

Introduction

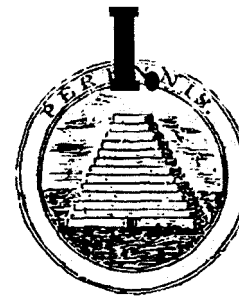
At the conclusion of the French and Indian War, Mother England saw the great competing powers of France and Spain subdued, her power and empire free to grow. The dawn of this golden age, however, never arrived. The upheaval that prevented it came from the most unlikely quarter. The trouble arose from Britain's own colonies in North America. These colonies were populated with good Englishmen, trade with whom was highly valuable to the Crown. However, because of their character, these men would not bear the same excesses from the head of their empire as those in England's more 'foreign' colonies. The taxation and exploitation, intrinsic to the mercantile economy they supported, first troubled then enraged these citizens of the Crown.

The Thirteen Colonies began to strike back at their motherland, with protests and boycotts, which were countered by armed aggression. Finally war became inevitable. The colonies created the Continental Army out of the rabble of militia gathered outside the city of Boston, a hotbed of revolutionary thought. It is here the story of Liberty or Death begins as you choose to take command of either the forces besieging the British-held town of Boston, or the British themselves.



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Game Synopsis

At the time when England's colonial power was at its height, her settlements in the New World forced her to face their growing discontent.

Liberty or Death takes place during the time of this sociopolitical upheaval, a time when two ideals were put into violent contrast. As the Commander-in-Chief of either the forces loyal to the Crown, or those opposed to the unchecked power of monarchy, you must struggle for control over the destiny of North America, and the world.

Basic Play

To be victorious you must skillfully manage your men and resources, being careful not to spread your forces too thin. You must also win the favor of the people and the government to gain greater power.

The Thirteen Colonies, which became the first states in the United States of America, plus the British colonies of Florida and Canada, are divided into 53 districts. It is here that the battle for the North American continent takes place.

In Liberty or Death, each game turn represents approximately two weeks. There are 24 game turns per year. At the beginning of each season, you must answer to your government. Currying favor with the government is essential to success in the game.

Acquiring territory is not of primary importance in this war. The ability to field an army is much more important. Keep your regiments intact and deliver the decisive blow against your enemies.

Starting the Game

At the beginning of the game you may choose to play either the British side or the American side. If you select the American side, you may then select one of the following generals to act as Commander-in-Chief of the Continental Army:

Starting the Game, continued



Charles Lee



Artemas Ward



George Washington

If you choose to command the Royal British Army, the generals you may select are:



Henry Clinton



Thomas Gage



William Howe

Each general you can choose to be Commander-in-Chief has a different set of attributes. The difference in these attributes will lead to different advantages and limitations in the game. You play the Commander-in-Chief so choose carefully.

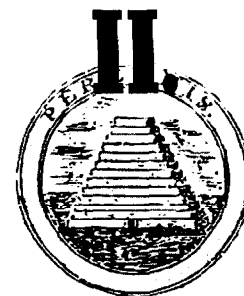
Victory Goal

To win, eliminate the entire enemy force or cause your opponent's government to admit defeat. If your opponent's government votes to dismiss its Commander-in-Chief, or if the Commander-in-Chief dies in battle or is imprisoned, the game will continue with a different Commander-in-Chief. In a two-player game, if the opposing player is eliminated, the computer will finish the game.

Defeat

The game is lost when you are dismissed, when your government capitulates, when you die in battle, when you are imprisoned or your entire army is defeated. You can continue to watch the computer play after a new Commander-in-Chief is installed.

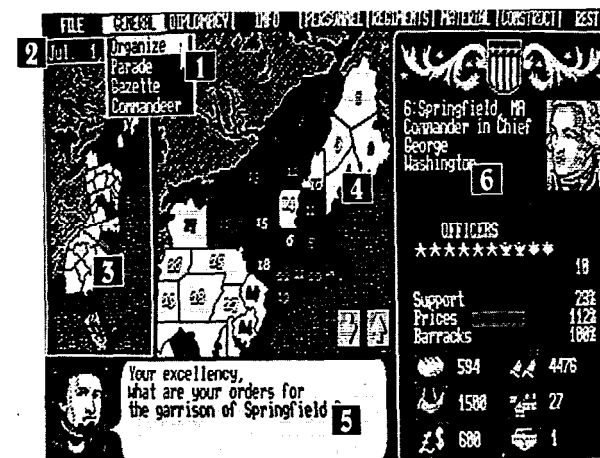
The game ends automatically with the death of King George III on January 1.1820, with a default victory for the American side.



- 1 Menu
- 2 Date
- 3 Sub-map
- 4 Main Map
- 5 Message Display Area
- 6 District Data

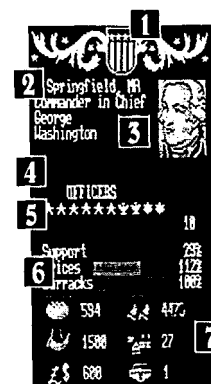
The Main Screen

The Display



The main screen display is composed of a menu, which contains the commands for game play, a map that displays one of the three regions of the North American Colonies, a sub-map that shows the present date and the situation of all the districts, and a district data area which gives information about the district that is taking its turn. The numbers of coastal districts of the New England Colonies are shown in light blue, those of the Middle Colonies in green, and the Southern colonies in yellow.

The shield at the top of the data display area shows which side the district belongs to. The district name and number are also displayed, along with the name, face and type of commander the district has. Below this, any events currently affecting the district are shown.



- 1 Side Shield
- 2 Name & Number
- 3 Commander Info
- 4 Event Icons
- 5 Officer/Regiment
- Info
- 6 Attribute Bars
- 7 Attribute Icons

Events



Storm: The district is being hit by violent weather.



Heat Wave: The weather in the district is extremely hot.



Severe Winter: The district is suffering from cold winter weather.



Fever: The people of the district are suffering from a strange epidemic.



Smallpox: Shows that the district is being affected by the smallpox virus.



Dutch Merchant (districts held by the American side only): There is a merchant from the Netherlands in the district, with goods to sell.



Fleet: This icon shows the presence and number of friendly fleets in the district.

The EVENT PHASE section more fully describes when and how these events occur.

Officer Ranks

The officers and regiments area shows the number and rank of the officers in the district, as well as the total number of men. Here are the ranks from lowest to highest:



Captain



Colonel



Major



General

District Data

Support: Describes the favor or disapproval the citizens of the district feel for the side that controls their district. This is shown as a percentage (1 - 100%) with 1 being the lowest support and 100 being the highest.

