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American Revolution: Decision in North America, 1775-1782
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This game is a strategic-level simulation of the American Revolutionary War in which play is divided between political and military factors. Either player can gain a “sudden death” victory, but the requirements are difficult, both in terms of the political and the military situations.

For the British player it would require 36 points for towns for a military victory while also keeping the Revolutionary Progress Table at Continental Congress level or lower. Since that track can only move in one direction, the British player needs to strike quickly to achieve such a victory.

The American player also needs 36 points in controlled cities for a military victory. Additionally, he needs to reach the Articles of Confederation position on the Revolutionary Progress Table. Finally, he needs to obtain a Pro-American Loyalty level of +2 in at least four of the colonial regions. All that takes time.

If neither side achieves a sudden death Victory, the game lasts through Turn Eight, 1782, when lesser levels of victory are assessed. A partial victory or a draw could be awarded.

In my play-through, the American player decides to focus his initial moves on developing his political position. That’s in part to remove the potential for a British sudden death victory. Meanwhile, he will try to manage the military situation as a second priority.

The British player wants to use his strength to overwhelm the Americans and to quickly stem the rebellion. On the one hand, he wants to manage the American political situation, but he has to establish the British Army in the colonies. We will see how this goes.

Turn One, 1775

Each turn represents one year, therefore a lot can happen politically and militarily in any one of them. The British player is hampered on the first turn with mobilization restrictions that limit his ability to respond efficiently.

Initiative Phase
The American player has automatic initiative on the first turn.

Note: the American player begins with six campaign chits, which are selected randomly as follows: The Thomas Jefferson rabble-rousing chit, Committee of Correspondence, Speculators, Leader Arises, Privateers and one Tactics chit.

Political Point Phase
The American player collects 25 political points for the cities he controls. (New England counts double because it
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is in +3 loyalty to the American cause. The Revolutionary Progress Track is in the Don’t Tread on Me box (the first space); so the American adds a die roll to his political point total. This time it is a three. That totals 28 political points. Political points are expended to mobilize units and pay for campaign chits.

The British player also collects his political points. His controlled cities raise 23 points. The British player has control of the Caribbean, which adds to his point values. Those points are somewhat protected until the French or Spanish enter in support of the Americans. Next the British player rolls two dice for the value of Great Britain. That adds five more political points, for a grand total of 28 points.

Mobilization Phase

The American player has decided to focus on gaining political momentum. Thus the maximum number of campaign chits (15) are purchased. They cost a total of 15 political points.

The Drill Master chit is used to recruit the 1st and 2nd Hudson Regulars with Gen. Arnold in Trenton. That costs only four points due to the chit. Until the Continental Army professionalizes, American regulars are usually expensive to mobilize and difficult to maintain. Four militia units are raised in Albany, Wilmington, Charles Town and Richmond, respectively. One leader is purchased. Gen. Clark is randomly selected from the American leader pool. He is a 2-rated militia leader and is deployed in Richmond. As a militia leader he can only affect militia units with his command ratings.

The British player also spends his political points, but on the first turn everything costs double, representing British unpreparedness. The British player purchases 11 campaign chits for 22 political points. One of them is the Drill Master chit, but it can’t be used due to the British setup. Three British militia units are purchased for six political points. One is deployed in Halifax, while two are placed in St. Augustine Florida.

Rabble-Rousing

Rabble-rousing represents the propaganda battle fought by both sides, which effects changes in the political situation. There are three areas that can be affected in that way. The first is the Revolutionary Progress Table. That represents the developing American government. Next is the Foreign Balance of Power. That reflects
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Spain’s and France’s interests in the conflict. They can support either Great Britain or America or remain neutral. Finally, seven of the colonial regions are either neutral or pro-America or pro-Britain. Since the players secretly deploy rabble-rousing points to the various areas, each player must decide where his greatest potential gains are as well as the relevant threats.

