



INTRODUCTION

The New York 1776 campaign of the American Revolution was probably the most critical of that war. It pitted a newly formed American army, comprised of Continentals and militia, facing a large, highly disciplined British army that included a significant number of Hessian soldiers. This campaign involved the largest number of troops of the war. An inexperienced army faced a very experienced one. It unfolded with an intricate set of maneuvers around New York City and its waterways involving a large British fleet executing numerous amphibious landings in an effort to trap the Colonials. It was truly the best opportunity the British had for capturing Washington and America's entire army. Historically, the Americans just barely escaped to live and fight another day. Can you, as the British player, defeat the American army and end their revolution in its infancy? Or as the American player can you, like Washington, defend your country while avoiding disaster? The decisions are yours...

GAME BOARD

The Game Board shows the area around New York City in 1776. Movement is regulated by point to point movement over land locations or across water zones on the major rivers. The points are named land locations such as towns, and adjacent land locations are connected by solid brown road lines on land. Land units can move to adjacent land locations connected by the brown road lines. Some land locations are "on" water zones and this is denoted by the land location name being in blue with an anchor symbol beside it. Land units can move across water zones to other land locations "on" the same water zone under certain conditions.

British ships can only move on water zones from water zone to adjacent water zone. Ships can allow British land units to move across water zones and prevent American units from moving across water zones.

New York City, Brooklyn, Paulus Hook, Fort Lee and Fort Washington are fortified land locations which provide defense bonuses in battle. Note that New York City is a single location that is shown as a town and a fort but the location itself is treated as a single fortified location. All other terrain shown on the game board is for aesthetic purposes and does not affect game play.

GAME UNITS

The American units are blue wooden blocks with blue labels with light blue centers and blue labels with tan centers. The British units are red wooden blocks with red labels with light red centers and red labels with dark blue centers. There are a few extra blue and red wooden blocks to be used as game markers with game marker labels for AP, turn, etc.

Each unit is represented by a colored block with the appropriate label applied. To apply the labels, peel them from the label sheet and position in the center of the appropriate colored block for that label. Once positioned press the label down firmly. Only one label should be applied to each block. Apply the British red labels to the red wooden blocks. Apply the American blue labels to the blue wooden blocks.

The blocks in the game represent the soldiers during this era. Most of the units in the game are various forms of infantry

as they were the predominant force used in this era. One player controls the American units and the other player controls the British units. The units are stood upright with the label side facing its owning player. Players should not see the label of their opponent's units until a battle is fought.

Each land unit, other than leaders, has a number rating on each side of the label on the block that represents its strength points (SP). All land units start the game with the highest SP at the top of the block. This number indicates the number of dice rolled in battle. As units take "hits" in battle they reduce SP by rotating the block counterclockwise to its next lower strength. The unit name is for historical purposes only and are of the various brigade commanders during the campaign.

AMERICAN ARMY:



Continental Infantry - Three SP. Movement rate is one location per turn when moving individually. In battle they hit on die rolls of six.



Militia Infantry - These are only in the American force and they are the units with the round tan center on the blue labels. SP is two or three. Movement rate is one location per turn when moving individually. In battle they hit on die rolls of six. Each militia unit is named for the area it represents (New York, Connecticut, etc.) and this is an important consideration related to desertion rates if the British control certain locations. In battle militia units also flee on British battle die rolls of "1" and Hessian die rolls of 1 and 2.



Artillery - Three SP. Movement rate is one location per turn when moving individually. In battle they hit on die rolls of five and six.



Leaders - One SP. Movement rate is one for Lee and two for Washington and Greene. Each leader has a group limit rating that allows him to move that number of units with him at his movement rate. Washington is rated nine, Green eight and Lee nine. When moving groups, each leader can move the entire group his movement rate. Movement rate is the number on the right of the star and the group limit rating is on the left of the star. In battle leader units hit on die rolls of six.

BRITISH ARMY:



Regular Infantry - Four SP. Movement rate is one location per turn when moving individually. In battle they hit on die rolls of six and force American militia to flee on rolls of one.



Hessian Infantry - Four SP. Movement rate is one location per turn when moving individually. In battle they hit on die rolls of six and force American militia to flee on rolls of one and two.



