



# Indian



## Commands

### GATHER (3.4.1) +TRADE OR WAR PATH?

**Purpose:** Add or recover Indian forces.

**Location:** Any Neutral or Passive Provinces.

**Cost:** 1 Resource per Province selected. First Indian Province is free.

**Procedure:** Place 1 War Party or replace 2 with a Village.

If Village, may instead either place War Parties up to 1 plus number of Villages ~ *or* ~ move any adjacent War Parties there and flip all War Parties there Underground.

### MARCH (3.4.2) +TRADE OR WAR PATH?

**Purpose:** Move War Parties.

**Location:** Any Provinces.

**Cost:** 1 Resource per destination Province. The first where all originating from Indian Reserve Provinces is free.

**Procedure:** Move War Parties into adjacent Provinces. If destination is Rebellion Controlled Colony and moving War Parties plus Rebellion Militia there exceed 3, Activate moving War Parties.

### SCOUT (3.4.3) +TRADE OR WAR PATH? Max 1

**Purpose:** Allow War Parties to move British cubes and Skirmish.

**Location:** Any 1 Province with War Parties and British Regulars.

**Cost:** 1 Resource. British also pays 1 Resource.

**Procedure:** Indians move at least 1 War Party into an adjacent Province. (1.3.6) Activate all moving War Parties. At least 1 British Regular must (and Tories up to the number of British Regulars may) move with the War Parties at the Indians' option. All pieces move from 1 Province to another as a single group. Activate all Militia in the destination space. Then Indians may use British Regulars to Skirmish in the destination Province.

### RAID (3.4.4) +ANY? Max 3

**Purpose:** Reduce Opposition.

**Location:** Up to 3 Provinces with or adjacent to Underground War Parties and at Opposition.

**Cost:** 1 Resource per Province selected.

**Procedure:** In up to 3 Provinces, move in up to 1 adjacent War Party. Then in each selected Province, Activate 1 Underground War Party to place Raid marker and shift Opposition 1 level toward Neutral.

## Special Activities

### TRADE (4.4.1) Max 1

**Purpose:** Gain Resources.

**Accompanying Command:** Any.

**Location:** In any 1 Province with an Underground War Party and a Village.

**Procedure:** British chooses an amount (or none) of Resources to transfer to Indians. If greater than 0, then transfer that amount from the British to the Indians and Activate 1 Underground War Party in selected Province.

*If 0, then* Activate 1 Underground War Party in selected Province and add 1 Resource.

### WAR PATH (4.4.2) Max 1

**Purpose:** Use War Parties to strike Rebellion pieces.

**Accompanying Command:** Any.

**Location:** In any 1 space with Underground War Parties and Rebellion pieces.

**Procedure:** Activate 1 Underground War Party and remove 1 Rebellion unit ~ *or* ~ Activate 2 Underground War Parties, remove 1 of the 2 War Parties and remove 2 Rebellion units ~ *or* ~ if no Rebellion units, remove 1 Patriot Fort, Activate 2 Underground War Parties, remove 1 of the 2 War Parties. Cubes and Forts are removed to Casualties.

### PLUNDER (4.4.3) Max 1

**Purpose:** Take Resources from Patriots.

**Accompanying Command:** Raid.

**Location:** In 1 Province where Raid Command and War Parties exceed Rebellion pieces.

**Procedure:** Transfer to Indians and from Patriots the Province's population in Resources. Indians remove 1 War Party from that Province.

## VICTORY CHECK (7.2)

**British:** (1) Support exceeds Opposition by more than 10 *and* (2) CRC is greater than CBC.

**Patriots:** (1) Opposition exceeds Support by more than 10 *and* (2) Patriot Forts plus 3 is greater than Villages.

**French:** (1) Opposition exceeds Support by more than 10 *and* (2) CBC is greater than CRC. TREATY OF ALLIANCE must have been played.

**Indians:** (1) Support exceeds Opposition by more than 10 *and* (2) Villages less 3 is greater than Patriot Forts.



# British



## Commands

### MUSTER (3.2.1) + SKIRMISH, NAVAL PRESSURE?

**Purpose:** Adds British forces and can build Support.

**Location:** Regulars in any 1 City that is not Blockaded or an adjacent Colony, or the West Indies. Tories in any Cities or Colonies (not the West Indies) containing or adjacent to Regulars or Forts, not at Active Opposition.