The American player has a lot of rabble-rousing markers this turn, and he decides to spread them out among all three of the political tracks, hoping to catch the British player unaware. John Adams (+3) is assigned to diplomacy in Europe. Thomas Jefferson (+3) works on the Revolutionary Progress table. The rest of the rabble-rousing chits are deployed to the Colony Loyalty Table.

The British player has only two rabble-rousing chits. That’s unfortunate for him, as the American therefore has the potential to make a leap forward on the political end of the struggle. One British chit is used to affect the Revolutionary Progress Table. Another is used for colonial loyalty in the Mid-Atlantic colonies.

The British player wins the Revolutionary Progress, and the marker remains in place: Don’t Tread on Me. That preserves his potential for a sudden death victory. The European Balance of Power Track advances to Pro-American level-one support. The British and Americans fight over the loyalty of the Mid-Atlantic colonies. The dice result is a tie, and the track remains stationary at Pro-American 1. Meanwhile Virginia moves to Pro-American Loyalty 3, uncontested, the Deep South to Pro-American Loyalty 2, and Canada to Pro-British 1. That’s because the American played rabble-rousing chits with no counter chits from the British player.

First Campaign Phase
Each game turn has up to three campaign phases. To move and attack during the second or third campaign phases, a player must use a general and a tactics chit to perform forced march. That can be costly, as such forces may also lose units to attrition.

American Movement
Since the American player has the initiative this turn, he moves and fights first. Gen. Benedict Arnold marches with his army from Princeton to New York to confront the British detachment there. New York is worth 4 political points and is therefore a lucrative target. The earlier failure to gain ground on the Revolutionary Progress Table has kept Gen. Washington from appearing at this time.

American Combat
Gen. Arnold’s force attacks the British in New York. The British player doesn’t have a general; so Arnold easily gains tactical superiority. That allows the Americans to fire first, and the British detachment is eliminated after being disrupted twice. Arnold captures New York. The American player also gets to select a free campaign chit from the pool, representing the political effects of the battle.

British Movement
The British player moves the detachment in St. Augustine to Savannah. The militia unit in Florida moves to Baton Rouge, while the detachment on the Mississippi River marches to Pensacola. Those moves utilize trails; so the process is slow. The Spy chit is expended to examine the American force at Newport. The British discover Gen. Ward and three American militia units defend the area. An amphibious landing is attempted. The British fleet in England, commanded by Adm. R. Howe, is transporting three ground units and Gen. W. Howe. That force seeks to land at New Haven, thereby outflanking Ward’s position to the south, but the American player employs the Privateers chit and blocks the move. The British fleet remains in England. There is no British Combat Phase.

Second Campaign Phase
There’s no second or third campaign phase this time, by the players’ choice.

Supply Phase
Gen. Arnold loses one of his regulars due to ending enlistments. All American forces are otherwise supplied. The British also lose a unit of their militia to ending enlistments in Canada. (Militia is vulnerable in that way even in colonies where there is no enemy presence.) Additionally, until the Continental Army professionalizes, the American regulars check their enlistments each turn. Having a leader deployed with them increases the odds of keeping them on the map. Both players discard campaign chits.

End of Turn
The British player uses the Politicking Among the Generals chit. As a...
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Turn Two 1776

Initiative Phase
Initiative is determined via dice roll, with the high roller getting it. Those rolls can be changed by players secretly allocating campaign chits to add as die roll modifiers. This time the American throws two campaign chits into the mix for initiative, but the British player expends four. Both players roll twos; so, with the DRM, the British player wins the initiative for the turn.

Political Phase
The British player collects 20 political points for his occupation of key cities. Then 10 more are added for Great Britain, for a total of 30. The American player collects 43 political points and then adds six more for the Revolutionary Progress die roll. That totals 49 points.

Mobilization Phase
The British player expends 15 points to purchase the allowable maximum of 15 campaign markers. He thereby hopes to stem the American player’s political progress. The British player expends the Indians chit to recruit native Americans to his cause. Pro-British Mohawks appear in the Mid-Atlantic region.