Prices: Shows the general trend of the cost of goods, such as cannons, or rations. This data is displayed as a range of 50% (half normal price) to 200% (twice normal price).

Barracks: Tells you how well your men are housed. If your barracks are at 100% none of your men will have to sleep in tents or out in the open.



Rations: Food for your men. If they don't have enough food they won't be able to fight.



Treasury: Your supply of money. Use it to buy the equipment necessary for your campaigns.



Powder: An important supply for any army: the fighting effectiveness of your army is greatly reduced without it.



Forts: This shows the number and kind of forts in your district. This is very important for defense in battle. The first number shows the number of type A forts, and the second the number of type B forts. See the BATTLE PHASE section for more information about these fort types.

The Sides

There are six sides in the game, as follows



Continental Army (shown in dark blue on the maps and battle markers)



Royal Army (red)

At the beginning of the game, you assume the role of either the Continental or Royal Army, the main forces in the Revolutionary War. The other allied forces for each side are controlled by the computer. The allies of the Continental Army are the Revolutionary Militia, the French Army and the Spanish Army. The only ally of the Royal Army is the Loyalist Militia.

Allied forces may enter one another's districts by land or sea. When an allied force enters another allied force's district the officer with the highest rank will become the district commander. If low ranking Continental officers, which are usually under your control, are moved to a district with a high ranking French officer, command of the Continental officers and regiments in this district will be given to the computer. If there are two officers of equally high rank in a district command will be given to the Continental officer, or if there is none, to the officer with the highest total abilities.



Revolutionary Militia (green)



Loyalist Militia (purple)

The Revolutionary and Loyalist Militias are armies that belong to states. They may only move to districts in or next to their home district state. These regiments are formed when there is a threat to their home state by enemy forces. When this threat is removed, the regiments will disband and return to the reserve unless recruited by the regular army.



French Army (light blue)

The French forces allied with America will only appear after the French alliance event (see **EVENT PHASE** section). These regiments appear with a fleet, by sea. The regiments move into coastal districts occupied by friendly forces. If such districts are unavailable, they will move into neutral districts. If no neutral districts are available, they will attack a coastal district held by the enemy. If the attack does not succeed, the regiments that survive the battle will return to their side's reserve. Districts commanded by the French will receive money from abroad each quarter.



Spanish Army (yellow)

The Spanish armies are similar to the French armies. They can only appear following the Spanish alliance event (see **EVENT PHASE** section). The Spanish troops will arrive in the Southern Colonies either by land or by sea.

Officers and Regiments

When you view a Regiment, the information is displayed in the district data display area. A shield indicates the officers allegiance. The name of the regiment is shown along with the officers name, rank and picture.

below this information, there are icons which give more information about this officer and his regiment:



Unit Type: Shows whether this regiment is an infantry, cavalry, guerrilla or artillery unit. See the **BATTLE PHASE** section for more information,



Officer Status: Shows whether the officer is healthy, sick or furloughed



Boats: Shows whether the regiment possesses boats. See the **BATTLE PHASE** section for more information.



Cannon: Shows whether the regiment possesses 50 cannon. See the **BATTLE PHASE** section for more information.

Officer Traits

Officer traits describe the abilities and limitations of the officer himself. This information is shown in a range of 1-100 and is broken down as follows (on-screen abbreviations, if any are shown in parentheses):

Leadership (Leader): Describes the officer's ability to lead his men and to act on his own initiative. This trait does not change during the game.

Tactics: Shows the officer's knowledge of war as well as his sheer cunning and ability to devise winning strategy. This trait does not change during the game.

Discipline (Discip): Describes the officer's ability to receive and carry out orders and to see his place in the military hierarchy. This trait does not change during the game.

Body: Describes the officer's physical ability to perform tasks and commands. The first number shows the officer's present body and the second his maximum body. The officer's present body changes as he receives orders, or is affected by sickness,

Loyalty: Shows the officer's loyalty to his Commander-in-Chief. No number is displayed for the Commander-in-Chief himself. This number changes depending on the treatment the officer receives.

Reputation (Rep): Describes how the officer is seen by others. This figure changes according to the kind of deeds an officer performs.

Regiment Data

There is also a section of information pertaining specifically to the regiment. With the exception of men, these numbers fall into a range of 1-100. These areas are as follows (on-screen abbreviations, if any are shown in parentheses):

Men: Shows the number of men presently enlisted in the regiment compared to the possible maximum. The maximum number of men a regiment may include depends on the unit's type: Infantry units may have up to 500, all others may have no more than 250. This number changes if the regiment suffers casualties in war or from disastrous events.

Arms: Describes what percentage of the regiment is equipped to wage war against the enemy. This figure may be improved by buying arms (see the COMMAND TURN section) and may decrease, through daily accidents or loss.

Training (Train): Shows how well drilled (see the COMMAND TURN section) the regiment is and therefore how able to act on demanding orders given in battle.

Morale: Describes what kind of spirit and enthusiasm the regiment has. If morale drops too low, you may have a mutiny on your hands!

The Command Turn

The main map is divided into three regions: the New England Colonies, the Middle Colonies and the Southern Colonies (see the MAPS section). At the beginning of the command turn rotation, one of these regions will be selected at random. Once a region is selected, each District in the region is allowed to perform its commands for that turn in a random order. This rotation process continues through the other two regions.

Many commands can only be carried out by the commander-in-chief. Other commands can be carried out by any officer with the requisite number of body points. Commands will decrease body points as indicated.

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The File Menu

Options: By selecting the options command, you can change the message speed and turn items on and off, such as sound effects, background music, viewing battles you are not involved in and event graphics.

Restart: You can use this command to restart the game from the beginning.

Save: Preserve the present situation of your game for future play.

Quit Player: You can concede the game with this command. If you are playing a two player game, your opponent is given the choice of continuing to battle the computer. If you are playing a one player game you can choose to watch the computer finish the game for you.

Quit Game: Exit from Liberty or Death.

The General Menu

Organize: No cost

Redistribute cannon and guns between different regiments. to make your fighting force more formidable.

Parade: Any Regiment, Body cost = 40

Throw a parade to raise support in a district. As many or as few regiments as you like may take part in the parade. The more regiments you choose to parade, the more likely the spectacle is to stir up support for your side.

Gazette: Any Officer, Body cost = 50

A propaganda "broadside" will be written causing the support of the district to go up. Officers with high tactics are better able to ridicule the enemy and gain the support of the local populace.