**Cost:** 1 Resource per space selected.

**Procedure:** Place up to 6 Regulars in 1 City (except a Blockaded City) or an adjacent Colony or in the West Indies. Place up to 2 Tories in selected Cities or Colonies (not at Active Opposition) containing or adjacent to British Regulars or Forts (only 1 if Passive Opposition).

*Then*, in up to 1 selected Muster space (including West Indies if selected), replace 3 British cubes with 1 Fort ~ *or* ~ *if Regular, Tory, and Control*—buy **Reward Loyalty** for 1 Resource per level (6.4.1) no shift limit.

### GARRISON (3.2.2) + SKIRMISH, NAVAL PRESSURE?

**NOTE: NOT AVAILABLE IF FNI at level 3**

**Purpose:** Protect Cities, Activate Militia and displace Enemy units.

**Location:** Any Cities (except a Blockaded City).

**Cost:** 2 Resources total.

**Procedure:** Move any British Regulars from any spaces (not Blockaded Cities) to Cities (not Blockaded). In each City that is not Blockaded, Activate 1 Militia for every 3 British cubes there. Then, if desired, in 1 City (with British Control, no Patriot Fort and not Blockaded) displace all Rebellion units to an adjacent space. No movement to or from a Blockaded City.

### MARCH (3.2.3) + ANY?

**Purpose:** Enter areas, locate Militia, gain Control.

**Location:** Any spaces.

**Cost:** 1 Resource per destination space selected.

**Procedure:** Move any British Regulars onto an adjacent space ~ *or* ~ if moving units are in or adjacent to a City (not Blockaded), to another City (not Blockaded) or a Province adjacent to it. Tories may only accompany (through the entire process) British Regulars 1 for 1. Activate 1 Militia for every 3 British cubes there.

### BATTLE (3.2.4) + ANY?

**Purpose:** Eliminate Enemy pieces and risk losing Friendly pieces.

**Location:** Any spaces and/or West Indies with British and Rebellion pieces.

**Cost:** 1 Resource per space selected.

**Procedure:** In 1 space or West Indies at a time, execute according to the Battle Procedure Table (3.6).

## Special Activities

### COMMON CAUSE (4.2.1)

**Purpose:** Utilize War Parties as if they were Tories.

**Accompanying Command:** March and Battle.

**Location:** Spaces with British pieces and War Parties.

**Procedure:** In a Command space, the British may utilize 1 or more War Parties as if they were Tories. War Parties may never move into or between Cities. Activate War Parties utilized.

### SKIRMISH (4.2.2) Max 1

**Purpose:** Use British Regulars to strike Rebellion pieces.

**Accompanying Command:** Any but not in a Battle, Garrison destination or Muster space.

**Location:** 1 space or West Indies with British Regulars and Rebellion pieces and no Battle, Garrison, or Muster in the space.

**Procedure:** Remove 1 Rebellion cube/Active Militia ~ *or* ~ 2 Rebellion cubes/Active Militia and 1 British Regular ~ *or* ~ if no Rebellion cubes or Active Militia, remove 1 Patriot Fort and 1 British Regular. Cubes and Forts are removed to Casualties.

### NAVAL PRESSURE (4.2.3)

**Purpose:** Dominate supply routes, produce Resources, or decrease French Naval Intervention (FNI).

**Accompanying Command:** Any.

**Location:** If FNI >0 then a Blockaded City; otherwise none.

**Procedure:** *Before TOA* ~ Add 1D3 to British Resources. *After TOA* ~ If FNI is 0, then add 1D3 to British Resources. If FNI > 0, lower FNI 1 level and British removes 1 Blockade to West Indies.

## VICTORY CHECK (7.2)

**British:** (1) Support exceeds Opposition by more than 10 *and* (2) CRC is greater than CBC.

**Patriots:** (1) Opposition exceeds Support by more than 10 *and* (2) Patriot Forts plus 3 is greater than Villages.

**French:** (1) Opposition exceeds Support by more than 10 *and* (2) CBC is greater than CRC. TREATY OF ALLIANCE must have been played.

**Indians:** (1) Support exceeds Opposition by more than 10 *and* (2) Villages less 3 is greater than Patriot Forts.



# Liberty or Death: The American Insurrection



**Reward Loyalty:** If British Control, at least 1 Regular and at least 1 Tory. Remove 1 Raid or Propaganda marker from a space or—once no Raid or Propaganda—shifts 1 level toward Active Support. (3.2.1, 6.4.1) No shift limit. Pay 1 Resource per marker removed and shift made.





