise, if this is not the last turn of the game, move the Game Turn marker one space on the Turn Record Track and start a new turn.

i. End Game? If this is the last turn of the game and no player has won an Automatic Victory, tally up Victory Points and Determine the winner of the game. If this is not the last turn, advance the Game Turn Marker one space on the Turn Record Track and start the new turn.

6.0 PREPARATION PHASE

6.1 Random Events

There are no Random Events on Turn 1. Starting turn 2, roll 2D6 and consult the Random Events Table. A DR of 7 is no effect. Any other DR results in some event that is implemented during the appropriate Phase or sub-phase of the current turn. Some events require an additional DR to determine effects. **Individual events may occur multiple times during the game.**

6.2 Weather Determination

On Game Turn 1, the weather is always Good. Starting turn 2, roll 1D6 for weather. See the number range entries on the Turn Record Track for that turn.

- On Turn 2, a DR of 1 results in Poor weather.
- On Turns 3 through 6, a DR of 1 or 2 results in Poor weather.
- On Turns 7 through 9, a DR of 1, 2, or 3 results in Poor weather.
- On Turns 10 through 14, a DR of 1 or 2 results in Poor weather.

Poor weather has a number of negative effects throughout the turn. If the weather is Good, ignore all Poor weather effects.

6.3 Supply Determination

All units are in supply on Turn 1. Starting turn 2, check the supply status of all units (Module 4.0). Any units OoS implement effects (Section 4.3).

6.4 MIPs (Military Initiative Points) Determination



Players roll 1D6 and check the MIPs table. Use the appropriate MIP marker on the Turn Record Track to keep track of MIPs gained and used to buy FAMs. Note the special rule for first turn MIPs (Section 14.3).



6.4.1 General Greene

Before rolling for MIPs, the American player must declare if he will spend 1 MIP to place General Greene's Division FAM in the opaque container for the turn. If not, place Greene's FAM on the Turn Record Track space for the next turn and those units may only activate via Limited Activation (see Case 5.4, a). Greene's Leader counter can remain on the map and in play, but his FAM will not be used and the American player will receive +1 MIP in addition to what he rolls on the MIPs table.



6.4.2 General Cornwallis

Before rolling for MIPs, the British player must declare he will spend 1 MIP to place General Cornwallis' Reserves and Marines Division FAM in the opaque container for the turn. If not, place Cornwallis' Reserves and Marines FAM on the Turn Record Track space for the next turn. Cornwallis' Leader counter can remain on the map and in play. If the Reserves and Marines FAM isn't used, those units may only activate via Limited Activation (see Case 5.4, a), and the British player will receive +1 MIP in addition to whatever he rolls on the MIPs table.

When the Reserve and Marines Division units first enter the game, they set up on or adjacent to Gravesend (hex 2243) or any of the British supply sources, hexes 1543, 1944 and 2044 (until they enter the game, the units of this British division remain in the Staten Island holding area).

Note that Cornwallis may command any British unit or units within four hexes (Section 7.0).

6.4.3 MIP DR Each player rolls 1D6 and consults the appropriate column in the MIPs Table to determine how many MIPs they gain. The modifiers apply to the number of MIPs, **not the DR**. Under certain circumstances, it's possible for zero (0) MIPs to be gained.

6.4.4 Saving MIPs Remember that up to 3 MIPs (Good weather turn) or 2 MIPs (Poor weather turn) can be saved for the next turn and added to any MIPs gained in that next turn. However, reduce the number of MIP that can be saved each turn as follows:

- 2 If General Washington has been eliminated from the game (American player only).
- 1 If General Greene has been eliminated from the game (American player only).
- 1 For each British General eliminated from the game (British player only).

6.4.5 Using MIPs for Individual Unit Activation

If a player does not buy any FAMs, saved MIPs can be used at the end of an Operations Phase to activate a limited number of individual units. For each MIP expended for activation, any four friendly units can be activated on a Good weather turn or any two units on a Poor weather turn.

Note: MIPs can only be used to activate individual units after all FAMs in the container have been drawn.

6.5 Formation Activation Marker (FAM) Selection

Each FAM marker has a MIP cost that is printed on the FAM. Players expend MIPs and select which FAMs to place in an opaque container. Players should not reveal how many FAM have been selected until the end of the Operations Phase. If a player does not have enough MIPs to pay for a FAM, he cannot select that FAM, but any MIPs left over may be saved.

All FAMs "bought" using MIPs are placed in an opaque container, to be drawn during the First Operations Phase and again during the Second Operations Phase.

Tactical Intervention FAM: Both players also have a Tactical Intervention FAM. These allow a number of units equal to a 1D6 die roll plus half of the player's current Army ML from any formation(s) to activate (round down). Units can be activated via the Tactical Intervention FAM, **even if they were activated earlier with a Divisional FAM.**

7.0 OPERATION PHASES

Each turn contains two Operations Phases: First Operations Phase and Second Operations Phase. Players activate their units by drawing a FAM, or if they did not buy any FAMs, by spending MIPs for individual units (Case 6.4.5). Most units are part of a part of a Brigade that is part of a Divisional organization. The British Light Dragoons are independent and can activate once per Operations Phase with any British or Hessian formation.

Activation allows any of the leader's subordinate units that are within 4 hexes of the leader to move and perform combat. All units that are activated with a FAM draw or MIPs spending must complete their moves and combats before the next FAM draw or individual unit MIPs spending.

Exception (Case 6.4.2): Any units not within 4 hexes of their leader when he activates can only do so during the End Phase's limited activation (Section 5.4) or via the Tactical Intervention FAM (Sections 3.4 and 6.5).

7.1 First Operations Phase

Randomly draw a FAM from the opaque container. That Division or Tactical Intervention will activate. The owning player will perform movement (Module 8.0). When all his movement is completed, the owning player performs any combat (Module 9.0) and implements any results.