Commander: Any Regiment, Body cost = 40

Order a regiment to take food from the citizens of a district by force. Support in the district and the regiment's reputation decrease, while rations increase.

The Diplomacy Menu

Recruit: Commander-in-Chief or District Commander, Body cost = 30

Ask a militia leader in an adjacent district to place his forces under your command. Note that the Continental side can recruit only from the Revolutionary side and the Royal side can recruit only from the Loyalist side. Select the district to recruit from and the amount of money to offer. If successful, all regiments in the district will become regular units (Continental or Royal) under your control.

Bribe: Any Officer, Body cost = 40

Ask an enemy officer in an adjacent district to join your side. Select the officer to make the bribe, the district to bribe from, the officer to bribe, and the bribe offer. If you are successful, the officer and his regiment fall under your control.

Borrow: Commander-in-Chief, Body cost = 20

Borrow money from bankers in wealthy districts. Borrowing will work only in districts with high economy values. Although the money does not have to be repaid, there are other repercussions to the overuse of this command.

The Info Menu

Officer: Commander-in-Chief or District Commander, no cost.

Look at information about the officers in the present district. to discover their strengths and weaknesses.

District: Commander-in-Chief or District Commander, no cost.

Gain data concerning districts under your control as well as neutral districts you're considering acquiring.

Government: Commander-in-Chief or District Commander, no cost.

Find out how the members of your government feel about your actions.

The Info Menu, continued

State: Commander-in-Chief or District Commander, no cost.

Shows which states different districts belong to.

Advice: Commander-in-Chief, no cost.

Your adviser will give advice depending on your situation. It is up to you to decide whether your adviser's advice is worth taking.

Rumors: Commander-in-Chief or District Commander, no cost.

Ask passers-by to relate news from other districts. Look for hints of weakness among your enemies and exploit them to the fullest, Available once per game turn.

Spy: Any Officer, Body cost = 30

Gather information about an opponent's strength and disposition. Choose an officer with high tactics to be a spy. After gaining access to a district, some or all district and officer information will be available. The information not available will show question marks instead of the real data. If the officer is caught, he will be removed from the game and his regiment will disband.

The Personnel Menu

Authorize: Commander-in-Chief only, Body cost = 0

Give control of a district to a District Commander. The District Commander will carry out all monthly commands for the district. Later, you can cancel his authority and regain control of the district.

Bonus: Commander-in-Chief or District Commander, Body cost = 20

Use money to increase officers' loyalty and regiments' morale. Choose the regiment to receive the bonus and the amount of the bonus.

Furlough Commander-in-Chief or District Commander, Body cost = 20

Send troops on a vacation of up to three turns. A furlough increases officers' loyalty and regiments' morale. Units will be unavailable for the number of turns you allow them leave. Select the regiment to furlough and input the number of turns of leave (up to 3).

The Regiments Menu

Move: Any Regiment, Body cost = 30

Send regiments by land to adjoining districts or by sea (if the fleet is in) to more distant ones. Select regiments, district to move to and amount of each: rations, treasury, powder.

Draft: Any officer, Body cost = 20

Add men to existing regiments. Choose an officer with high leadership abilities. The more money you spend, the more likely you'll be able to recruit the maximum number of men. It is possible to entirely rebuild a regiment with raw recruits. However, if you wish to improve the regiment's general condition, re-form command works best.

Re-form: Commander-in-Chief or District Commander, Body cost = 20

Re-forming is a more drastic way to increase the number of men in a regiment by sending it back to the war officer. The regiment will reappear with all its soldiers ready for combat (see **EVENT PHASE** section). Note that while a regiment is being re-formed, it will be unavailable to perform commands or to battle!

Drill: Any regiment, Body cost = 40

Train your regiments. Only regiments that drill will gain skill; other regiments in the district will be unaffected. Regiments' training may only reach 70 through drilling. Higher training may be achieved only through battle.

Battle: Any Regiment, Body cost = 40

Send regiments to battle adjoining districts by land, or more distant districts by sea (if the fleet is in). choose the fittest regiments and allot them rations and powder for the battle.

The Material Menu

Send: Any Officer, Body cost = 30

Send supplies (treasury, rations, powder) to adjoining districts by land, or to more distant districts by sea (if the fleet is in). This may be very important to your strategy. Don't let districts fall to the enemy merely because they are poorly supplied!

Buy Arms: Any Officer, Body cost = 20

Send an officer to buy arms for the garrison. The arms can be distributed among the regiments after purchase. Arms cost will vary according to prices. Unless a Dutch merchant is in the district (see EVENTS below), quantities are limited and costs can be very high.

Buy Powder: Any Officer, Body cost = 20

Gunpowder cost will vary according to the current rate of prices in the district. Unless a Dutch merchant is in the district (see EVENTS below), supplies may be scarce and expensive. Buying powder is essential to your preparations for battle.

Buy Food: Any officer, Body cost = 20

Send an officer to the market to purchase food for the garrison. The cost of rations varies with the current rate of prices. Unless Dutch merchant is in the district (see EVENTS, below), quantities are limited and costs can be high.

The Construct Menu

Barracks: Any Officer, Body cost = 40

Build liming quarters for your regiments. Sturdy barracks will protect your regiments from suffering the full effects of weather and contagion.

Cannon: Officer with Tactics > 70, Body cost = 40

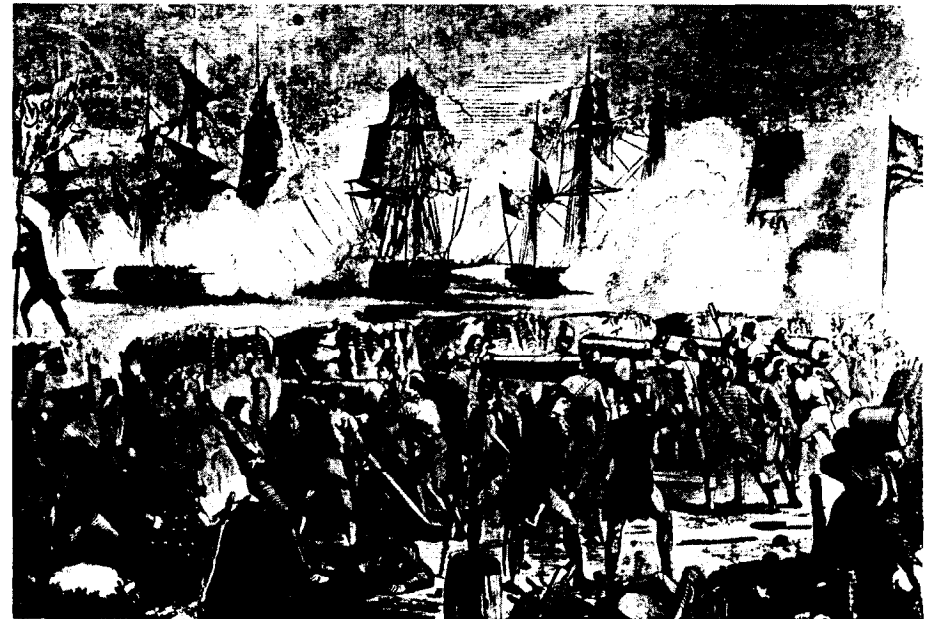
Construct cannon and give them to your regiments. These guns will be ready for use in battle within a turn.