# Patriots



## Commands

**RALLY (3.3.1)**

+ ANY?

**Purpose:** Add or recover Patriot forces.

**Location:** Any spaces without Active Support. Militia may not be placed in an Indian Reserve space or the West Indies.

**Cost:** 1 Resource per space selected.

**Procedure:** Place 1 Militia or replace 2 units with 1 Fort.

If Patriot Fort, may instead either place Militia up to Population plus Forts or move adjacent Militia there and flip all Militia Underground.

If desired, replace any Militia in any 1 space containing a Fort with Continentals.

**MARCH (3.3.2)**

+ ANY?

**Purpose:** Move Militia, Continentals and French Regulars and locate War Parties.

**Location:** Any spaces.

**Cost:** 1 Resource per destination space. For each space French enter the French must also pay 1 Resource.

**Procedure:** Move Patriot units into adjacent spaces. If destination is a British Controlled City and moving group plus British cubes there exceeds 3, Activate moving Militia. Continentals may bring French Regulars 1 for 1. Activate 1 War Party for every 2 Continentals there.

**BATTLE (3.3.3)**

+ ANY?

**Purpose:** Eliminate Enemy pieces and risk losing Friendly pieces.

**Location:** Spaces with Patriot and Royalist pieces.

**Cost:** 1 Resource per space selected. For each space French pieces are involved, French must also pay 1 Resource.

**Procedure:** In 1 space at a time, execute according to the Battle Procedure Table (3.6).

**RABBLE-ROUSING (3.3.4)**

+ ANY?

**Purpose:** Neutralize Support, build Opposition.

**Location:** Any space with Rebellion Control and Patriot pieces ~ *or* ~ 1 or more Underground Militia.

**Cost:** 1 Resource per space selected.

**Procedure:** If no Rebellion Control, Activate 1 Underground Militia in each selected space. Place Propaganda marker and shift 1 level toward Active Opposition.

## Special Activities

**PERSUASION (4.3.1)**

Max 3

**Purpose:** Gain Resources.

**Accompanying Command:** Any.

**Location:** Up to 3 Colonies/Cities with Rebellion Control and Underground Militia.

**Procedure:** For each selected Colony/City, add 1 Patriot Resource and Activate 1 Underground Militia. Place 1 Propaganda marker in each unless none available.

**PARTISANS (4.3.2)**

Max 1

**Purpose:** Use Militia to strike Royalist pieces.

**Accompanying Command:** Any but not in a Battle space.

**Location:** 1 space with Underground Militia and Royalist pieces and no Battle in the space.

**Procedure:** Activate 1 Underground Militia and remove 1 Royalist unit ~ *or* ~ Activate 2 Underground Militia, remove 1 of the 2 Militia and remove 2 Royalist units ~ *or* ~ if no War Parties, remove 1 Village, Activate 2 Underground Militia and remove 1 of the 2 Militia. Cubes are removed to Casualties.

**SKIRMISH (4.3.3)**

Max 1

**Purpose:** Use Continentals to strike British pieces.

**Accompanying Command:** Any but not in a Battle space.

**Location:** 1 space with Continentals and British pieces and no Battle in the space.

**Procedure:** Remove 1 British cube ~ *or* ~ 2 British cubes and 1 Continental ~ *or* ~ if no British cubes, remove 1 British Fort and 1 Continental. Cubes and Forts are removed to Casualties.

**VICTORY CHECK (7.2)**

**British:** (1) Support exceeds Opposition by more than 10 *and* (2) CRC is greater than CBC.

**Patriots:** (1) Opposition exceeds Support by more than 10 *and* (2) Patriot Forts plus 3 is greater than Villages.

**French:** (1) Opposition exceeds Support by more than 10 *and* (2) CBC is greater than CRC. TREATY OF ALLIANCE must have been played.