The other player then randomly draws a FAM for activation, performing movement first, and then combat. Players alternate drawing FAMs until no FAMs remain in the opaque container. If the opposing player did not buy any FAMs, this is the time when he can spend MIPs to activate units. He can spend them all here, or save some.

7.2 Second Operations Phase

Return all FAMs used in the First Operations Phase back into the opaque container. Perform all activations as per the First Operations Phase. Note that while the Second Operations Phase FAMs are identical to the First Operations Phase FAMs, the order of activations is likely to be different. If the player who did not purchase any FAMs still has MIPs remaining, he may again activate individual units, once his opponent has used up all the FAMs.

8.0 MOVEMENT

Five types of movement: Regular, Forced March, Amphibious, Ferry, and Off-Map.

Players may move some, none, or all eligible units up to the unit's MP allowance, modified by terrain type listed in TEC during their specific activation. Each unit moves individually, hex-by-hex, until it expends all MPs, the player wants to end movement, or enters an enemy ZOC. Units only enter numbered hexes and never enter non-numbered hexes.

Units may always move at least 1 hex providing all MPs are expended and the hex being entered does not have terrain or ZOCs that prevent the unit from entering.

Units move from a hex to one of the six adjacent hexes—no skipping hexes. Units may enter and exit hexes occupied by friendly units as long as stacking limits are observed at the end of the Movement Phase. Units never accumulate MPs from turn to turn and never transfer MPs to other units. Units never enter hexes containing enemy units.

Units must obey stacking restriction at the end of Movement.

8.1 Movement and Terrain

When entering a hex, always use the most expensive applicable terrain MP cost listed on the TEC.

8.1.1 Road Units moving along a road pay 1/2 MPs per road hex entered when moving from one road hex to a connecting road hex, ignoring all other terrain MP costs, including hexside MPs. A unit may combine road and non-road movement.

8.1.2 Additional Hexside Costs Units crossing a Steep Ridge or Stream hexsides pay 1 MP in addition to the cost of the hex. Ignore this extra cost if moving along a road.

8.1.3 All-Water Hexes Units may enter all-water hexes only during Amphibious Movement (Section 8.5) or Ferry Movement (Section 8.6).

8.1.4 Swamp Hexes Units expend all MPs to enter a Swamp hex—i.e. a unit only moves one hex at a time to enter a Swamp hex.

8.1.5 Coastal Hexes A coastal hex is defined as any hex containing New York Bay, Jamaica Bay, or major river (North (Hudson) River and East River) water and land. Hexes touched by Stream hexsides are not considered coastal hexes.

8.2 Movement and ZOCs

All units cease movement when entering an enemy ZOC. Units never move from a hex in an enemy ZOC to another hex in an enemy ZOC.

Disrupted and Routed status units do not have a ZOC. Ground units do not extend ZOCs into All-Water hexes.

8.3 Regular Movement

When activated, a unit can move up to the limit of its printed MP allowance, paying the appropriate MP costs as listed on the Terrain Effects Chart. A unit must have sufficient MPs to enter a hex. However, a normal status unit may always move at least one hex provided it does not enter prohibited terrain or move directly from one hex in an enemy ZOC to another hex in an enemy ZOC. A unit must stop upon entering an enemy ZOC.

Regular Movement is permitted during the Limited Action (Section 12.1) of the End Phase, but not Force March.

8.4 Forced March Movement

When activated, a unit can Force March up to twice its printed MP allowance, paying the appropriate MP costs as listed on the Terrain Effects Chart. However, a unit using Force March must meet these conditions:

- Must start movement within 4 hexes of a friendly Leader that can command the unit.
- Cannot start or end movement in an enemy ZOC.
- Cannot use Regular Movement, Amphibious Movement, or Ferry Movement.

Force March Movement is **not** permitted during the Limited Action (Section 12.1) of the End Phase.

8.5 Amphibious Movement

British and Hessian units may move from the Staten Island Holding Area to any coastal hex, or from any coastal hex to the Staten Island Holding Area using Amphibious Movement. Note that British units never stack with American units, so a direct amphibious landing atop a hex containing an American unit or Garrison is prohibited.

The number of units that can be moved via Amphibious Movement is equal to twice the number of Royal Navy Support Markers

available for use in the turn. A Royal Marine unit counts as a “half unit” against the total number of units that can move via Amphibious Movement.

Use the Amphibious Movement marker on the Game Record Keeping Track to record how many units can be moved in this fashion during the turn, moving the marker downwards on the track after each unit is moved. **Note:** The use of the Royal Navy Support markers in combat or MIP Determination has no effect on the number of British/Hessian units that can be moved via Amphibious Movement.

A unit using Amphibious must make a Cohesion Rating (CR) test (Section 3.3) when it ends movement. Modify the DR as follows:

- +1 Unit ended movement in hex adjacent to a normal status enemy unit.
- +1 Unit ended movement in a Swamp hex.
- +1 Unit moved during Poor weather turn.
- 1 Friendly leader moved with unit or is in the landing hex.

If the modified DR result is less than or equal to the unit’s CR, the unit is unaffected. If the modified DR result is greater than the unit’s CR the unit is marked as Disrupted. Whether the unit is Disrupted or not, its movement ends.

Amphibious Movement is prohibited during a Limited Activation in the End Phase. Amphibious Movement is also prohibited into the North Map Holding Areas, or across unbroken river obstruction hexsides.

8.6 Ferry Movement

American units may use uncontested Ferry Movement only in areas where River Obstructions (Section 8.8) prevent British water movement. Ferry Movement is between one specific hex and another specific hex. Units never use Forced March movement rates to use a Ferry.

8.6.1 Ferry Locations The following ferries are located on the map:

- Hex 1923 to any Manhattan city hex adjacent to a river.
- Hex 2306 to or from hex 2507 (Horn’s Hook).
- Hex 2816 to or from hex 2702 or hex 3705 (Flushing).

- Hex 2302 to or from hex 2401.
- Hex 1801 (adjacent to Fort Washington) to or from hex 1303 (Fort Constitution).