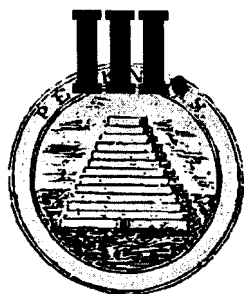
Boats: Officer with Tactics > 50, Body cost = 40

Ending the Command Turn

Rest: Commander-in-Chief or District Commander, no cost.

End the turn for the present district.





III The Government Phase

At the beginning of each quarter of the year (just before January 1, April 1, July 1 and October 1), there will be a government phase, during which you must answer to the politicians in your government and try to gain their support.

If six or more politicians agree that you are not doing well, they may call for a vote of confidence. If two thirds of the government votes for your dismissal, you will be removed from your post and another Commander-in-Chief will be selected. If this happens you will lose the game.

In the government phase, any income from the previous quarter will be totaled and displayed. The navy officer will report on any goods seized at sea and the foreign officer will report on foreign aid. This income will be added to the budget.

On the basis of the overall trust of the government, a certain number of promotions will be awarded. The Commander-in-Chief may then distribute these to the officers he feels most worthy. Note that the Commander-in-Chief may choose not to use all promotions. Promotions increase the loyalty and reputation of awarded officers and boost the morale of their regiments.

Officers' salaries will rise with promotions:

Rank	Quarterly Salary
Captain	150
Major	210
Colonel	270
General	300

Note that the Commander-in-Chief may not promote the same officer more than once in the same quarter.

The Budget

Each state gives money to the government which it supports. The amount paid based on the state's economy, support and politician trust, as well as under whose controls the district falls.

Some states may pay in rations instead of money. The rations are given to the commissary general in the allocation phase. The Royal British side receives additional money from overseas.

Once income from the states is received the monthly salaries of the officer are totaled. You can determine to hold the payment of the officers' salaries and allot the moneys elsewhere. If you decide not to pay, you may then use this money for whatever you wish, but there will be a drop in the loyalty of all the officers that do not receive a salary.

Making Requests

As Commander-in-Chief, you may also make specific requests to the government if you are needy in some areas. You may ask the officer in charge of the navy for assistance from the fleets or the war officer for new regiments and officers. The war officer decides how many new regiments to make, based on the average trust of the government. Regiments will be chosen from the reserve at random. The war officer will then tell the Commander-in-Chief where the new regiments will come from and how many there will be. You can ask the navy officer to attempt to gain sea control in one of the regions, perform a joint attack or transport troops.

If you are the American player, then after the French and Spanish armies join the war, you may also make requests to their naval officers, just as to your own.

Allocating Resources

The allocation phase is really just an extension of the government phase. It uses the same screen, but deals with different items. This screen displays the amounts of money, powder and rations that each department has received from the government.

The Military Departments

In Liberty or Death, there are officers who are in charge of supplying the naval backup, food and gunpowder necessary for the Commander-in-Chiefs efforts. In this section, these officers ask for the additional funds they may need to accomplish these tasks.

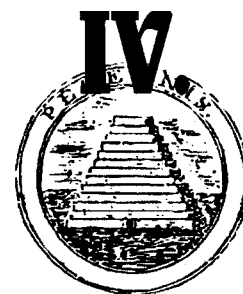
The officers also receive any goods that appeared in the government phase (powder to the quartermaster, rations to the commissary). The quartermaster and commissary decide if they have enough money and goods to provide all the regiments of your side. The naval officer decides based on comparative fleet strength. If his fleets are at their maximum strength, he will not make a request.

Helping Your Districts

After contributing funds to the supply officers, you can send whatever money remains to any of your districts, including your headquarters. When all the money is distributed you will be asked to confirm your choices. If you do, the allocation phase is over. If you do not, you can change the amounts you are contributing to your officers and districts.

In this phase, the British player will also be able to use his money to buy Hessian mercenary regiments. Each new regiment costs 100 and will be created during the event phase.

The rations and powder are allocated to the side's districts, before the events phase begins. Supplies are distributed evenly among all districts held by the regular armies of your side.



Battle Phase

Battles take place during the command phase after the battle command has been chosen. The maximum number of regiments that may attack the same district is 52 (and 4 fleets), which may be broken down as follows:

Attacking Regiments:

Original **Attacker:** 8 Regiments Max. **2 fleets**

Secondary **Attacker 1:** 6 Regiments Max.

Secondary **Attacker 2:** 6 Regiments Max.

Defending Regiments:

Original **Defender:** 20 Regiments Max. **+2 fleets**

Secondary **Defender 1:** 6 Regiments Max.

Secondary **Defender 2:** 6 Regiments Max.

The maximum length of a battle is 15 days. Each day is broken down into 6 turns for a maximum of 90 turns per battle. The original attacker or defender may bring two fleets to battle either by going to battle by sea or by requesting joint attack at the government phase (in the defender's case, having one or more fleets in the district). Secondary forces may not arrive by sea and the District Commander may not participate in the battle.

Terrain Types

Clear: Command Points to Enter: 3. Terrain Bonus: 0

A plain or flat hex. Easiest to move through, but provides little cover.

Forest: Command points to Enter: 4. Terrain Bonus: 1

A tree-covered hex, which only Guerrilla and Cavalry units may enter. They disappear from view and can ambush passing enemy units.

Terrain Types, continued



Hill: Command Points to Enter: 5, Terrain Bonus: -1

A raised hex that provides a tactical advantage for any unit somewhat difficult to enter.



Mountain: Command Points to Enter: 5, Terrain bonus -2

A raised and rocky hex that only Guerrilla units may enter. Units can ambush as from a forest hex.



Water: Command points to Enter: 5, Terrain bonus 0

A river or lake hex, which can only be passed by a fleet, a unit with boats or by building a bridge.