Then the Grenadiers are mobilized in Great Britain along with the 3rd and 4th Regiments. Tories are raised in Philadelphia. One militia unit is mobilized in Montreal. The American also purchase 15 campaign chits. The Leader Arises chit is deployed to the militia in Albany. Gen. Greene is given a commission and replaces Arnold in New York. Another American regiment is raised in New York, while two militias are deployed, one each, to Augusta and Camden. An American regiment is mobilized in Philadelphia. A fleet is placed in Wilmington with John Paul Jones. American rebels appear in Norfolk. Note: Rebels and Tories have the effect of negating the political value of a location where they are deployed even if that area is also occupied by enemy units.

Rabble-Rousing Phase
Revolutionary Progress
The marker on the Revolutionary Progress Track moves to Continental Congress. The American played both
the Thomas Jefferson and Thomas Paine chits, while the British expended a +2 chit. That result allows the American to deploy Gen. Washington, who goes to Philadelphia. That’s the farthest the Revolutionary Progress marker may advance while still allowing the British the potential for a sudden death victory.

### Foreign Balance of Power

The British player wins the battle for the European Balance of Power. The American used a +3 chit, while the British player used a +2 and a +1 chit. That shifts the balance of power back to neutral.

### Colony Loyalty

The Mid-Atlantic region falls back to neutral. (The British used a +2 chit while the American used a +1.) Canada advances toward American favor, stopping on the Neutral space. The British player didn’t play to Canadian loyalty.

### First Campaign Phase

#### British Movement

The British player moves first, as he has the initiative. Adm. Howe attempts to sail to the colonies a second time. The American player expends the Privateers chit again, which prohibits the move. An army led by Gen. Clinton boards the other fleet in Great Britain. That force subsequently attempts an amphibious landing at New Haven.

Next, a militia unit in St. Augustine marches through the Florida trails to St. Marks and then on to Pensacola. A detachment in Pensacola marches to St. Augustine. In New England Gen. Gage marches with his army to Newport, where he will confront Gen. Ward’s militia.

#### British Combat

The British player first resolves the amphibious landing. Clinton wins tactical superiority. The lone American militia unit is defeated and Clinton’s army seizes New Haven.

Next, Gage executes combat against Ward’s troops in Newport. Both sides employ a Tactics chit. Gage wins initiative and fires first, also expending his Tactics chit. The British get one elimination and a disruption. One of the American militia units is destroyed and Gen. Ward is disrupted. The Americans have no retreat path; so they continue in combat. During defensive fire the British 6th Regiment is eliminated and Gage becomes disrupted. The British continue the battle. Another American militia unit becomes disrupted. The Americans lose a second militia unit. The British sacrifice a regiment. In the end, Gage decides to retreat to Boston, and the British thereby lose the battle. Both sides collect two campaign chits for eliminating enemy units.

### Second Campaigning Phase

The British player expends the Bait the Bluecoats chit. It’s used against Philadelphia, which has a Tory marker. The die roll results in a massacre and the Tories are eliminated. The British player selects four campaign chits in compensation.

Gen. Clinton expends a Tactics chit to conduct a forced march to move his army from New Haven to Newport. One regiment is lost to attrition. Clinton attacks Ward’s militia there. The Americans expend a Tactics chit and also win the initiative for the first round of fire. The American combat has little effect, but Clinton’s army manages to disrupt both the militia and Ward’s headquarters. The British player wins the battle, and the American force is destroyed. Newport falls to Clinton; Ward is killed.

### Supply Phase

All British forces are in supply. Due to the massacre in Philadelphia, the American units there have to roll for supply. The militia unit is eliminated

Photo 4

General Clinton defeats the American militia
while the regulars are supplied. The Continentals in Philadelphia must roll for their enlistments, but Washington’s modifier saves the regiment. Both regiments in New York with Gen. Greene also remain in service. All the British militia units in Florida have their enlistments run out. That leaves only one detachment of regulars in St. Augustine. The militia units in Canada all remain.