8.6.2 Ferry Restrictions An American unit moves from one hex to its connecting hex at a cost of 2 MPs. The unit may expend MPs to reach the embarkation hex. Likewise, if the unit has MPs remaining after paying the 2 MPs for Ferry use, the unit may continue its movement until all MPs are expended.

If the British destroyed the River Obstruction (Section 8.8) and the Ferry crossing in the North (Hudson) River or East River is now in the area where the British Royal Navy may operate, American units may still use the Ferry crossing, but must make a Cohesion Rating (CR) test (Section 3.3) when the unit disembarks. This CR test must be made even if all Royal Navy markers have been used.

Modify the 1D6 die roll (DR) as follows:

- 1 Poor Weather Turn
- +1 for each unused Royal Navy Support unit (Section 11.4).
- +1 Unit is Disrupted.
- 1 Friendly leader in hex.

If the modified DR is less than or equal to the unit’s CR the unit is unaffected. If the modified DR is greater than the unit’s CR, the unit is Disrupted. If already Disrupted, it incurs a step loss and remains Disrupted. Rout results are not possible with this CR test. The unit, Normal or Disrupted, may continue its movement until all MPs are expended.

The American player may also use a Ferry for **retreating** units only if the all-water hexes to be crossed are prohibited to the Royal Navy due to an intact River Obstruction, or, the British have no Royal Navy Support markers available. A retreating American unit that uses a Ferry incurs an additional +1 DR modifier to its CR check.

8.6.3 British Use of Ferry If the British destroyed a River Obstruction, and a ferry is south of any other River Obstruction, the British may use the Ferry. British units pay 2 MPs to cross. Units never use Forced March movement rates to use a Ferry.

8.7 Off Map Movement

British and American units can move from certain north map edge hexes to specific North Map Holding Areas. A postcard with the NMHAs has been included for convenience. When moving off map, use the following provisions:

- American and British units can move or retreat to/from north map hexes 3401 through 3901 to the Westchester NMHA. It costs 1 MP to move to/from the NMHA and the units can move no further, even if they have remaining MPs.
- American units can move or retreat to/from north map hexes 1901 to 2201 inclusive to the White Plains NMHA. It costs 1 MP to move to/from the NMHA and can move no further, even if they have remaining MPs.
- Only American units can move to/from north map hexes 1001 to 1301 inclusive to the New York Colony NMHA. British units are prohibited from entering the New York Colony NMHA. It costs 1 MP to move to/from the NMHA and American units can move no further, even if they have remaining MPs.
- British units can move to/from north map hexes 1901 to 2201 inclusive to move to/from the White Plains NMHA provided there are no American units in the White Plains NMHA. If American units are in the White Plains HA, each British units must make a Contested die roll (Case 8.7.1). It costs 1 MP to enter the White Plains NMHA and British units can move no further, even if they have remaining MPs. British units may retreat out of the White Plains NMHA to the Westchester NMHA if there are no American units present in the Westchester NMHA.
- British units can move from Westchester NMHA into the White Plains NMHA, provided there are no American units in the White Plains NMHA, or if they make a Contested die roll (Case 8.7.1). It costs 1 MP to enter the White Plains NMHA and British units can move no further, even if they have remaining MPs. British units may retreat out of the White Plains NMHA to the Westchester NMHA if there are no American units present in the Westchester NMHA. If American units are present in the Westchester NMHA, each retreating British unit must make a successful Contested die roll (Case 8.7.1).
- Only American units can move or retreat to/from the New York Colony NMHA from the White Plains NMHA. It costs 1 MP to move to/from the NMHA and can move no further. British units never move into or retreat into the New York Colony NMHA.

8.7.1 British Contested NMHA Entry.

For each British unit that the British player wishes to move into an American-occupied White Plains NMHA via map edge hexes 1901 to 2201 inclusive, or from the Westchester NMHA, the British player rolls 1D6. Modify the DR as follows (use all that apply):

- +1 British unit is moving from the Westchester NMHA to the White Plains NMHA.
- +1 if there are more American units in the White Plains NMHA than British in that area or the Westchester NMHA (whichever is applicable).
- +1 Attacking British unit's division is demoralized (see rule 10.1).
- 1 if there are any Royal Navy Support markers available and River Obstruction barrier at the Manhattan Battery has been destroyed.

The results of the DR are listed below:

- **DR 1 or less:** British unit moves into the declared NMHA destination and one American unit of the British player's choice in that area is reduced or retreated out of the area (American player's choice).
- **DR 2 or 3:** British unit moves into the declared NMHA destination.
- **DR 4 or 5:** British unit cannot enter the declared NMHA destination, and its move is over.
- **DR 6 or more:** British unit cannot enter the declared NMHA destination, is reduced (or eliminated if already reduced), and its move is over.

The Americans do not roll for Contested entry to NMHAs.

Note: Combat may be performed if American and British units both occupy Westchester and North Manhattan Holding Areas, but it is not mandatory (Section 9.1). British units never move into New York Colony Holding Area, so combat never occurs in that Holding Area.

8.8 River Obstructions

River Obstructions were booms and other entanglements stretching across the river to prevent British naval movement up the Hudson and East Rivers. These are printed on the map.

As long as these obstructions remain intact and in American control, British Amphibious Movement, Royal Navy

Support, British Supply, and British Ferry use are prohibited north of these River Obstruction hexsides.

As soon as a normal British or Hessian unit—not a Disrupted or Routed unit—occupies any hex on one end of a River Obstruction, the obstruction is considered destroyed for the rest of the game and the prohibitions lifted. As soon as a battery or fort is destroyed via Royal Navy ship bombardment, the obstruction is considered destroyed for the rest of the game.

Note that Governor's Island (hex 1624) connects to two River Obstructions. If Governor's Island is captured by the British or its garrison eliminated, both River Obstructions are destroyed.

Note that some River Obstructions end in between two hexes. British occupation of either hex is sufficient to destroy the River Obstruction. If the British occupy hex 1725 or 1726, only the River Obstruction between those hexes and Governor's Island (hex 1624) is destroyed.