Artillery - Three SP. Movement rate is one location per turn when moving individually. In battle they hit on die rolls of five and six and force American militia to flee on rolls of one.



Leaders - One SP. Movement rate is one for Howe and two for Knypausen and Clinton. Each leader has a group limit rating that allows him to move that number of units with him at his movement rate. Howe is rated ten, Knypausen eight, and Clinton nine. When moving groups, each leader can move the entire group his movement rate. Movement rate is the number on

the right of the star and the group limit rating is on the left of the star. In battle leader units hit on die rolls of six and force American militia to flee on rolls of one.



Ships - These are only in the British force. Ships do not have SP nor participate in battle. They may only move from water zone to adjacent water zone. Their movement rate is two water zones per turn and it costs one Action Point to move EACH ship. One ship is designated as the leader ship commanded by Admiral Howe for historical interest. Each ship, including the leader ship, can enable one British unit to move on and across water zones between two land locations on the same water zone. Ships can also be used to enable British leaders with a group of units move on and across a water zone between two land locations on the same water zone, one ship per leader and his group. Ships can be used to block the water zone crossings of the Americans.

Game Markers - There are extra blocks and labels for tracking turns and actions available on the game tracks on the game board.

GAME SETUP

Place the game board between the players with the north side near the American player and the south side near the British player. Each player starts with all of his game units at full SP. The British player starts with his three ships on the water zone adjacent to Staten Island, which is New York Harbor. All of his land units start on the Staten Island land location. The American player must start the game with at least one half of his units in New York City and one of the units must be the Washington leader unit. The rest of his unit(s) may be placed on any of the land locations on the game board except Staten Island. These units can be placed individually or in groups in whatever combinations the American player chooses.

SEQUENCE OF PLAY FOR EACH TURN

There are 20 turns in the game. The American receives one Action Point (AP) per game turn plus adds one or two random AP for his turn total. The British player receives two AP per game turn plus adds one or two random AP for his turn total.

To start each turn, both players roll one die to determine how many random AP he adds to his turn AP. If the number rolled is odd he adds one AP, if it is even he adds two AP. The player with the lowest total AP for the turn is the player that moves first that turn. If it is a tie, the British move first.

If the British player's random move die roll is odd, then he is not allowed any ship MOVEMENT that turn. Ships can still be used for land units to move across water zones to land locations in the same water zone the ships occupy to start the turn but the ships may not move themselves to new water zones. (Historical note: Weather, tides and logistics made ship movement unpredictable at times in the New York campaign.)

After determining the total Action Points (AP) available for each player and who moves first for the turn, the sequence of play is:

1. Player one is active and moves his units expending AP for each move.
2. Player one conducts battles as the attacker, player two is the defender.

3. Player two is active and moves his units expending AP for each move.
4. Player two conducts battles as the attacker, player one is the defender.

Check for victory. Both players check victory conditions for the game to determine if either player has won. If either player has met the conditions for victory, or it is the last turn of the game, the game is over.

End turn - move turn marker ahead one space on the turn track and go to step 1 to start the next turn.

The sequence of play lists the order that particular actions occur during a game turn. Unless otherwise stated the sequence is to be played in the exact order listed. Note that each unit can only be moved once per turn on the game board, but battles can have more than one round of battle moves and battle fire on the battle board. This depends on the willingness of each player to continue (see battle rules).

MOVEMENT

Movement occurs after a player determines his AP for a turn and he is the active player for the turn. Then he initiates movement for his units by using his AP to move leaders and the group of units with them, or move individual units.

Land Movement:

It costs 1 AP to move EACH individual land unit without a leader present. When moving as an individual unit the unit may move to its full movement rate.

It costs 1 AP to move a GROUP of land units with a leader. When moving with a leader as a group the units in the group move at the leader's movement rate. Units moving with a leader must start with the leader in the same location, but all units that start with a leader do not have to move with the leader. Further, a leader can not move more units than his group limit rating. A leader with a movement rate of two may drop off and pick up units at the first location as long as he does not exceed his group limit rating while moving.

All units have a movement allowance based on unit type. Land movement is from land location to adjacent land location connected by roads and water crossings. Locations may not be skipped while moving. Unit movement allowances not used are lost; they may not be accumulated or transferred to other units. No land unit may ever move more locations than its normal movement rate unless moving as a group with a leader at the leader's movement rate. Units may not move more than once in a turn.

