

American Revolution EXPANDED SEQUENCE OF PLAY By Donald Johnson 11/09/21

A. AMERICAN PLAYER-TURN

1) American Movement Phase: If not Winter 5 Mps; If Winter 2 MPs

a) Land Movement Subphase – M SPs may not leave region.

May enter or leave area with enemy SPs, but to move thru area w/ enemy SPs, SPs must be left to allow a 1-1 on enemy in open and fort, besieging enemy do not count.

b) Sea Movement Subphase: if Americans have French fleet, not thru Br fleet.

Note: SF SPs must end movement phase in same coastal area as French fleet.

2) American Overseas Reinforcement Phase: if French SPs arrive, they land at any non-British-controlled coastal area that does not have the British fleet offshore.

3) American Combat Phase: The American Player executes attacks against British forces in the same Area. Attacks are resolved in order of American Player's choice.

An SP can be in 1 of 3 conditions: Open, Fortified or Besieging.

An SP can only be in one combat each combat phase.

SPs in one or more conditions may attack units in one or more conditions.

SPs in one condition defend together & cannot be attacked separately.

Fortified SPs are tripled; besieging SPs attacked only from a fort are doubled.

An attack must be at least 1-1 odds or it cannot be made.

If Fortified SPs attack, they must at least attack besieging SPs.

If Fortified SPs attack non-besieging SPs & all besieging SPs are removed, remove fort.

CRT losses are in terms of basic SPs, not tripled or doubled.

If possible, first loss must be T or M, second loss B or C, after that loser's choice.

If DE or ½ DE & British lose 5 B SPs (T losses do not count), it is a major success.

With the first major success, the French enter, see rules for when.

With the second major success, if British VPs < 25, it is an American victory.

With the third major success, it is an American victory.

The first time British lose 15 B SPs to DE or ½ DE also triggers partial withdrawal.

4) American Fortification Phase: If not Winter, American Player may construct forts or besiege British forts with units that have not moved or fought this Game-Turn.

At most 5 US SPs in fort & C+F+SF >= M in fort.

B. BRITISH PLAYER-TURN

1) British Movement Phase: If not Winter 5 MPs; If Winter no movement.

a) British Group Formation: Form 1 or 2 groups per area.

b) Land Movement Phase

1. Select a group and specify its intended move, area by area.

2. Need die roll of 3-6 to move into each area, may stop anytime.

3. T SPs leaving a region become B SPs.

4. If entering a region for first time:

a. American places M SPs in any area.

b. British places T SPs in any area, this is a new group for movement.

c. Place TD marker in region.

c) Sea Movement Phase

1. Specify a group's intended sea transport or move fleet.

2. Need die roll 3-6 to accomplish sea transport, fleet by itself just moves.

3. Cannot move fleet thru enemy fleet.

2) British Overseas Reinforcement Phase: All units must arrive in one coastal area. They may not move further or construct Forts in the arriving turn. They may join existing forts/sieges. They may have combat, if not Winter.

3) British Combat Phase: If not Winter, as American Combat Phase; if Winter, none.

4) British Fortification Phase: If not Winter, British Player may construct Forts or besiege American forts with units that have not been employed in any movement (attempted or completed) or combat in the current Game-Turn.

C. CONTINENTAL LEVY INTERPHASE

The American Player rolls the die for the Continental Levy Chart and places the appropriate number of Continental Strength Points in the indicated Regions, if the region is not controlled by the British. He rolls again if there have been 2 Major Successes. They may be placed in any Area of the Region indicated on the Chart. They may not be moved until the following American Player Movement Phase.

D. ATTRITION INTERPHASE

If Winter, roll die for the Winter Attrition Table to see what portion of C SPs are removed. Losses are computed Area-by-Area. If the loss fraction does not divide into the Area SPs evenly, one or two Strength Points may remain; each has a survival die roll.

Note: C SP losses may mean M SPs must go outside a fort as $C+F+SF \geq M$.

E. TURN RECORD

a) Winter 0 VP Area Force Elimination (Erie, Indian Lands, & Creek Territory).

Note: b) and c) are done concurrently as control affects supply and units affect control.

b) Area Control Assessment:

1. Canada is American controlled if $C+F+SF > B$ in Canada; else British controlled.
2. A non-Canadian region is American controlled if there are no B or T SPs in open.
3. A non-Canadian region is British controlled if
 - 1) No M in any area of region, even in forts.
 - 2) $B + T$ SPs in open \geq region's VP + American C + F + SF SPs in open.
4. If British lose control of a region, militia reappears.
5. If British control regions whose summed VPs = the current VP Level, the game is over -- a British victory.
6. If it is Winter 1783 and British do not control regions whose summed VPs = 61, the game is over -- an American victory.

c) British Regulars Supply Check (T, C, M, F, SF always in supply)

1. All 3 areas of Canada are in supply.
2. If Canada is British controlled, all areas adjacent to Canada are in supply.
3. A (non-Canadian) coastal area is in supply unless the French fleet is off the coast and the British fleet is not.
4. A non-Canadian inland area can trace supply thru areas back to a supplied coastal area where either:
 - 1) The area has no American SPs and the region is British controlled.
 - 2) The area has British SPs > American SPs.
5. Units not able to trace supply are eliminated.
6. If 5 or more B SPs are eliminated in one area, it is a major success.

d) If Fall, remove French fleet and French SF to Spring turn.

e) Advance turn marker to next season.