If a River Obstruction is destroyed, the Royal Navy now operates north of that destroyed Obstruction. American use of a Ferry within this expanded Royal Navy area of operation requires a CR test (Case 8.6.1).

Note that multiple River Obstructions exist. If one Obstruction line is destroyed, the others remain intact until the British player captures other hexes or destroys the battery or fort that guards it.

9.0 COMBAT

Combat is always voluntary and takes place between adjacent opposing units during the combat phase. The phasing player is considered the "Attacker," and the other player is considered the "Defender."

Combat may take one of two forms: Regular or Assault. Regular Combat models long ranged fire and tactical skirmishing maneuvers between opponents. Assault Combat simulates close-range and intense fire, often culminating in bayonet charges and melee.

Combats are conducted one at a time, with the Attacker selecting the order of attacks. All Regular Combats must be completed before any Assault Combats. Players may launch as many attacks as allowed and desired in

their combat phase, as long as they perform Mandatory ZOC combats (Section 9.1). Attackers may resolve combats in any order as long as the resolution of one is completed before the next combat is begun.

Note that Garrison units conduct bombardment attacks (Section 11.1) **before** Regular and Assault Combats.

9.1 Mandatory ZOC Combats

Combat is voluntary, however, all defending units exerting a ZOC on attacking units **must** be attacked with either Regular or Assault Combat. All combats must be declared before any resolution. Assault Combats are marked with an Assault marker.

All Regular Combats are resolved before any Assault Combats.

9.2 Regular Combat

Perform the following steps for each Regular Combat:

- Designate Units (Case 9.2.1)
- Calculate BCF (Case 9.2.2)
- Calculate Odds and DRMs (Case 9.2.3)
- Determine Combat Results (Case 9.2.4)
- Fall Back! (Case 9.2.7)

9.2.1 Designate Units The Attacker designates units that will perform Regular Combat and selects one unit as the "lead" unit. The lead unit must have a combat factor of 1 or more. Units may be in different hexes, but there will be only one lead unit. As combat is voluntary, some units in a hex may fire and some not.

The Attacker designates which defending units will be the target of Regular Combat. Targeted units may be in different hexes. The Defender selects one of the targeted units as the "lead" unit. Compare the Cohesion Rating (CR) of the two "lead" units and remember the difference, if there is one. This difference will modify the CRT and the actual combat results/losses.

9.2.2 Calculate BCF Both players determine their own Base Combat Factor (BCF):

- Start with Combat Factor (CF) of the lead unit.
- Add 1 per additional attacking or defending unit to the BCF (do not count any attacking Disrupted or Routed units).
- Consult Terrain Effects Chart (TEC) for any modifications to the BCF.

9.2.3 Calculate Odds Determine the odds of the Attacker BCF vs. the Defender BCF. Round fractions in favor of the Defender.

For example: 8 Attacker BCF to 3 Defender BCF is 2.66 to 1, rounded in favor of the defender as 2:1. For example: 3 Attacker BCF to 8 Defender BCF is 1 to 2.66, rounded in favor of the defender as 1:3.

Attacker consults the list of Regular Combat Column Shifts and shifts columns left or right as appropriate.

9.2.4 Determine Regular Combat Results The Attacker rolls 1D6 and consults the DRM table.

Cross index the final DR result with the final Regular Combat Column for the result of the attack.

Apply the combat results to the Defender first and then to the Attacker. The first Casualty Point (CP) must apply to the lead unit. Any additional CPs may be applied to the lead unit or any other unit participating in the combat as the owning player desires.

9.2.5 Apply Regular Combat Results Results to the left of the slash are applied to the Attacker. Results to the right of the slash are applied to the Defender.

NE: No Effect

CP: Casualty Points equal to difference of opposing lead units' CR.

CP+#: Casualty Points equal to difference of opposing lead units' CR **plus** # additional CPs.

Example: In a final 2:1 attack with CRs of 3 and 2, the final DR result is 6. Cross indexing 2:1 with 6 yields: CP/CP. Both sides apply 1 CP to their forces.

9.2.6 Casualty Point Distribution A CP must be satisfied with either a Step Loss (Case 9.4.2) or a Retreat (Case 9.4.1). The first CP must apply to the lead unit. Any additional CPs may be applied to the lead unit or any other unit participating in the combat. All CPs must be satisfied before proceeding to the next combat.

9.2.7 Fall Back! In any instance after all Regular Combats are resolved where there is **more than one hex** with opposing normal status units adjacent to a hex with units dedicated to conducting an Assault Combat, then the Assault Combat must be called off and all involved activated units retreated (Case 9.4.1).

9.2.8 Advance After Regular Combat There is no advance after Regular Combat, even if all the

defenders or attackers have vacated the hex. Advance after combat is only possible after Assault Combat.

9.3 Assault Combat

Unlike Regular Combat, Assault Combat involves one hex with Attacking units versus one hex with Defending units. Place an Assault marker on the Attacker's hex with the arrow pointing to the Defender's hex. **Reminder:** Not all units in a hex are required to attack the same hex (Case 3.1.2).

After all Assaults are marked, perform the following steps for each Assault:

- Defensive Fire (Case 9.3.1)
- Calculate BCF (Case 9.3.2)
- Implement Terrain Effects (Case 9.3.3)
- DR to modify BCF (Case 9.3.4)
- Determine victor of Assault (Case 9.3.5)
- Implement Assault Result Effects (Case 9.3.6)

9.3.1 Defensive Fire Each defending unit, including Disrupted and Routed units, performs one pre-Assault defensive fire of an **unmodified** DR check against the lead enemy attacking unit. Regardless of the unit status or any other effects to the unit's CR, **unmodified** means unmodified. If a unit has a printed CR of 2, then it must roll less than or equal to 2 for defensive fire purposes.

If the DR is greater than the defending unit's CR, nothing happens and defending unit "missed." If the DR is equal to or less than the defending unit's CR, the attacking unit is marked as Disrupted and the attacking player must immediately select and declare a new attacking lead unit if available. Put the new lead unit at the top of the stack.