Any number of land units may be placed at one land location. Any number of activated units may move from land location to connected land location. The only limits are the number of AP available, land unit movement limits, and the number of units that a leader can move with him.

Land units must stop and initiate a battle when attempting to move to a land location where units of the opposing player are located.

Land Movement On and Across Water Zones:

American individual units and groups with leaders can move to land locations on the same water zone as long as a British ship is not

in the water zone. If a British ship is in the water zone, American units may not move on and across the water zone to land locations on it until the British ship is no longer present. **EXCEPTION:** American units may never move across the New York Harbor water zone, regardless of whether British ships are present.

British land individual units and groups with leaders may move to a land location on the same water zone **ONLY** when a British ship is present in the water zone. If a ship is not present then British land units may not move across the water zone.

Individual and group land units moving on and across water zones must stop at the location it moves to and may not move any further that turn.

British Ship Movement:

It costs one AP to move each ship for the British player. British ship movement is from water zone to adjacent water zone.

Any number of British ships can be in one water zone. Any number of British ships can move from water zone to adjacent water zone. The only limits are the AP available and the ship movement allowance.

British ships may not move into water zone D if American units occupy both Brooklyn and New York City. If American units occupy only one of the two locations then British ships can move into zone D. British ships may not move into water zone A if American units occupy both Paulus Hook and New York City. If American units occupy only one of the two locations then British ships can move into water zone A. British ships may not move into water zone B if American units occupy both Fort Washington and Fort Lee. If American units occupy only one of the two locations then British ships can move into water zone A. If British ships are in one of the above water zones and American units subsequently occupy both fortified locations guarding the water zone, the British ships are immediately moved to the New York Harbor area.

British ships may not move from water zone A to water zone D across the red dashed line. British ships may not move across the red dashed lines in water zones B and E.

BATTLE

Battles are initiated when the active player (the attacker) moves into locations occupied by the opposing player's units (the defender). Battles are mandatory when this occurs. If more than one location is having a battle, the attacker determines the order in which the battles are fought. Each battle is resolved separately before any other battles are started.

Battles involve unit deployment on the Battle Board and are conducted in a series of battle rounds that continue until the units of one side are eliminated, withdraw, or are forced to retreat when a battle position is vacated during battle fire.

Deploying Units On The Battle Board:

The battle board has three battlefield positions for each side in which units set up for battles. Each side has the following battlefield positions: Left, Center, and Right. Behind and connected to the three battlefield positions is the reserve. The defending player sets up first followed by the attacking player. Units are deployed upright, so that the opposing players can not see their SP.



Shown are the possible movement options for the American and British players for their units on New York Island. For the American player using one AP Washington can move himself and the 9 units up to two locations and possible movements are shown by the blue lines. Note that he can not move across water zone D because the British ship blocks his movement and that when he crosses a water zone he must stop, even if he has movement still available. For the British player using one AP Howe can move himself and the 10 units with him one location. His movement options are shown by the red lines.

Each player must place at least one unit in each of the three battlefield positions. Once the three battlefield positions are occupied by at least one unit, the remaining units may be deployed as desired in the three battlefield positions and reserve. Any number of units can occupy the battlefield positions and reserve as long as the three battlefield positions are occupied by at least one unit. Commanders may occupy any battle position.

After both players have deployed their units on the battle board, they reveal their units in the battlefield positions by laying them face up with their current SP at the top of the unit facing their opponent (see example to the left). Units deployed in the reserve position are not revealed.

Skirmishes:

In battles started where less than three units are in a location by BOTH sides, the left and right battlefield positions are ignored. The battle is fought as a skirmish which is fought with ALL units of each side placed in the center battlefield position. The battle is fought as normal without a reserve. However, in non-fortified locations, if American militia flee they do move to their reserve as normal and can not return to the center battlefield if the battle continues. No other units can move to reserve.

Location Over Run:

If three or more units attack a non-fortified land location that is defended by less than three units the defenders are over run. Each defending unit must reduce one SP and must retreat. The attacking units can continue moving (and attacking) if they have movement available.