**Indians:** (1) Support exceeds Opposition by more than 10 *and* (2) Villages less 3 is greater than Patriot Forts.



# French



## Commands

**FRENCH AGENT MOBILIZATION (3.5.1)**

*(before TOA)* + PRÉPARER LA GUERRE? Max 1

**Purpose:** Add Patriot Militia or Continentals.

**Location:** 1 Space only: Quebec, New York, New Hampshire, or Massachusetts if not at Active Support.

**Cost:** 1 Resource.

**Procedure:** Place 2 Militia or 1 Continental in either Quebec, New York, New Hampshire, or Massachusetts. Not at Active Support.

**RODERIGUE HORTALEZ ET CIE (3.5.2)**

+ ANY?

**Purpose:** Increase Patriot Resources.

**Location:** N/A.

**Cost:** 1 or more Resources.

**Procedure:** Increase Patriot Resources by the cost plus 1.

**MUSTER (3.5.3)**

*(after TOA)* + ANY? Max 1

**Purpose:** Bring Regulars to America.

**Location:** Any 1 Colony or City with Rebellion Control or the West Indies.

**Cost:** 2 Resources.

**Procedure:** Place up to 4 Regulars in any 1 Colony or City with Rebellion Control or the West Indies. Then, if desired, in the selected Colony or City and if Patriots have 1 or more Resources, replace 2 French Regulars with 1 Patriot Fort and Patriots pay 1 Resource.

**MARCH (3.5.4)**

*(after TOA)* + ANY?

**Purpose:** Move French Regulars and Continentals.

**Location:** Any destination spaces with Patriot pieces or any space if bringing along one or more Continentals.

**Cost:** 1 Resource per destination space. For each space Continentals enter, Patriots must also pay 1 Resource.

**Procedure:** Move Regulars to adjacent space ~ *or* ~ if in or adjacent to a Rebellion Controlled City, to another Rebellion Controlled City or a Province adjacent. Continentals may accompany French Regulars 1 for 1.

**BATTLE (3.5.5)**

*(after TOA)* + ANY?

**Purpose:** Eliminate Enemy pieces and risk losing Friendly pieces.

**Location:** Spaces or West Indies with French and Royalist Pieces.

**Cost:** 1 Resource per space or West Indies selected. For each space Patriot pieces are involved, Patriots must also pay 1 Resource.

**Procedure:** In 1 space or West Indies at a time, execute according to the Battle Procedure Table (3.6).

## Special Activities

**PRÉPARER LA GUERRE (4.5.1)**

**Purpose:** Prepare French forces for war.

**Accompanying Command:** Any.

**Location:** Move pieces from Unavailable to Available.

**Procedure:** Move either 1 Squadron/Blockade to West Indies or 3 French Regulars from Unavailable to Available ~ *or* ~ add 2 Resources to French Resources.

**SKIRMISH (4.5.2)**

*(after TOA)* Max 1

**Purpose:** Use French Regulars to strike British pieces.

**Accompanying Command:** Any but French Agent Mobilization and not in a Battle or Muster space.

**Location:** 1 space or West Indies with French Regulars and British pieces and no Battle or Muster in the space.

**Procedure:** Remove 1 British cube ~ *or* ~ 2 British cubes and 1 French Regular ~ *or* ~ if no British cubes, remove 1 British Fort and 1 French Regular. Cubes and Forts are removed to Casualties.

**NAVAL PRESSURE (4.5.3)**

*(after TOA)*

**Purpose:** Increase French Naval Intervention (FNI).

**Accompanying Command:** Any but French Agent Mobilization.

**Location:** Any Cities.

**Procedure:** Raise FNI 1 level. French removes 1 Squadron/Blockade marker from West Indies and places it on any City ~ *or* ~ if no Squadron/Blockades are in the West Indies, rearrange Blockades already on Cities.

**VICTORY CHECK (7.2)**

**British:** (1) Support exceeds Opposition by more than 10 *and* (2) CRC is greater than CBC.

**Patriots:** (1) Opposition exceeds Support by more than 10 *and* (2) Patriot Forts plus 3 is greater than Villages.

**French:** (1) Opposition exceeds Support by more than 10 *and* (2) CBC is greater than CRC. TREATY OF ALLIANCE must have been played.

**Indians:** (1) Support exceeds Opposition by more than 10 *and* (2) Villages less 3 is greater than Patriot Forts.

**TREATY OF ALLIANCE (TOA):** If French pieces Available + Squadrons/Blockades Available + CBC (French Preparations) > 15, the French have the option to play TREATY OF ALLIANCE BRILLIANT STROKE card if Eligible. (2.3.9, 5.1.4)