If all Attacking units in an Assault are Disrupted due to defensive fire, that Assault automatically fails and all Disrupted units must immediately Retreat (Case 9.4.1). If the Assault continues after Defensive fire finishes, then move to 9.3.2.

There is no Defensive Fire in Regular Combat.

9.3.2 Calculate BCF Designate a Lead Unit and add its CF and CR.

- Add +1 for each additional normal status attacking unit in the Attacker's hex. A Disrupted unit is counted as 0.5 and drops any fraction. A Routed unit cannot assault.
- Add +1 for each additional normal status defending unit in defender's hex. A Disrupted unit is counted as 0.5 and

drop any fraction. A Routed unit counts as 0 (zero).

- Add +2 if Washington or Howe is the leader in the hex.
- Add +1 if any other leader is in hex.

9.3.3 Implement Terrain Effects

Consult the Terrain Effects Chart (TEC) and implement appropriate CR and CF effects to BCF.

9.3.4 DR to modify BCF Both players roll 1D6 and add result to their BCF.

9.3.5 Determine the Victor of the Assault The player with the highest Assault Combat total is the winner.

9.3.6 Implement Assault Result Effects

The losing player incurs a loss of CPs equal to the difference of the Assault Combat totals. In the event of a tie, both players lose 1 CP for every 5 of their BCF (round up).

If the defender's hex is vacated as a result of Assault Combat, the attacker may advance after combat a number of successful Assaulting units—up to the stacking limit—into the vacated hex.

9.4 Combat CP Allocations

Combat may result in a variety of adverse results, some of which trigger other results. In all combat results, the first CP loss result must be applied to the owning player's lead unit before any additional CPs are apportioned to other units. CP results are applied as follows:

1 CP is used to Retreat (Case 9.4.1) or Step Loss (Case 9.4.2). In the case of multiple CPs, a unit may Retreat only once and all other CPs against it must be satisfied as Step Losses.

Note that after the first CP loss is applied to the lead unit, additional CP losses may be allocated to other units in a stack. For example, if four units in a stack suffer a 4 CP loss, the first CP is applied to the lead unit, which will either Retreat (Case 9.4.1) or take a Step Loss (Case 9.4.2). The second through fourth CP losses may be applied to other units in the stack. Thus, a 4 CP loss against four units allows all four units to retreat without

a step loss. Or all four could stay put and take four step losses. Or some combination such that all CP losses are performed. Either way, CR checks after Retreat (Case 9.4.1) or Step Loss (Case 9.4.2) are mandatory.

9.4.1 Retreat Unit moves two hexes (not MPs) in as direct a line as possible towards a friendly supply source. If two or more retreat routes are available, the owning player can select which retreat route to use. Retreating units never enter prohibited terrain, hexes occupied by enemy units, or hexes containing an enemy ZOC unless the hex is occupied by a normal status or Disrupted friendly unit.

If a retreating unit violates any of these conditions, it takes a step loss instead.

A retreating unit never ends its retreat movement in violation of the stacking limit of a hex. If it does, it retreats a third hex and automatically suffers one Step Loss.

After ending retreat movement, a unit rolls a 1D6 check against their CR with the following DRMs:

- +1 to if attacking units included a Cavalry unit.
- +1 if unit is Disrupted.
- 1 if leader is present in hex where retreat ends.
- 2 if Washington or Howe is present in hex where retreat ends.

A modified DR less than or equal to CR means unit is unaffected. A modified DR greater than CR results in unit being marked as Disrupted. If the unit is already Disrupted, it takes one step loss and takes another CR check (Case 9.4.2). If the unit survives, it becomes Routed and retreats an additional hex.

Units unable to retreat are eliminated.

9.4.2 Step Loss Units may suffer a number of step losses equal to its CF. The first step loss results in the flipping of the unit to its reverse side. A second step loss will result in the elimination of the unit (if it has only 2 CF) or the placing of a Step Loss Marker. Additional step losses require the use of markers to track the unit's remaining CF. When step losses equal the unit's CF (reduces the unit's CF to zero), the unit is eliminated from the map.

A unit that takes a step loss must take a CR check. Roll 1D6 use the following DRMs:

- +1 if unit is already Disrupted.

-1 if leader is present in hex.

-2 if Washington or Howe is present in hex.

If the modified DR is less than or equal to the unit's CR, the unit is unaffected. If the DR is greater than the unit's CR, the unit becomes Disrupted (Case 9.4.3). If already Disrupted the unit is marked as Routed and immediately retreats 2 hexes (Case 9.4.1).

9.4.3 Disruption Units become Disrupted via a failed retreat DR check, being Out of Supply, or by Royal Navy Support attacks (Section 11.4). A Disrupted unit has adverse combat odds effects in Regular Combat and only count as a half unit for Assault Combat, and do not count at all for Regular Combat attacks. A Disrupted unit can return to normal status via a successful Rally DR check (Section 12.2). A Disrupted unit that fails a CR check becomes Routed (Case 9.4.4).

9.4.4 Rout As soon as a unit becomes Routed, it retreats 1 hex. During the Rally Segment of the End Phase, a Routed unit that fails its CR check will retreat another 2 hexes (do not perform another CR check). Any Routed unit, such as Garrisons, that cannot retreat is eliminated.

EXAMPLE OF COMBAT: Assume Gen. Clinton commands the 1st Lt Infantry (his lead unit) accompanied by the 1st Gren. and the (disrupted) 55th foot. They attack the 2nd NY (lead defender) in a trench, accompanied by 2 disrupted units, with no general present. British (CR and CP) is 4 + 4 for 8, +1 (1st Gren) +1 (leader) for 10, -1 CP and -1 CR for attacking across a stream, so their final total is 8. The American's CR/CP is 2 + 2, +1 (for 2 disrupted units) for 5 so far, and then +1 CR/CP for each defending unit in a trench for a total of 7. The Americans roll a '3' (or higher) in defensive fire and miss. The British have 8, the Americans have 7. Each rolls 1 D6 and sums. Assume the British roll a 5 and the American rolls a 2. The British win 13 to 9 so the difference of 4. So Americans lose 4 CPs. The American has a choice. Taking all 4 CPs as step losses might eliminate the entire stack. But he can retreat 3 units and cover 3 CPs. So he takes one step loss and 3 units retreat and vacate the hex. The British may advance.