Shallow: Command points to Enter: 4, Terrain bonus: 1

A water hex that may be passed without a bridge or boat. Difficult to enter. boats, but not fleets may pass through this hex.



Bridge: Command points to Enter: 3, Terrain bonus 1

A river or lake hex with a bridge crossing it. This hex can be passed by any land based unit, but not by water based units. Can be destroyed by fire ships or Artillery units.



Sea: Command points to Enter: 5, Terrain bonus 0

Open sea, can only be used by fleets or units with boats, no bridges may be built here.



Town: Command points to Enter: 4, Terrain Bonus: -2

Inhabited hex, provides some cover, but inhabitants may be angered by its use.



Fort A: Command Points to Enter: 4, Terrain Bonus: -4

A strong fort with excellent walls and cannon positions.



Fort B: Command points to Enter: 4, Terrain Bonus: -4

Asomewhat weaker fonwith fewer defensive advantages.

Unit Types



Infantry: Move Base =3

The infantry is usually referred to as Guards or Line regiments. They are foot soldiers, able to fire with muskets, charge with bayonets.

Normal Attack: Musketry

Special Attack: bayonet Charge.



Cavalry: Move Base =7

Cavalry units, also known as Dragoons. are horsemen, attacking quickly. charging and ambushing the enemy.

Normal Attack: Saber & Pistol

Special Attack: Charge

Special Attack: Ambush (surprise attack)



Guerrilla: Move base =5

Guerrilla units are known as Rangers in the new world and Jaegers (Gem-tan for hunter) in Europe. This versatile unit can ambush from hex spaces inaccessible to others.

Normal Attack: Rifery

Special Attack = Ambush



Artillery: Move base =3

Tremendously well versed in the art of war, artillery units are known as Engineers. They have good firepower when equipped with cannon. and are indispensible for fording rivers, and constructing siege works.

Normal Attacks = Musketry. Hand-to-Hand (if w/o cannon)

barrage (if with cannon).

Note that no damage is done to the attacker in barrage attacks.



Fleet: Move Base =5

Controlled by the Navy, the fleet can deliver devastating barrages against enemy positions.

Normal Attack = Barrage.

Attack Strength =50 (96 in non-adjacent hex)

powder Used =0



FireShip: Move Base =5

Fleets or boats may be abandoned and turned into fire ships. After launching a fire ship, its direction is set. It will continue in the same direction until it runs into something or is extinguished.

Attack Strength =26

powder Used =0

Battle Commands

You can select a unit by clicking on the unit with the mouse or moving the cursor to the unit with the number pad and hitting enter. After clicking on one of your units, the next hex you click on will determine the command performed.

Generally, clicking on an adjacent open hex means the unit will move there, unless:

- The hex is a water hex and the unit is an Artillery unit with boats, then a menu appears, with the options: Move/Build Bridge.
- The hex is a bridge hex and the unit is an Artillery unit, then a menu appears with the options: Move/Blow Bridge.

Infantry, Guerrilla and Cavalry units can attack an enemy unit that is within range at the end of their move, if they have enough command points remaining. Clicking on a hex occupied by an enemy unit will be an attack.

Here are the descriptions of the commands:

Move:

Enter adjacent hex, limit command points, terrain.

Attack:

Battle neighboring unit, as described above.

Bayonet Charge:

Besides doing damage to the enemy, a bayonet charge can dislodge them from their position. The chance for success is based on the training and strength of the attacking unit.

Charge:

During a charge, a Cavalry unit moves through the defending unit causing general mayhem. A charge adds to the chances of an officer getting killed, or a unit getting out of position (see below). If a charge is successful, the attacking unit moves through the defending unit.

Build Bridge:

Only Artillery units can build bridges. Officers with high tactics abilities are more likely to succeed.

Blow Bridge:

Only Artillery units can blow up bridges. Officers with high tactics abilities are more likely to succeed.

Battle Commands, continued

Destroy:

Destroy the unit's own boats and cannon. Always successful. In certain circumstances a unit can launch a fire boat using this command.

Entrench:

Can only be done in clear or hill hexes. Gives additional strength to the unit's position and takes one battle turn for all units.

Reinforce:

The defender uses this command to bring units to the battlefield. A unit in a fort hex is clicked on twice, and a hex for the reinforcing unit is selected.

The Battle Options Menu

The battle options menu can be accessed by clicking the right mouse button or the escape key. The following commands can be accessed through this menu:

View:

After selecting this command click on any unit to get more information about it.

Retreat:

At any time during battle, units from either side may retreat to other districts. This command is not always successful, and some units may be captured.

End Turn:

Select this command when you have finished giving orders to all the units on your side for the turn. If all your units have expended their command-points, the turn will end automatically.

Battle Events

Officer Killed or Injured:

For barrages, ambushes and successful charges, there is a chance the defending officer will be killed or injured.

Unit in the Water:

If a unit is on a bridge or in a boat and the bridge or boat is destroyed (by destroy command, fire ship or blow bridge command), the unit will be plunged into the water and will take the damage.

Unit Captured:

When a unit is reduced to zero men it is captured by the enemy. Units can also be captured while trying to retreat.

The Event Phase

Just before the command phase special events may occur, some good, some bad. These are displayed on the main screen, in the center of the main map area. The events are divided into those which can occur at the change of seasons, those which occur before any turn, and those that only occur once based on historical factors.

If an event takes place in a district under your control, the message concerning the event will be given by the District Commander (or your Adviser for the home district). Messages concerning fleet activities will be given by the Naval officer. Historical messages will be given by the Executive officer.

Seasonal Events

Attrition

Some values of every district will drop a bit at the beginning of each season due to attrition and normal wear and tear.



Fever

Occurs at random times and locations. Reduces morale, body and men, as well as affecting officers in the district. This event may continue for several turns after its first outbreak. The affected district will display the fever icon for the duration of the fever event. Note that no district may be affected by smallpox and fever at the same time.



Smallpox

More severe version of sickness; same conditions and effects. The event may continue. The affected district will display the fever icon for the duration of the smallpox event. Note that no district may be affected by smallpox and fever at the same time.



Severe Winter

Occurs randomly in the winter in the north. Reduces morale, body and men as well as supplies. prevents fleet movement. Can be defended against by building barracks. This event has a chance of continuing for several turns. The affected district will display the severe winter icon for the duration of the severe winter event. Fleets may not enter or leave the district during a severe winter. Note that no district may be affected by more than one kind of weather at a time.



