

## **1775 – Rebellion rules summary**

**Setup:** The following setup is for the 1775 Campaign Scenario.

1. Each player chooses a faction (or is assigned one randomly) and takes the corresponding units, cards, and Battle Dice. Unused units kept off board make up each player's Reinforcement Stockpile.  
If playing with fewer than four players, one or more players will control multiple factions on one side.
2. Place starting units as depicted on the map.
3. Place British control flags on Delaware, Quebec, and Nova Scotia. Place American flags on Connecticut and Rhode Island.
4. Randomly draw a turn order marker. Each faction of the side drawn places 4 additional units of their color in areas that contain at least one of its side's units. Return the turn order marker to the draw bag.
5. Each faction of the other side places 4 additional units in the same manner.
6. Players shuffle their decks (cards 01-12 only) and then each draws a hand of three cards. (Cards above 12 are only used in the Siege of Quebec scenario.)
7. Place the Round Marker Pawn on the 1 space of the Round track.

**Game Play:** During each round, each faction will take a turn.

At the beginning of each round, all four turn order markers are placed in the draw bag. A marker is drawn at the start of each turn to determine which faction goes. The marker is placed on the next available space. After the faction is done, another turn order marker is drawn, and so on. The round ends when the last turn has been completed, then advance the Round Marker Pawn.

If at any time a player has a hand of three Event cards, he shows the cards, reshuffles them into his draw deck, and draws three new cards.

Players on the same side may show each other their cards and strategize during the game.

Active Player = the player that controls the faction whose turn it is.

Colony = for game purposes, the original 13 American colonies plus Maine, Nova Scotia, and Quebec are all considered to be colonies.

**Player Turns:** On his turn, the active player performs the following four phases, in order:

Event Cards – the active player may play up to two Event Cards during his player turn. The Event Cards identify when they can be played. Event Cards that place units on the board take those units from the Reinforcement Stockpile (or the Fled Units space if the Stockpile is empty).

All played cards are discarded, except Truce Movement Cards are lined up on the edge of the map.

**1) Reinforcements Phase:** Place 4 units from your Reinforcement Stockpile into any City Area(s) within colonies you control. If you have less than 4 units available, place your remaining units.

All of your units in the Fled Units space are also placed in any City Area(s) within colonies you control.

Hessian and French units enter play via certain Event Cards as allies for their respective sides.

Control – your side controls a colony as long as you have at least one unit from your side in it and there are no enemy units or neutral Native American units in any area(s) of the colony.

**Native Americans:** While alone in an area, Native American units deny control of that colony and are considered neutral. When British or American units move into such an area, these Native American units become allied with that side. If ever left alone in an area, the Native American units become neutral again. See the Battle Phase for more details.

**2) Movement Phase:** You must play one (and only one) Movement Card.

An army is a group of units in the same area. It can be made up of units from different allied factions.

You can move up to a number of armies equal to the number of soldiers on your Movement Card, which also shows how many areas each of these armies can move.

No army, nor any of its units, may be moved more than once in a player turn.

You must have at least one of your faction's units in an army to move it. You may then move the army including other allied units in it (and at least one of your faction's units).

Armies move from area to area and must stop upon entering an area occupied by enemy units or neutral Native American units.

Armies cannot pick up or drop off units during movement.

If you move a portion of the units in an area, the units moved count as a single army. You may move additional units in that area as a separate army movement.

Multiple armies may move to the same area, creating one large army.

A Water Movement Card allows armies to move from an area adjacent to a body of water to any other area adjacent to the same body of water, even if enemy-occupied. A body of water ends where the rivers are "greyed out".

The St. Laurence Seaway is connected to the Atlantic for the purpose of water movement.

Units may only use land movement across rivers where the rivers are greyed out.

Boat Movement – allow two armies of up to three units each and from up to two different areas to move to one single area on the same body of water.

A Warship Movement card with two icons allows two armies from different areas to end in different areas.

**3) Battle Phase:** Battles occur when opposing armies occupy the same area.

If there are multiple battles, the Active Player chooses the order to resolve them.

The defender in the battle has the initiative and rolls first.

The players with initiative roll their Battle Dice and apply the results. If units on both sides remain, the other side's players roll their Battle Dice and apply the results. This continues until only one side remains in the area.

Each faction's controlling player makes decisions for his own units and die rolls.

Roll a number of dice equal to the number of units in your faction up to the maximum number of dice provided for your faction in the game (i.e., you will roll a maximum of 2 or 3 dice depending on your faction).

Hit – a hit causes an opponent's unit to be removed from the map and placed in its Reinforcement Stockpile. The opponents decide which unit to remove.

Flee – move one of your own units (matching the colored die) to the Fled Units space.

Command Decision – when you roll a blank die face, you may move one of your own units out of the battle and into any adjacent area that is not solely enemy-occupied. An area that contains friendly and enemy units (for an upcoming battle) may be moved into (which means that the unit will participate in the upcoming battle as well). An area that contains only Native American units may be moved into, making them your allies.

An army that moved into a battle by water may not move out by water with a Command Decision.

Hit and Flee results are resolved before Command Decisions.

Native Americans – if both sides have Native American units in a battle, they flee to the Fled Units space in equal numbers from both sides until only one or neither side has Native American units left. If during a battle a side only has Native American units left, they become allied with the opposing side.

**4) Draw Cards Phase:** Draw your hand back up to three cards.

If there are not enough cards left to draw, draw and play with what remains.

**Game End:** Starting at the end of round 3 and at the end of each subsequent round, if both Truce Cards of one or both sides have been played, the game ends.

The side that controls the most colonies wins. Games can end in a tie.