If three or more units attack a fort location defended by less than 3 units the defenders can not be over run. Follow the skirmish rules above.

Battle Rounds:

After the initial battle board deployment, a series of battle rounds are conducted until a player decides to do a withdrawal, a player is forced to retreat, or all of one players units are eliminated. In each battle round the defending player moves or fires each of his units on the battle board. Any hits on the opposing player units are applied immediately. Then the attacking player moves or fires each of his units on the battle board and any hits on the opposing player units are applied immediately. At any time one of the players battlefield positions is vacated due to battle fire, a forced retreat happens immediately. Beginning with the second battle round players can decide if they want to do a withdrawal instead of continuing battle.

Battle movement on the battle board:

Units may move OR fire once during each battle round on the battle board. If moving, the movement is from the position currently occupied to reserve or from reserve to a battlefield position (Left, Center, or Right Columns). Units that move in a battle round may not fire in that battle round. A player may do battle movement with his units in any order he desires.

The active player may only move his units from reserve to HIS battlefield positions or from his battlefield positions to HIS reserve. He may not move into an opponent's battlefield positions or reserve.

Battle Fire On The Battle Board:

Units that did not move in a battle round may fire if in a battlefield position. Fire is from a battlefield position against an opposite battlefield position. Units in the Right battlefield position fire on the opposing Left battlefield position, units in the Center fire on the opposing Center, and units in the Left fire on the opposing Right. Units in reserve may not fire.

Units conduct battle fire by rolling a number of dice equal to their current SP. They roll the proper number of dice for the unit firing adjusted for attacks against forts or across water zones. Players score a hit against his opponent's units in the opposing battlefield position for each die rolled that is equal to or greater than the "hit number" of his firing unit.

For example: A 4 SP unit rolls 4 dice and a 3 SP unit would roll 3 dice, etc. If attacking a fort location or across a water zone, an infantry unit would roll one less die in the first battle round. Hits are then allocated based on the type of unit (infantry or artillery) firing, against the numbers rolled. Artillery scores hits on die rolls of 5 or 6. Infantry and leaders score hits on die rolls of 6. Units may fire in any order the firing player chooses.

Losses are applied immediately. Allocation of losses are decided by the owning player receiving the losses.

Reductions in SP are shown by rotating the block once for each hit inflicted from its current SP to the new, reduced SP. Units reduced below 1 SP are eliminated and removed from the game board.

American Militia Flee Battle Results:

Any time a British firing unit rolls a one on his die roll or a Hessian unit rolls a one or a two, one American militia unit must flee to reserve if one is present in the battlefield position fired at by the British or Hessian firing unit. Militia flee results are applied AFTER any losses caused by the firing unit in the battle round. The militia unit remains in reserve and may not move back into any of his battlefield positions during the remainder of the battle.

For example: The British have one infantry unit at 4 SP and one artillery unit at 3 SP firing from their right battlefield position at the American left battlefield position. The Americans have two militia units at 2 SP and one infantry unit at 3 SP in their left battlefield position. The British infantry unit rolls 4 dice, rolling 1, 3, 4, 6. The six scores a hit. The one causes a flee result for one militia unit. The American player applies the hit to the militia unit and then has that unit flee into reserve. The British artillery unit rolls 3 dice, rolling 1, 3, 4. The one forces a flee result for one militia unit. The American player moves the remaining militia unit into reserve.

ATTACKING ACROSS WATER ZONES - When attacking units must move on and across a water zone to a land location in the same water zone, and the next location is defended by the opposing players units, the attacker must reduce the number of dice rolled by 1 for each attacking infantry and leader units during the FIRST battle round.

For example, one 4 SP infantry unit and one 3 SP infantry unit are attacking across a river. During battle fire each unit would reduce the number of dice rolled by 1. The 4 SP infantry unit would roll 3 dice ($4 - 1 = 3$), and the 3 SP infantry unit would roll 2 dice ($3 - 1 = 2$). If in the same attack, some units attack across a river and other units

are attacking without crossing the river, those not crossing the river would not reduce dice but those crossing the river would reduce dice.