Heat Wave

Occurs randomly in the summer. Reduces morale, body and men as well as supplies. Does not prevent fleet movement. Can be defended against by building barracks. The event can continue for a few turns after it begins. The affected district will display the heat wave icon for the duration of the heat wave event.



storm

Occurs at random times and locations. Reduces morale, body and men as well as supplies. prevents fleet movement. Can be defended against by building barracks. Storms may continue to plague a district. The affected district will display the storm icon for the duration of the storm event.

Command of the Seas

Quarterly, following the allocation phase, the British and American naval forces struggle for control of the three sea regions (same as colonial regions). Command of the seas is determined after fleets move to new regions and do battle with one another.

Vote of Confidence

Politicians with low trust may call for a vote of confidence. If this happens one of the politicians who is unhappy with you will appear demanding the vote. Following this the Executive officer will begin the vote, asking those supporting you to vote 'aye' and those opposed to vote 'nay.' Each politician is called in turn, appears and casts either an 'aye' or 'nay' vote. A running total of the votes is displayed. The ayes and nays are added. A two-thirds majority wins dismissal.

Seasonal Events, continued

Seized Goods

You will be informed by the Navy officer of any goods taken on the high seas during the quarter. Blockades and privateering are first determined to have happened during the event phase, then the amounts are calculated here. These goods will be added into the budget.

Foreign Aid

Friendly foreign powers send supplies to your forces. You will be informed by the Overseas officer of any aid received from foreign countries during the quarter. This, like blockades and privateering, is originally an event, the effects of which are not revealed until the next government phase. Foreign aid will be considered in setting the budget. It is also possible that a foreign power will donate a small fleet to the war effort. Note that foreign aid is available only to the American side.

After the French and Spanish join the war, they will contribute directly and there will be no more foreign aid Events.

Turn Events**Attrition**

Just as in the seasonal events, there are certain parameters that will change at the beginning of each turn.

Officer Resigns

Officer has low loyalty and leaves district. Regiment disbands. You will be informed that an officer has tendered his resignation. You have a chance to prevent the officer from leaving: if you refuse to accept his resignation your adviser and the officer will decide whether your orders or a bounty would be more convincing and how much, if any, bounty must be paid.

Mutiny

Regiment mutinies against officer, men desert. You will be informed that a regiment is becoming mutinous. You have a chance to prevent the officer from leaving: the officer and his men will decide whether your good faith or a bounty would be more in order and how much, if any, bounty must be paid.

Blockade

You use your control of the seas to stop enemy ships and seize their supplies. Fleets performing blockades stay in the region in which they gained command of the seas.

Privateering

Indicates your warships have broken through enemy blockades and seized ships and goods on the high seas. Privateering fleets move to seas abroad.

Foreign Aid

Foreign aid may come from friendly governments. This aid is delivered by the Dutch, and the amounts and kinds of aid will be revealed during the government phase.

Volunteer

Volunteers are men from outside the Americas with sympathies for the American side. They offer their services to the War Officer and he raises regiments for them to command if you approve their commission.

Turn Events, continued

New Regiment

New regiments appear a few months after the War Officer promises them. These regiments will appear in a district held by friendly forces, in their home state. If there are no such districts, the regiments will appear in a neutral district in their home state. If there are no neutral districts in their home state, a neutral district in the same region will be chosen. If there are no neutral districts in the same region, the regiments will be placed in a neutral district chosen at random.

Royal Army and Hessian regiments will all be from districts not shown on the map. They appear at random in coastal districts, brought by a fleet taking slightly longer than regiments raised on the continent.



Merchant

The Dutch merchant can only appear in one district at a time. The merchant only appears in coastal districts held by the American side. The merchant may stay for a long time or leave abruptly.

Fleet Movement

After ordering a fleet built, it will appear in one of your coastal districts. Once the fleet arrives in your district it can be used for transport or battle. A fleet can appear in only one district at a time. If you send your fleet to help with a joint attack, it will stay within range of the target district. If the enemy has command of the sea, the target district must be an adjacent district. If the enemy does not have command of the sea, the target district can be in your region, or in an adjacent region. If you order your fleet to transport, it will stay in the target district until transport has been completed, or until it receives new orders at the next government phase. Fleets that are not privateering or blockading will only appear in coastal districts which are not held by the enemy side.

Historical Events

Independence

The American Congress signs the Declaration of Independence, raising support for the American side. The Declaration of Independence can only be signed after all British forces have been removed from the 13 Colonies. The Declaration of Independence will raise politics, as well as morale, on the American side.

Anglo-Dutch War

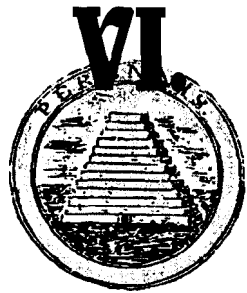
After the Dutch continue to supply the colonies with the raw materials they require to continue their war for independence, the British declare war against the Netherlands and seize the port of St. Eustatius in the Caribbean. Every time foreign aid or a Dutch merchant arrives, the chance of open hostility between the British and the Dutch goes up. After this Event occurs, the American side will not receive any foreign aid and the Dutch merchant will no longer appear.

French Alliance

The French add the support of their fleets, regiments and supplies to the American side. The French will join the war in earnest only if they feel that the American forces have a chance of winning. There must be a decisive defeat of the British to show this. After such a victory the French will join in after lobbying and debating for a few months. It takes 1 month for the new to reach France. Note that the French may only join once.

Spanish Alliance

The Spanish add the support of their fleets, regiments and supplies to the American side. After the French join in the War, the Spanish follow. This may happen quickly or take a long time.



History of the Revolutionary War

The American Revolutionary War can basically be seen as stemming from the earlier war on the continent, between the French and the British. Although England was victorious, she also found herself deeply in debt and looked to her subjects abroad for help. The colonies in America, however, were outraged with what they felt to be unfair treatment and began to become rebellious. The colonists' protests turned ugly, resulting in such authoritarian atrocities as the Boston Massacre. By 1775 these tensions were at a peak; an explosion was inevitable.

When the British moved army troops into the countryside near Boston looking for stores of weapons, they were met by forewarned and annoyed colonists, who after a few skirmishes, followed the British retreat with a pitiless rain of musketry. The British retreated all the way to Boston, where they hid behind their fortifications while enraged rebels continued to gather just outside their gates.