End of Turn Phase
There’s no sudden death victory. The British player expends the Politicking Among the Generals chit against Greene. As a result, Greene is returned to the leader pool.

Turn Three 1777

Initiative Phase
The American secretly allocates one campaign chit for initiative, while the British retains all of his chits. Despite that American investment, the British player wins the initiative roll for the turn.

Political Phase
The British player adds 22 political points for territories controlled. Another nine points are added for Great Britain. That totals 31 political points. The Americans gain 37 political points for controlled regions (New England and Virginia count double, as they’re both at +3 loyalty.) Then an additional seven points are added due to the Revolutionary Progress Table, totaling 44.

Mobilization Phase
The British player purchases 15 campaign chits. That’s especially effective this time, as the British player gains the Franklin, Jefferson and Adams chits. (Those are +3 chits for the Americans. Though only worth +1 each for the British, his simple possession of them also works to deprive the American of those valuable chits.) The Leader Arises chit is deployed in Savannah along with a British detachment. The British player expends the Hessian chit and receives a Hessian unit in Great Britain. Then the Indians chit is played, and the Cherokee become active. Two militia units are raised in Florida. An attempt to raise Tories in New England fails. Three more regiments of British regulars are mobilized in Great Britain.

The Americans also spend 15 political points to purchase campaign chits. The Drillmaster chit is used to raise three regiments in Philadelphia with Gen. Washington. The Pulaski chit is expended, and another regiment is added to Washington’s force. Seven militia units are created throughout the colonies. Two more regiments are mobilized in Albany. Rebels are mobilized in Newport and Philadelphia.
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Rabble-Rousing Phase

Revolutionary Progress Table
Both players secretly deploy their rabble-rousing chits. Both players deploy three points to the Revolutionary Progress Table. The American wins the die roll and the Declaration of Independence is signed. That releases Gen. Cornwallis’s army for intervention in the colonies, but also eliminates the potential for a British sudden death victory.

Balance of Power Table
On the balance of power front the British has played +2 points to the American’s +3. The British player wins the roll. The balance of power shifts to Pro-British 1, Scoff at the Rebels.

Colony Loyalties
Both players have played to New England’s Loyalty. The American wins, and the region’s loyalty remains at +3 Pro-American. Both players have also played to Virginia, but there’s no change there. Virginia remains at +3 Pro-American Loyalty. The British have played to the West, and it shifts to +1 Pro-British Loyalty. The British have also played to Canada, which shifts from Neutral to Pro-British +1.

Campaigning Phase

British Player
The British fleet sails and William Howe and his army make an amphibious landing at Baltimore. Next, Cornwallis lands at New Bern, which is defended by American militia. Clinton marches from Newport to New Haven, and the British Navy in New Haven sails back to England.

In the deep south, Cornwallis’s troops land and attack the lone militia unit there. The American troops have battlefield initiative. They manage to eliminate one of the British regiments. Then the British force counterattacks and the American militia is destroyed, leaving Cornwallis in control of New Bern.

In Baltimore, Howe’s army attacks the American militia. The Americans again take the initiative. There’s no damage to the British force, but both of the American militia units are destroyed. Baltimore falls to the British.

American Player
Four American regiments march to New Haven, where Washington joins them. There they attack the British under Gen. Clinton. The American adds three Tactics chits to the battle while the British player uses two. Clinton wins the initiative. The American army incurs two hits, losing both the 1st and 2nd South Regiments. The British lose their 3rd Regiment. Clinton decides to retreat to Newport, and Washington wins the battle.

Second Campaign Phase
Cornwallis expends a Tactics chit and uses forced march to move from New Bern to Hillsboro. Then Gen. Howe marches with his army from Baltimore to Richmond. The Hessians are lost to attrition. American Gen. Clark secures the battlefield initiative and takes round one. He also employs two Tactics chits. The British Army suffers two disruptions. During the second round the Americans lose two militia units and Clark becomes disrupted. Clark decides to retreat to Alexandria. The British win the battle and capture Richmond.