9.5 Combat in Holding Areas

Combat is optional between opposing units within the White Plains and Westchester Holding Areas. Combat is never performed in the New York Colony Holding Area. If combat in a Holding Area is desired by a

player, only Assault Combat (Section 9.3) is used and the terrain for resolving combat is considered Open.

Regardless of the number of opposing units in the Holding Area, a maximum of three units may be involved per side and only one combat is permitted per turn

9.5.1 NMHA Retreats A unit that must retreat due to Assault Combat in a NMHA has a D6 check made by the owning player. If the modified DR is less than or equal to the unit's CR, the unit is unaffected and can remain in the NMHA. If the DR is greater than the unit's CR, the unit must retreat out of the NMHA as stipulated below:

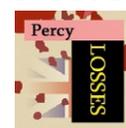
- Retreating from the Westchester NMHA: British units must retreat to north map edge hexes 1901 through 2201 and hex 3401 through 3901; British player's choice as long as the chosen hex(es) are not occupied by an American unit. American units retreat to the White Plains NMHA.
- Retreating from the White Plains NMHA: British units must retreat to the Westchester NMHA. American units may retreat from the White Plains NMHA to either north map edge hexes 1901-2201 provided the chosen hex is not occupied by a British unit, or to the New York Colony NMHA (American player's choice).

Note: Combat is not possible in the New York Colony NMHA as British units may not enter there (Section 8.7).

10.0 MORALE

Morale represents troops' cohesion at the Division Level and at the Army Level.

10.1 Division Morale



At the start of the game, place each Division Morale marker on the 0 (zero) space of the Game Turn Track. You'll notice each Division commander's Morale Level as well as the Army Morale Level is marked on the track.

Each Division possesses a Morale Level (ML) that represents its "breaking point" in terms of losses. Use Divisional Morale Level markers on the Morale Track to track each division's accumulated Step Losses.

Each Step Loss within a Division results in the associated Divisional Morale Level marker being increased by one.

The Royal Marines are part of the British Reserves and any step losses by those units count against the Reserves morale.

When a Divisional Morale Level marker reaches the designated space on the Morale Track for that Division, the Division is considered Demoralized (flip its Divisional Morale marker over) and suffers as follows:

- All units of the Division have their CRs reduced by 1.
- It costs 1 additional MIP to have the Division's FAM put into the opaque container.

The loss of a Divisional leader will cause one step loss (player's choice) for that associated Division. Remember to increase the Divisional Morale Level marker by one.

The loss of an Army leader will cause one step loss (player's choice) for each associated Divisions. Remember to subtract the Army Morale Level marker by one per Division.

Once a Division becomes Demoralized, it remains Demoralized for the rest of the game. Note that the opposing player earns Victory Points (VP) for Demoralized Divisions.

10.2 Army Morale

As noted on the Morale Track, the Americans have an Army Morale Level of 12 and the British have an Army Morale Level of 10.



At the start of the game, place the Army Morale Level markers on the Morale Track at 12 (Americans) and 10 (British). Adjust these markers

during the End Phase as needed to record reductions in each side's ML.

Adjust Army ML as follows:

- 1 for the loss of each friendly Divisional leader.
- 3 for the loss of leader Washington (American) or Howe (British).
- 2 for each Division that becomes demoralized.
- 1 for every 4 forts/batteries captured by the British (American player only).

Once an Army's ML reaches 0 (zero), the following effects occur:

- Opposing player possibly earns an Automatic Victory and the game ends (see 13.0).
- All MIP costs are increased by 1.
- All Rally Checks suffer a +1 DRM.

11.0 SPECIAL RULES

The following cover special units and terrain.

11.1 Forts and Batteries (and Garrisons)

The US player has 13 Forts and Batteries printed on the map. During set up, a Fort/Battery Garrison is placed as directed in the American player's set up (Section 14.1). Each Garrison unit has a CF and CR of 2. These units are counted for Regular and Assault Combat and can be the lead unit for combat should the American player so desire.

Garrison units can be disrupted, have one step, and cannot move or retreat. If these units are compelled to take a step loss or retreat, the unit is eliminated. Flip the Garrison unit over to the British flag side if a British or Hessian unit enters its hex. Once a Garrison unit is eliminated, it never returns to the game even if the American player retakes the hex.

An individual Garrison step loss is NOT counted against any American Division's step loss for morale. However, for each loss of four Fort/Battery hexes, the American player will reduce the American Army ML by 1.

If the American player retakes a Fort or Battery hex, the British flag marker is removed. It is possible that the total number of captured Fort or Battery hexes may drop below that 4 for 1 ratio by the End Phase. If that happens, increase the American Army ML by 1.

11.1.2 Fort/Battery Bombardment

Garrison units may conduct bombardment attacks before any Regular or Assault Combats and before any Royal Navy bombardments. A Garrison unit can attack up to two British/Hessian units in adjacent hexes. The British/Hessian units may be in the same hex or in two separate hexes. Bombardment attacks never target Leader units.

Garrisons may also bombard British/Hessian units that move into an adjacent hex via amphibious movement or via ship movement, even if they are moving past the battery.

Thus, Garrisons fire each and every time the opportunity occurs. Only normal status Garrisons may bombard. Disrupted Garrisons never bombard.

The American player designates the target unit(s) and then rolls an unmodified 1D6 for each target. If the DR is greater than 2 the

target was unaffected. If the DR is 2 or less, the target unit is Disrupted (Case 9.4.3). If already Disrupted the unit incurs a Step Loss (Case 9.4.2). Targeted units never become Routed from bombardment attacks.

