

# "Tarleton's Quarter!"

## EXPANSION RULES

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The following rules were proposed during and after playtesting had been concluded for this game. They are optional "chrome" additions to the base game of "Tarleton's Quarter!" to add further historical flavor. Both players must agree to using some or all of them. I would like to make a special thank you to David L. Jones for his continued support of this game.

**10.2.3 Leader Movement** A leader who is moving on his own does not have to perform an Activation roll for this endeavor, he just moves.

**10.2.4 Militia Leader Command Limits** A militia leader may never command more militia units of another colony than he currently has in his command of his own colony's militia.

**11.2.5 Distributing Casualties** If Cavalry was used in the battle to determine "Cavalry Advantage," the player who used them rolls a die. If the result is a 1, he must eliminate at least 1 SP of Cavalry first before allocating any further casualties.

**13.1.2 North Carolina and King's Peace Victory** To establish King's Peace in North Carolina, the British must also control the area of "Hillsborough."

**Historical Note** Hillsborough was used as the home of the North Carolina state legislature during the American Revolution. It was as important to British strategy as New Berne (which they never occupied, by the way)

### 15.5 Militia Leader Parole

**15.5.1** After all Prisoner exchanges have been performed in a turn, a die roll is made for each militia Leader that is still a prisoner.

**15.5.2** If the result is a 1, that Militia Leader is paroled. The Leader is returned to the Continental player in the Reinforcement Phase of the following month. The British player makes a note of the leader's name on a piece of paper.

**15.5.3** The Continental player may place the paroled leader with any group of Continental militia in his home colony or at the Continental Base of Operations.

**15.5.4** If the leader is subsequently captured, the British player can choose to have the leader hanged or imprison him again. If hung, place the militia Leader onto the lowest numbered Prisoner Track box that has no hung Militia Leader in it.

**15.5.5 Effect of Hanging** For each hung Militia Leader of a particular colony on the Prisoner's Track, add one to the die roll when generating Continental militia for that colony (to a maximum modified die roll result of 6).

### 16.5 British Garrison Requirements

The British player must garrison areas now to control them and allow supply to trace through them.

**16.5.1** Each area must either have at least 1 SP of Loyalist Militia or British Regulars in the area to be under their control.

**16.5.2** Forts built in an area will now need the British player to deduct one SP from the forces therein building it, which become its intrinsic garrison.

**16.5.3** Each Colonial captured fort that is not manned by at least 1 SP of Colonial forces can return to British control by the British player removing 1 SP of British Regulars or Loyalist troops from the nearest force to the fort's location (so the Colonial player should eliminate a fort before abandoning it).

**16.5.4** All British forts on the mapboard will now have 1 SP of intrinsic garrison troops assumed to be with it. (An additional 8 forts, along with addenda counters for TQ, are provided in ATO #31 *Hungarian Nightmare*.)

**Note:** The additional fort counters can be used as regular forts for play balance.

### 16.6 Additional Random Events

At the beginning of the Reinforcement Phase of the first month of each Quarter, one player rolls two different colored d6 (one die is the tens die and the other is the digits die so you get results of 11 to 66) and consults the Optional Random Events table below. Apply the results as indicated.

OPTIONAL RANDOM EVENT TABLE (NOT TIED TO ENDEAVORS)		
Die Roll*	Random Event	Effect
11-13	Carolina's Benedict Arnold	Roll one d6; if a 6, one Patriot militia leader (American player's choice) switches sides and becomes a Loyalist militia leader (may only occur once per game).
14-16	Rumors of Victory in North	Add 1 SP of Loyalist militia as per Module 11.0
21-23	Rumors of Defeat in North	Subtract 1 SP of Loyalist militia from anywhere on board
24-26	Matthew/Collier Raid	No American unit in Virginia may move for 2 turns (max 2 occurrences); if British regular units are in Virginia, this result is no effect
31-33	French Political Uproar	Secretly roll a die: if even, move up Rochambeau and his reinforcement's arrival by 1 turn; if odd, secretly back up his arrival by 1 turn; roll a second die, if even, double the change in arrival. If he is already on the board, treat as no event
34-36	Rally to the King	The British Player is permitted to activate and move one area's Loyalist militia stack (up to 15 SP worth) each month this quarter. The stack is assumed to have a Leader with a Tactical Rating of one if they move into battle
41-43	English Parliamentary Debate over Southern Strategy	Secretly roll a die: if even, move up Clinton and his reinforcement's arrival by 1 turn; if odd, secretly back up a Clinton's arrival by 1 turn; roll a second die, if even, double the change in arrival
44-46	Pensacola Fortified	Pensacola is fortified and local militia mans the fort. Add 6 SPs of BR regulars to At-Sea Box (max once per game)
51-53	Pensacola Threatened by Spanish	Remove 6 SPs of BR regular to Pensacola Box; starting the next quarter, each turn, roll a die: they return to Area G1 on a 4 thru 6; if G1 is American occupied, return to At-Sea Box. If 1778-1779, treat roll as no effect as Spain is not at war with Britain. (max once per game)
54-66	No Event	

\* Roll 2 Die of different colors. Treat one as the tens die and the other as the digits die. So a roll of a 2 on the first die and a 5 on the second die is a result of 25.