Cornwallis orders his army to attack the militia in Hillsboro. The British get the initiative and take the first round of combat. Both British Tactics chits are expended. That’s enough to destroy the two American militia units. Hillsboro falls to the British. The American player moves Washington back to Philadelphia so he can help with enlistments.

Supply Phase
Some of Cornwallis’s army is out of supply, but it successfully rolls for supply and thereby avoids attrition. The enlistments again run out for the British militia in Florida. In Canada the enlistments also run out for the militia in Halifax and Montreal.

The Continental Army’s enlistments run out, and one of its regiments disbands. Both of the regiments in New Haven remain deployed there. Both players return campaign chits to the pool. There’s no sudden death victory.
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Summary
At this point the game is still wide open. The Americans haven’t done well on the diplomatic front; so Europe remains pro-British. The Revolutionary Progress Table is moving slowly toward the Articles of Confederation, but there’s still no professional army, which greatly limits American military efforts. The Colony Loyalty Tables are split, and there hasn’t been significant progress there for the American. Time will tell whether the American or British player can eke out a partial victory or if the war will devolve into a stalemate.

Turn Four 1778

Initiative Phase
The American player throws down two Campaign chits for initiative, which is enough to win it for the turn.

Political Phase
The American player collects 29 political points for occupying locales. Then 13 more points are added due to Revolutionary Progress, for a total of 42. The British player has 21 points for occupation, and then adds nine more for Great Britain. The Foreign Balance of Power adds four more, for a total of 34.

Mobilization Phase
The American purchases 15 Campaign chits. Gen. Wayne is deployed in New Haven with an army. Militia units are raised in Montreal, Baton Rouge and Pensacola. More militia units are mobilized in the Green Mountains, Valley Forge and Lexington. An attempt to deploy partisan rebels in Hillsboro fails. Gen. Gates is also given a command in Philadelphia. All other attempts by the American player to raise rebel forces in British-occupied areas fail.

The British player purchases 15 Campaign chits. Two light infantry units are mobilized. A Leader Arises chit is deployed with the forces in Florida. A militia unit is created in Newport. The Drillmaster chit is exchanged for an army regiment. Tories are purchased for Philadelphia. That’s successful, and the American Rebels are removed and replaced with Tories. Two Hessian regiments are mobilized in Great Britain.

Rabble-Rousing Phase

Revolutionary Progress
The American didn’t place any propaganda chits here this time. The British player expends a +2 chit and automatically wins. The Revolutionary
Progress Table remains on Declaration of Independence. (The American player was short on rabble-rousing markers this time, and he felt that the other two areas were of more concern.)

**European Balance of Power**
The British player has played +2, and the American player expends the +3 Thomas Jefferson chit. The American wins the diplomatic battle in regard to Spain and France, and the track shifts from +1 Pro-British to Neutral.

**Colony Loyalty**
There’s a lot of manipulation within the colonies this time. New England shifts from +3 to +2 Pro-American. The American player wins the loyalty battle in the Mid-Atlantic colonies, and the track shifts to +1 Pro-American. The British government gains loyalty in Virginia, which falls back to Pro-American +2. The Deep South also loses ground for the American,
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falling to Pro-American +1. Florida falls to Pro-British +2, while nothing happens in the West or Canada. Overall, this hasn’t been a successful turn for the American politically.

**Campaigning Phase**

The American player decides to play conservatively, not making too much of a commotion. The Engineers chit is used to construct a fortress in Philadelphia. The British player is poised to make several thrusts throughout the colonies. In any case, enemy units destroyed will yield bonus campaign chits. Since most of the chits still in the randomizer are Rabble-Rousing markers, the British player can make political gains as well.

In sum, the situation remains wide open with potential for both players to succeed or fail.