Battle of Breed's Hill

2,000 Americans

2,400 British Troops

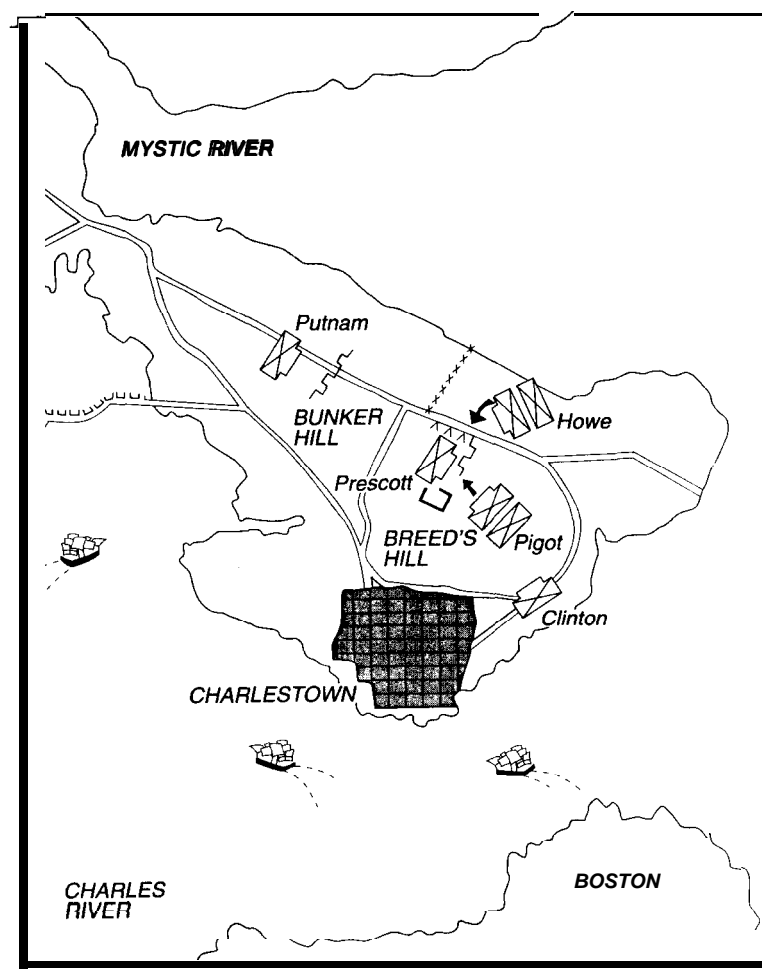
441 American Casualties

1,054 British Casualties

30 Americans Captured

0 British Captured

Battle Of Breed's Hill (Bunker Hill)



On June 15, 1775, the Massachusetts Committee of Safety decided to fortify Bunker Hill. The fort they would build would serve the purpose of tightening the circle of troops which the Americans were placing around British-held Boston.

On June 16, positioned at the side of Bunker Hill, American officers debated the best site for the upcoming battle. Brigadier General Putnam argued that the fortification should be built on Breed's Hill. Breed's Hill was a smaller hill, 62 feet high, which was located just east of Charleston. After fortifying Breed's Hill, the 110 foot tall Bunker Hill would be fortified with a secondary work. Colonel Richard Gridley, chief engineer of the Massachusetts troops, laid out a square redoubt about 45 yards on each side.

On June 17, the British ship "Lively" sighted the work party and opened fire. The cannon fire awoke the troops in Boston. British Generals Gage, Howe, Clinton, and Burgoyne held a council of war. The threat of American cannon placed on either hill was unacceptable to the British. Howe was sent to disperse the rebels.

Clinton advocated a strategy of either landing at Charlestown, or trying to seize the territory on the narrow neck to cut off the Americans. Instead, Howe decided to row his forces around to Morton's point at the southeast end of the peninsula and make a frontal assault.

Howe was given 2,150 troops and 12 cannon, which were safely transported on 28 barges. Several British warships provided support by bombarding both Charlestown and the redoubt.

Howe's column began to march in rows of four along the Mystic River shore. American Colonel John Stark waited until the British troops were within 50 feet, then gave orders to fire. The first round of shots routed the first three companies of redcoats. By the time Howe pulled back his troops, his men were running. Howe quickly organized a second attack on the rebels. The second wave of the attack was also driven back by heavy gunfire. This time, however, the Americans seemed to be aiming at British officers. British Brigadier Robert Pigot faced the same type of failure in his first and second attacks on the redoubt defenders. After the first two attacks, the field was covered with troops killed in battle. The American troops were enthusiastic about their victory, but they were running out of ammunition quickly.

General Clinton, watching the British failures from Copp's Hill in Boston, realized the attacking British troops needed help. He quickly sent over 400 fresh troops as reinforcement. Then, without orders, Clinton moved to the battlefield himself.

Howe gathered his remaining men and moved them into position to reinforce the frontal attack of Pigot. The third assault by the British military began. Under gunfire, the British troops were able to push their way to the top edge of the redoubt. When the British reached the top, the sound of American gunfire had stopped. The Americans had run out of powder. The British, seizing the opportunity, jumped down into the reinforcement. But to their surprise, they were met by American rebels, swinging their muskets like clubs. Bravery finally gave way to bullets and the Americans retreated. In the end, British troops under Clinton regained control of Breed's Hill.

According to Clinton, the Battle at Breed's Hill was: "A dear bought victory another such would have ruined us." Besides boosting the morale of the colonial forces, the Battle of Breed's Hill was important because it ended British myth that American rebels could not stand up to England's finest troops.