ATTACKING FORTIFIED LOCATIONS - The fortified locations of New York City, Brooklyn, Paulus Hook, Fort Washington and Fort Lee provide a defense bonus to defending units by reducing the number of dice rolled by 1 for all attacking infantry and leader units during the first battle round. This applies to land attacks, attacks across river zones, and any combinations. This means that all of the attacking infantry and leader units reduce the number of dice rolled by 1 die for the first round of battle.

Battle Withdrawal:

After the first round of battle is completed players may withdraw from battle starting with the second battle round. The defender makes this decision first, followed by the attacker. All withdraw/retreat rules apply. If a player decides to withdraw, all of his units are immediately removed from the battle board before conducting any battle moves or battle fire. The units of the player withdrawing are subject to one withdrawal battle fire round in which all the INFANTRY units of the opposing player in battlefield positions (not those in reserve) each roll ONE DIE. Any sixes rolled score hits and are applied immediately to the withdrawing units, including those in reserve. The withdrawing player decides which units to apply any hits. The withdrawing units do not return battle fire and must follow withdraw/retreat rules.

Battle Forced Retreat:

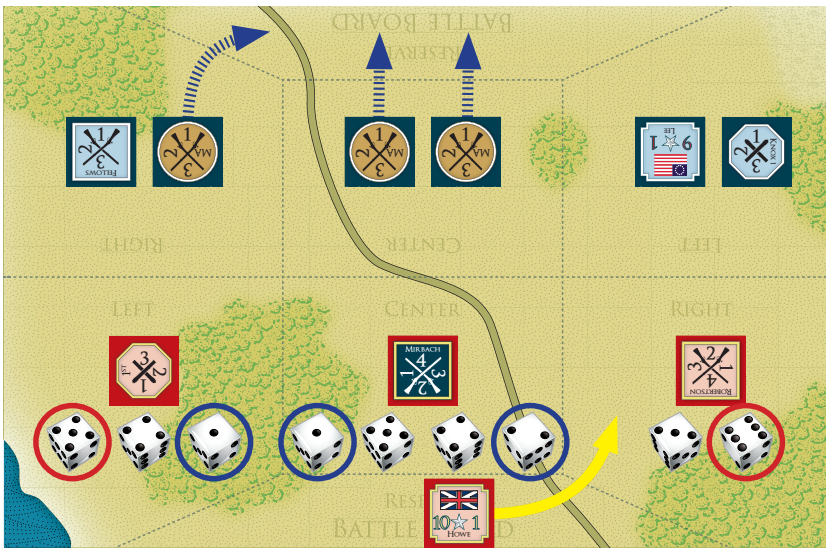
A forced retreat occurs when one of a player's battlefield positions (left, center or right) becomes unoccupied as a result of battle fire or movement other than a withdrawal. The player must immediately retreat ALL (units in the other battlefield positions and reserve) units at the point this occurs. All withdraw/retreat rules apply. The units of the player forced to retreat are subject to one retreat battle fire round in which all the INFANTRY units of the opposing player in battlefield positions (not those in reserve) each get one battle fire at current SP (modified for any first round reductions due to fortifications or water crossings) at the retreating units. Any hits are applied immediately to the retreating units, including those in reserve. The retreating player decides which units to apply any hits. The retreating units do not return battle fire.

For example, the American left battlefield position becomes unoccupied during the battle round due to his militia fleeing to reserve and units being eliminated by battle fire. The American player removes all units from the battle board and conducts a retreat with them. The British player is allowed one round of retreat battle fire by his infantry units on all of the retreating American units by the British infantry units in battlefield positions.

WITHDRAW/RETREAT RULES

If the defender is withdrawing/retreating, he must withdraw/retreat all units to a connected adjacent location from the battle location that has no opponents units located there and his opponent did not move from to attack the battle location. If the attacker withdraws/retreats he must withdraw/retreat all units to a connected adjacent location that he moved at least one unit from to conduct the attack.

If these conditions can not be met then all units must continue to battle or, in the case of a forced retreat, are eliminated.