11.2 Leaders

Both sides have Divisional Leaders and Army Leaders. Both sides also have leaders with unique capabilities.

Divisional Leaders: Each Division of both armies has a divisional leader. A Divisional leader can stack for free with any unit of his division and confers beneficial DR modifiers for combat and Rally check DRs.



Army Leaders: General Washington is the Army leader for the American Army and General Howe is the Army leader for the British/Hessian Army. An Army leader can stack for free with any units in their army, including a stack with a Divisional leader, and an

Army leader's DRM benefits any and all friendly units that the leader is stacked with regardless of formation.



Generals and MIPs: Generals Greene (American player) and Cornwallis (Reserves and Marines, British player) can add 1 to the owning player's MIP determination result if their FAM will not be used in the turn.

11.2.1 Leader Loss Do not roll for Leader loss due to Step Loss caused by failed Supply or Rally check DRs. Whenever a unit stacked with a Leader takes a Combat step loss, the owning player rolls 1D6. Add 1 to the DR if the unit incurred the Step Loss via Assault Combat. If the DR is 5 or less the leader unit is unaffected.

If the DR is 6 or more the leader is considered killed, captured, or severely wounded. If so:

- The leader unit is permanently removed from the game.
- Add 2 to his Division's Morale Track.
- The opposing player gains 1 VP.

An Army Leader's loss can be a factor in an automatic victory for the opponent. If not, then the Americans gain 2 VPs for eliminating Howe. The British gain 4 VPs for eliminating Washington.

11.3 Cavalry



The British player has two dragoon cavalry units. These are independent units that may stack with any other British or Hessian units, subject to hex stacking limitations.

Cavalry units can activate once per Operations Phase with any friendly FAM. The units confer an adverse DR modifier for opposing units' retreat DR checks following any combat in which the cavalry unit participated.

The American player has one dragoon cavalry unit—if playing with variant rule (to be published in a future issue of *ATO*).

11.4 Royal Navy Support



The British player receives 3 Royal Navy Support (RNS) markers on Good weather turns, but only 2 RNS markers on Poor weather turns. Intact River Obstruction hexsides (Section 8.8) limit use.

RNS units can be used to attack an American Fort/Battery Garrison or ground unit that occupies a hex adjacent to an all-water hex that can be used by the British player. The British player declares the intention to use the Royal Navy Support and places the marker on the targeted unit.

If the target is a Garrison, the Garrison performs a defensive fire bombardment attack before the Royal Navy bombards. The American player rolls 1D6 and adds 1 if the weather is Poor. If the modified DR result is 2 or less, the RNS attack does not occur, 1 VP is awarded to the American player, and the marker is removed for possible use in a later turn (the Royal Navy Support was wasted). If the DR is greater than 2, the garrison's defensive fire was ineffective and RNS attack can proceed.

Resolve the RNS attack by rolling 1D6 and adding +1 DRM if it's a Poor weather turn. If the DR is 2 or less, the target is marked as Disrupted. If greater than 2, the target was unaffected.

Note that if a Disrupted Garrison is Disrupted again, the Garrison is Routed and the British capture the Battery. Also note that if the Garrison takes one Step Loss, the Battery is eliminated and the British capture

the Battery. In either case, flip the Battery counter over to the British side. Garrisons do not return even if the Battery hex is recaptured by the Americans.

After the attack is resolved the RNS marker is removed and placed on the next turn's space of the Turn Record Track. RNS markers can be used again in that future turn.

A RNS marker that is NOT used can influence American Ferry movement DR checks (Section 8.7) and prohibit American Supply Lines over all-water hexes (Section 4.2).

11.5 Staten Island Holding Area

The British Royal Navy units and the British Reserve and Marines Division units (Section 14.2) start the game in the Staten Island Holding Area. These units, as well as any other British or Hessian units in the Staten Island Holding Area, can be activated via regular or Tactical Intervention FAMs during the Operations Phases. The British player must use Amphibious Movement (Section 8.5) to move these units to or from the Staten Island Holding Area and land hexes adjacent to all-water hexes accessible by the Royal Navy.

11.6 The King's Peace?

During the End Phase (Module 12.0) of the first turn, check for the following King's Peace (Section 12.8) conditions:

- There are more British/Hessian units on Long Island than American.
- The British player has more VP than the American.
- American Army Morale Level has lost more Army MLs than the British.

If two of the three conditions apply, the British player rolls 1D6 and adds +1 for every eliminated American Leader unit.

If the DR is 2 or less, nothing happens and play continues. If the DR is 3 or more, then another die is rolled. If the DR is even, then for the next two turns, there are **no Operations Phases**. If the DR is odd, then for the next three turns, there are **no Operations Phases**. Both players do **not** roll for MIPs during these two or three turns. Players may still conduct Limited Activations (Section 12.1) in the End Phase, with all of the limitations, for all of their units.

At the end of the second or third turn, the British player again rolls 1D6. If the DR is greater than the number of **British** VPs divided in half (**round up**), then the British player must either forfeit a number of VPs equal to the unmodified DR or award to the American player a number of VPs equal to the unmodified DR. If the DR is less than the number of **British** VPs divided in half (**round up**), no effect.

Additionally, if the DR is 5 or 6, the last turn of the game will be turn 13 (turn 14 will not be played).

Example 1: The Brit has 0 VPs. The die roll is a 1. British VPs are 0, halved and rounded up is still = 0. This VP result is less than 1, but rounded up is 1. The American player receives 1 VP or the British player losses 1 VP as the DR was greater than the British modified VP total.

Example 2: The Brit has 2 VPs. The die roll is a 4. British VPs are 2, halved and rounded up is = 1. The American player receives 4 VP or the British player losses 4 VP as the DR was greater than the British modified VP total.

12.0 END PHASE

Players follow the listed steps (Sections 12.1 through 12.9) below in this exact order. Complete each step before performing the next step.