It is the British battle turn and he performs the following; He fires at the American right battlefield position with his artillery unit in his left battlefield position. Rolling 3 dice he causes a hit with the 5 and a militia flee with the 1. The American player applies the hit to the militia and then has the militia unit flee. Next the British player moves Howe from his reserve to his right. Then he fires his infantry unit in his right at the American left by rolling 2 dice (the current SP of the his infantry unit) and scores a hit with the 6. Howe can not fire because he moved. Last the British player rolls 4 dice and fires with his Hessian infantry unit in the center at the American center. The 1 and 2 rolled cause militia flee results (Hessian units cause flee results on 1 and 2). Both American militia units in the center must flee. This causes a forced retreat and all American units must retreat and the British units will get an a battle fire at the retreating units.

All units must withdraw/retreat to the same location. There is no splitting of forces. Units withdraw/retreat one location when withdrawing/retreating.

IMPORTANT - In battle locations on water zones, withdrawing/retreating American units can not withdraw or retreat across a water zone occupied by British ships, but could otherwise move to open locations connected on the water zone. Withdrawing/retreating British units CAN withdraw or retreat across a water zone occupied by British ships, but could not otherwise.

American Militia Desertion:

The Americans must permanently remove one New York (NY) militia unit from the game at the beginning of each British turn in which the British control New York City. Control requires one or more British land units occupying New York City.

The Americans must permanently remove one Connecticut (CT) militia from the game at the beginning of each British turn that the British control White Plains by having one or more British land units occupying White Plains.

SUPPLY:

Each side must be able to trace a line of supply to their supply sources through locations not occupied by units from their opponent. American supply sources are any edge of the board land location. The American supply line can cross water zones but not cross water zones that British ships occupy. The British supply source is the Staten Island land location. The British supply line can cross all water zones.

Each unit that can not trace an uninterrupted line of supply back to their supply sources suffer supply attrition and must reduce 1 SP at the end of their turn (not the turn) if they are out of supply. However, no unit can be reduced below 1 SP by supply attrition.

For example; the Americans have 3 units in New York City. The British have the last move of the turn. They move a ship into water zone A and water zone D and British land units into Kips Bay and Greenwich. The turn ends. On the next turn the Americans move first. If they are unable to remove the British units in Kips Bay or Greenwich on the American turn then each of the 3 units in New York City would have to reduce 1 SP. Note that if the British land units in Greenwich were pushed back into Bloomingdale, the Americans in

New York City and Greenwich could trace a supply line across water zone B to the edge of the board in New Jersey or upper New York.

VICTORY CONDITIONS:

The British player wins an automatic victory the instant that the American Washington unit is eliminated.

The British wins if at game end (turn 20) they control (occupy) New York City AND American total SP on the game board is below 10 SP.

The American player wins the game if the British player has not met his victory conditions by the end of game turn 20 OR on any turn that starts with British total SP on the game board being below 20 SP.

OPTIONAL RULES:

1. **Ship group moves with leader ship:**

The Admiral Howe ship allows any other ship or ships to move with it as a group move for a total of one Action Point. The ships moving with the leader ship must start the turn in the same water zone as the leader ship. They may be dropped off in the first water zone entered or continue with the leader ship to a second zone.

2. **Ship movement to Long Island sound from New York harbor:**

British ships may move DIRECTLY to Long Island Sound (water zone F) from the New York Harbor water zone for the cost of three AP per ship. If the optional ship group move with the leader ship is used it cost three AP for the group move. Ships moving directly from New York Harbor to Long Island Sound must start their turn and move in New York Harbor and end their move and turn in Long Island Sound (water zone F).

3. **Force march with Howe and Lee:**

The British leader Howe and the American leader Lee may force march themselves and units making a group move with them to one extra location. This allows them to move two locations instead of one. When force marching the extra location roll one die. The results are the reduction in SP that the group reduces itself.

4. Steady militia units under George Washington:

In the first battle round two militia units may ignore a flee result in a battlefield position occupied by the Washington Leader unit. If there are more than two flee die rolls results then any other militia units present in the battlefield position with Washington would flee.

HISTORICAL SUMMARY:

New York 1776. Fresh from driving the British out of Boston, the infant American Army had taken defensive positions around New York City, confident they could best the British again with their militia. A declaration of independence in July had proclaimed to the world their break from the British Empire. Now their men stood ready to defend their proclamation and new homeland.

The British arrival in August brought the world's best army and navy to this harbor, determined to show why the sun never set on its empire. They had assembled the largest army and navy this land had ever seen to challenge the rebel uprising and smash its so called army in one campaign.

Swiftly the British landed, outflanked and then beat the Americans in the Battle of Long Island when the militia fled when facing British and Hessian soldiers. No quarter was given by the Hessians. British general Howe's maneuvers trapped George Washington and his American Army on Brooklyn Heights with their backs to the river. Yet somehow Washington and his men escaped across the East River to New York City under the noses of the British Navy.

In September, Howe landed troops above New York City at Kips Bay to trap the Americans defending the city. Again the militia ran without a fight and the British occupied New York City. Barely escaping, the Americans retreated to Harlem Heights. A sharp fight here by the Americans checked the British advance up New York island and boosted their morale.

Regrouping, in early October the British moved ships through Hell's Gate and landed their army at Throg's Point to outflank the American army posted on Harlem Heights. They were unable to advance and redeployed their men at Pell's Point. Again sharp fighting by the Americans delayed Howe's flanking maneuver and allowed the bulk of the American army to take defensive positions at White Plains. Here a classic battle unfolded in late October with the British army advancing boldly in formation across open fields. The Americans held their ground until their militia gave way to a Hessian charge. Despite the shaky militia, Washington's army gave a good account of themselves and withdrew from the battle in an orderly manner.

In November Fort Washington became Howe's next objective. Performing a pincer movement with troops marching up New York Island and more troops landing above the fort, his men were able to bag the whole garrison. But Washington and a small portion of his army had escaped to New Jersey. The campaign ended with the British occupying New York City and the surrounding area and the Americans on the run. But Washington and a small nucleus of an army were intact to fight another day.

GAME STRATEGY:

American Player

Your best strategy is to out wait and out wit your opponent because if the British player fails to met his victory conditions you win. Never forget that when the campaign is over if George Washington and a small portion of

the American army are still standing, the Americans win. There are several ways to do this. Most important is avoid any battle in which Washington and your army have no escape route. This is easier said than done because the British ships can block your escape routes across waterways and the British occasionally get back to back moves. That means it is possible to become trapped in one of the major land areas surrounded by water. Still there are a limited number of British ships and they can not always move nor block all waterways. Further, the British army depends on their ships for water movement but your army does not. This makes your units more mobile in some respects around the waterways. The waterways actually can protect your army from the British army until the British ships arrive.

While avoiding battles with no escape, your army must seek out or force the British into small battles where your army has advantages, such as fortified locations. With your militia so unreliable it is best to fight battles where you defend, and they can at least get one fire before potentially fleeing. Also, often it is to your advantage to fight short battles, one round and then withdraw. Hit and run and live to fight another day. Inflicting losses on the British over the course of the campaign can set your army up to fight bigger and longer battles later in the game once the British have been worn down.

Hold on to New York City and White Plains as long as possible to avoid militia desertions too early in the game. Hold on to your forts as long as possible to limit British ship movements. But they are not worth getting trapped. Once these are no longer holdable, keep your army moving. This will make it harder on the British player to execute a trapping strategy with his entire army and force him to take chances with a smaller group of his units. This can provide you opportunities to aggressively attack a smaller British group with a major portion of your army and maybe even trap it. Remember, you can win the game if you are able to reduce the British army below 20 SP.

British Player:

As you look at the map note the four major land areas; New York Island, New Jersey, Long Island and New York. Your strategy should be to force Washington and/or a major portion of the American army into one of these areas of the board and trap them with your ships by blocking their waterway escape routes. You can deal with them as time permits once they are trapped. If it is early in the game then occupying New York City and White Plains can reduce the militia you have to face. But even if you are unable to reduce the militia through desertion, your army should be able to defeat any comparable American size force it meets on the battlefield.

The campaign demands constant movement by your forces to corner the American army into areas where open battles and restricted movement make the advantage yours. Use your occasional back to back moves to enable this. Avoid attacking well defended fortified locations if possible, but do attack lightly defended fortified locations if it opens waterways for your ships or traps an American force.

The burden of attack and movement is on your army. This will require some risk taking with your forces if you expect to corner the old fox. Shut down the American army's ability to maneuver and it will be yours for the taking. Attack whenever there is an opportunity to meet equal forces. Try to occupy New York City early, and you must occupy it at the end of the game. Remember that the destruction of the American army is your first goal and best way to win. Do that and eliminating Washington generally follows.