12.1 Limited Activation

Players alternate turns, American player first, activating units in a hex that did **not** activate during the Operations Phase and may perform either movement or Regular Combat. Units in Limited Activation never perform Forced March movement, Amphibious movement, Royal Navy bombardment, or Assault Combat.

12.2 Rally

All Disrupted and Routed units **must** roll 1D6 to try and remove Disrupted markers or convert from Routed to Disrupted status. Players alternate DRs with the American player rolling first. Use the following DRMs:

- 1 Leader in the hex
- 2 if Washington (American) or Howe (British) is in hex.
- 1 unit occupies a Fort/Battery (American player only).

If the modified DR result is less than or equal to the unit's CR, the unit's Rally attempt is successful:

- A Disrupted unit removes the Disrupted marker.
- A Routed unit flips the marker to Disrupted status.

A Disrupted unit that fails the CR check remains Disrupted. A Routed unit that fails the CR check remains Routed **and** retreats 2 hexes. If the Routed unit is unable to retreat, it is eliminated (surrenders).

12.3 Doublecheck Saved MIPs Determination

Both players make sure any saved MIPs (if any) do not violate the maximum 3 MIPs (Good weather) or 2 MIPs (Poor weather) that can be saved for the next turn.

12.4 Victory Point (VP) Award Determination

Players adjust their VP level (Module 13.0).

12.5 Army Morale Level (ML) Adjustment

Players adjust their Army ML (Section 10.2).

12.6 Replacements

A number of Step Losses equal to half of the player's Army ML (round up any fraction) can be removed from reduced units at a rate of one per unit as long as they are not occupying hexes in an enemy ZOC (the presence of a friendly unit in the hex does not negate this prohibition).

12.7 Garrison Disruptions Removed

All Disrupted markers are automatically removed from any Disrupted American Garrison units (no DR check needed).

12.8 King's Peace

If this is the End Phase of the first turn, see if the King's Peace (Section 11.6) takes effect. Ignore this step for Turn 2 and subsequent turns.

12.9 End Game?

If this is the last turn of the game and no player has won an Automatic Victory, tally up Victory Points and Determine the winner of the game. If this is not the last turn, advance the Game Turn Marker one space on the Turn Record Track and start the new turn.

13.0 VICTORY

Players can win the game either by an Automatic or a Conditional Victory.

13.1 Automatic Victory

The game immediately ends whenever one player can claim an Automatic Victory.

13.1.1 American Automatic Victory The American player wins an Automatic Victory if two of the following conditions are met:

- British Army Morale is reduced to zero.
- Leader Howe is eliminated.
- Gravesend (hex 2243) is occupied by an American unit.

13.1.2 British Automatic Victory The British player wins an Automatic Victory if two of the following conditions are met:

- American Army Morale is reduced to zero.
- Leader Washington is eliminated.
- All Fort/Battery and Manhattan hexes are occupied by British/Hessian units.

13.2 Conditional Victory

If neither player can claim an Automatic Victory, then the winner of the game is determined by whichever player has earned the highest total of Victory Points (VP) at the end of the last turn of the game. VPs are awarded as follows:

- 1 VP for each eliminated **unit**. Note: There are no VPs for step losses!
- 1 VP for each eliminated Divisional leader.
- 2 VP if leader Howe eliminated (American player only).
- 4 VP if leader Washington eliminated (British player only).
- 1 VP for every 4 Battery garrisons eliminated and occupied by the British player and/or Forts captured by British at the end of the game (British player only).
- 1 VP for each successful Garrison defensive fire attack against a Royal Navy Support unit (Section 11.1).
- 2 VP for demoralization of opposing Division.
- 1 VP for each Manhattan city hex under a player's control at the end of the game. **Note:** The American player begins the game with control of all Manhattan city hexes.
- 1 VP for each Gold Star hex under a player's control at the end of the game.
- 2 VP for the player that has more units in the White Plains NMHA than the opponent at the end of the game; 3 VP for the player if there are no opposing units in the White Plains NMHA at the end of the game. **Note:** VP are not awarded to either player for any units present in the Westchester or New York Colony NMHAs at the end of the game.
- Variable VP for King's Peace (Section 11.6).

The player with most VP at the end of the game is the winner. In the unlikely event of a VP tie the American player wins.

14.0 SETUP

The setup for the campaign game is below. All units begin the game at full strength and normal status. The first turn's weather is Good. American player sets up first and then the British player sets up. All units must set up abiding by the stacking rules.

At the start of the game, place each Division Morale marker on the 0 (zero) space of the Morale Track and place the Army Morale Level markers on the Morale Track at 12 (Americans) and 10 (British). Place the Phase marker on the Prep Phase space.

14.1 American Setup



Greene's Division: Heard's Brigade set up in any fort/battery in New Jersey, Manhattan and/or Governor's Island. The 4 Continental

Infantry units of Nixon's Brigade set up in any Manhattan city hex; the two militia infantry units of Nixon's Brigade set up in hex 1923. Leader Greene can set up with any of these units. Greene's Division can take 14 step losses before becoming Demoralized. Use the Greene Step Loss marker to record losses sustained by this division on the Morale Track.



Putnam's Division: Fellow's Brigade (4 units), J. Clinton's Brigade (4 units) and Scott's Brigade (4 units) set up in hex 1529 (Fort Defiance) and

within 3 hexes of hex 2123. Leader Putnam can set up with any of these units. Putnam's Division can take 15 step losses before becoming Demoralized. Use the Putnam Step Loss marker to record losses sustained by this division on the Morale Track.



Sullivan's Division: Stirling's Brigade (6 units) and McDougall's Brigade (4 units) set up within 3 hexes of hex 2230. Leader Sullivan can set

up with any of these units. Sullivan's Division can take 13 step losses before becoming Demoralized. Use the Sullivan Step Loss marker to record losses sustained by this division on the Morale Track.



Heath's Division: G. Clinton's Brigade (5 units) and Mifflin's Brigade (5 units) set up within 3 hexes of hex 2527. Leader Heath can set

up with any of these units. Heath's Division