DESIGN NOTES:

With every design one hopes to highlight key command issues for the opposing sides from the historical campaign. The New York 1776 campaign was very interesting as almost everyone that has studied it wonders why Howe did not trap Washington. New York City looks impossible to defend when the British Navy “controlled” the waterways that surround the city. Yet Washington was ordered to defend the city and acted as if he believed it was possible.

Both commanders developed a strategy that he followed through most of the campaign. Washington wanted to lure the British into frontal changes against well defended positions in which his army could inflict significant damage on Howe’s men. Howe wanted to avoid such tactics based on his experience from Bunker Hill and tried to out maneuver Washington. Considering the armies of that era the strategies were not bad but their tactical implementation was poor.

Washington placed his army in well defended locations several times in which his army had slim chances for escape should they fail to stop the British. And as Washington found out quickly, his militia ran often and the bulk of his army was militia. The British on the other hand had an army that was highly disciplined, fought well, and was backed by the greatest navy in the world in a campaign involving major rivers. However, in implementing his maneuver strategy, Howe found that coordination between the army and navy lacked vigor. Logistics and weather worked against them. His commanders did not work well together and Howe was not as aggressive as expected, maybe for good reason. He faced 30,000 angry armed men defending their homeland and if he was not careful could find himself the hunted instead of the hunter.

These considerations created some design challenges and points we wanted to have in the game. In summary they are:

1. Britain ruled the waters yet the Americans moved freely on the water in the actual campaign.

The Americans seemed to move at will with small boats and the British seemed to move slowly by comparison due to coordinating with the navy and naval operations. To reflect this we allowed the Americans to cross any water zone unless a British ship was sitting in the middle of it, yet had the British army depend on the British Navy ships to move across water zones. This highlighted the difficult command and logistics problems of the British in the campaign yet retained the British Navy dominance of the waters where they are present.

2. The militia could not stand up to the British in a fight.

We wanted to “show” the militia fleeing and came up with the idea of low British die rolls in battle causing the militia to leave the battle and flee while maintaining the probability of them also being hit in battle with normal higher hit die rolls. This game feature allowed us to include a function that highlighted one of the most important differences between the two armies.

3. Washington was hard to trap.

He was not called the old fox for nothing. Washington had more lives than any cat and seemed to just get away many times. Voluntary withdrawal from battle after one round of battle allows this happen in the game much like most of the battles fought in this campaign. Most

engagements ended in an orderly American withdrawal after a brief fight. The only way to prevent this is surround all the escape routes. It is not easy, but it is possible. Once in awhile the British get a double move by moving last on a turn and then being able to move first on the next turn. Use these opportunities to corner the Americans.

4. British communications between the navy and army were poor and tides, logistics and leadership hampered the movement of men and ships.

We developed within the AP random die rolls a function to reflect this. The British Navy is good and can cause many problems for the Americans. Just not on every turn or on every waterway. That is why the British ships can only move when the British have maximum AP with the even random die roll. The British must plan their naval moves ahead by positioning ships and men and then coordinate with army movement when they can both move together.

5. The Americans outnumbered the British but were of poor quality.

The best way to show this was to use the actual orders of battle which gives the Americans more units and SP than the British.

In the unit mix the Americans actually have more SP than the British and more units. But over half of the American army SP is militia SPs. And half of the American units are weak militia units. Their numerical advantage is reduced by the quality of the units in battle.

6. The British did manage to out maneuver the Americans at times.

To show this we built within the AP system a way for the British to occasionally get a back to back double move when they move last on a turn and then get to move first on the next turn. It allows for the British to steal a march on the Americans once in awhile.

7. Both armies suffered from poor intelligence.

Wooden blocks help address this within the game.

Lastly, we must compliment Columbia Games; “Quebec 1759” game. First it is a great game. Second, the strategic situation at Quebec was similar to New York in 1776 and Columbia’s Quebec 1759 did a wonderful job of showing the situation from a game standpoint. We believe our game is different in many respects but embrace any similar comparisons to such a fine game.

Visit worthingtonpublishing.com for more information on this game as well as our other products.

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