The Invasion of Canada

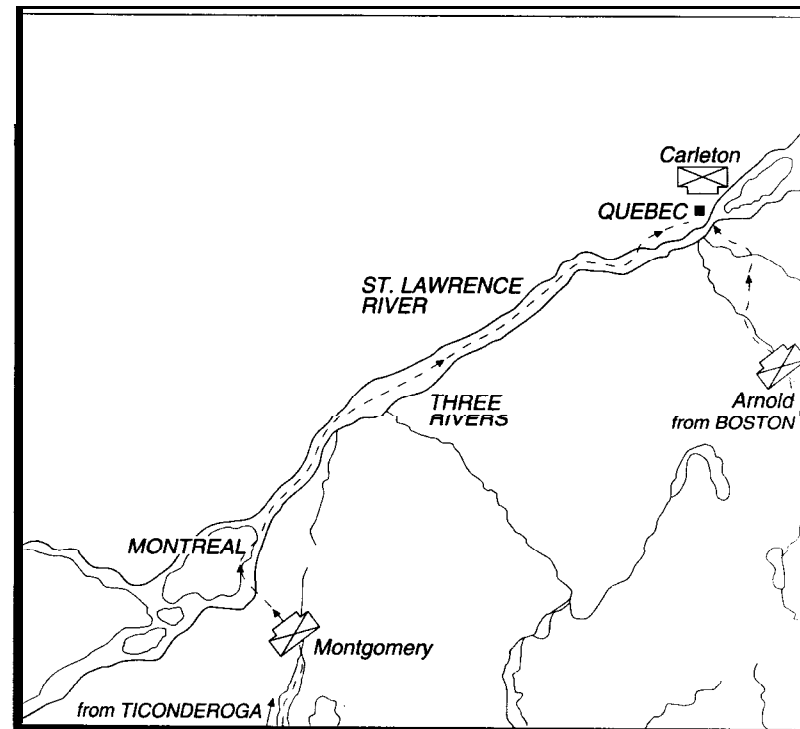
For the patriots, Canada was an area full of potential. Many of the colonial revolutionaries hoped that the French majority of 80,000 would support the American Revolution. It had only been fifteen years since the British overlords of Canada had come into possession of the territory. After the passage of the Quebec Act of 1774, unrest spread rapidly among the French-Canadians. There were reports that only 700 British regulars were guarding Canada.

From the colonists' point of view, an invasion into Canada could be achieved through four direct water courses.

The consistent improvisation used in the Canadian campaign gave the invasion the characteristics of a raid.

After the advance by the American Schuyler on the British post at St. Johns, the American army withdrew to try to regroup on the Ile Aux Noix.

Another advance expedition of 635 American troops under Colonel Bedel and Lieutenant Brown was laying siege to Chambly, the other British fort ten miles to the North. On October 17, the garrison under the command of Major Stopford surrendered. 88 English troops were captured.



When Major Montgomery took over command from Major Schuyler on September 16, 1775, he moved 2,000 troops back into position at St. Johns. The English allocated 500 regulars under Major Preston with a reinforcement of 225 Canadian militia to defend the fort at St. Johns. Montgomery's siege lasted 45 days. The garrison at St. Johns finally surrendered on November 2, 1775.

On September 25, 1775, Lieutenant Colonels John Brown and Ethan Allen launched a surprise attack on Montreal. Three hundred American troops participated in the battle. The raid failed and Allen was captured. But the fall of the garrison at St. Johns opened the gateway for the main force of Americans who occupied Montreal on November 13, 1775.

The Invasion of Canada

Siege of St. Johns

1,200-1,500 American Troops

725 British Troops

0 Americans Captured

725 British Captured

Attack on Quebec

800 American Troops

1,800 British Troops

60 American Casualties

28 British Casualties

Invasion of Montreal

0 American Troops

235 British Troops

40 Americans Captured

0 British Captured



Meanwhile, a secondary invasion force of 1,000 American troops had been sent up the Kennebec River to attack Quebec. Washington authorized this expedition without the approval of Congress. He appointed Benedict Arnold to command the expedition. The invasion troops were to sail from Newbury port for Quebec on September 19, 1775. The boats Washington ordered built for this project would have to sail through river rapids and shallows, 320 miles to Quebec.

Arnold's expedition was one of the most extraordinary operations of the war. Hardships of the march, freezing weather and spoiling provisions led to one-third of the American troops turning back. Around 100 troops died from exposure. About 600 American troops reached the shore of the St. Lawrence River on November 9, 1775. On November 19, 1775, Montgomery joined Arnold with 300 more troops and the forces besieged Quebec City. England defended Quebec with a mixed force of about 1,200 troops.

The attack on the defenses of Quebec occurred early in the morning on December 31, 1775. The advance was quickly detected. Major General Montgomery was killed along with 50 other troops during the attack. General Arnold and 36 other troops were wounded. Three hundred eighty seven American troops were taken prisoner. The British losses were 7 killed and 11 wounded. The siege continued throughout the winter and was gradually reinforced.

The siege lasted until May 6, at which time reports were coming in that British General John Burgoyne with a force of 10,000 would be coming with the thawing of the river. By the time three advance frigates had dropped anchor, the Americans had already begun to withdraw. The end of the invasion saw the American troops beaten back up the St. Lawrence. After the battle of Three Rivers on June 8, the American troops were forced out of Canada.

The failed invasion of Canada ended direct conflict in the northern region for the remainder of the Revolution. After the battle, the British kept substantial troop strength in Canada to prevent further attempts at invasion. Still, Canada continued to be an important supply depot a staging area and a refuge for loyalists for the rest of the war.

Battle of Long Island



WINNER: **JOE**

17,000 British Troops



1,400 American Casualties

377 British Casualties



0 Americans Captured

23 British Captured

The Battle of Long Island

In the same winter the siege of the Canadian garrisons was taking place, George Washington was completing the plan that would force the British out of Boston forever. Colonel Henry "the Ox" Knox was sent to retrieve the artillery pieces from the captured British fort of Ticonderoga. Washington moved his guns, together with prefabricated fortifications, onto Dorchester Heights overlooking Boston on March 4, 1776. This action left the British with only two unappealing alternatives: to rush the American positions under heavy artillery fire or to evacuate the city. Perhaps recalling the costly Battle of Breeds Hill, the British chose the latter. By March 17 the British had weighed anchor for Halifax.

In July of 1776, Major General William Howe returned to America. Howe had decided that New York was the most logical place to set up a base of operations. Howe intended to achieve a decisive victory over the American army through an attack launched from New York. Rhode Island also would be captured through an invasion from New York. And New York would be the juncture where Howe would meet the Canadian army that would lead to the isolation of New England.

The logistical advantages of New York were very important. The area was believed to be strongly loyalist and Howe believed that the inhabitants of the area would supply the British army with provisions they could not transport from England.

In the early spring of 1776, the New York campaign was delayed. Howe had difficulty finding an adequate number of ships to carry troops and supplies to New York. By the time he left Boston in March, Howe had to pack 8,900 troops onto only 78 ships.

British Lord George Germain was making preparations to send 27,000 troops to Canada and New York as reinforcements. The transport service finally managed to assemble troops and military stores ready to sail from widely distant ports. Troops sailed from southern England, Ireland, Germany, and the Mediterranean. About eight percent of the men who embarked for the colonies died at sea. The horses made out worse than the men. Only 538 of 950 horses reached the colonies alive.

In July, Major General Howe landed his Halifax force at Staten Island with no resistance. After landing, Howe waited for the arrival of reinforcements. By August 4, 14,000 troops had arrived. By August 12, ships carrying about 8,000 Hessians and a large quantity of military equipment had also arrived.

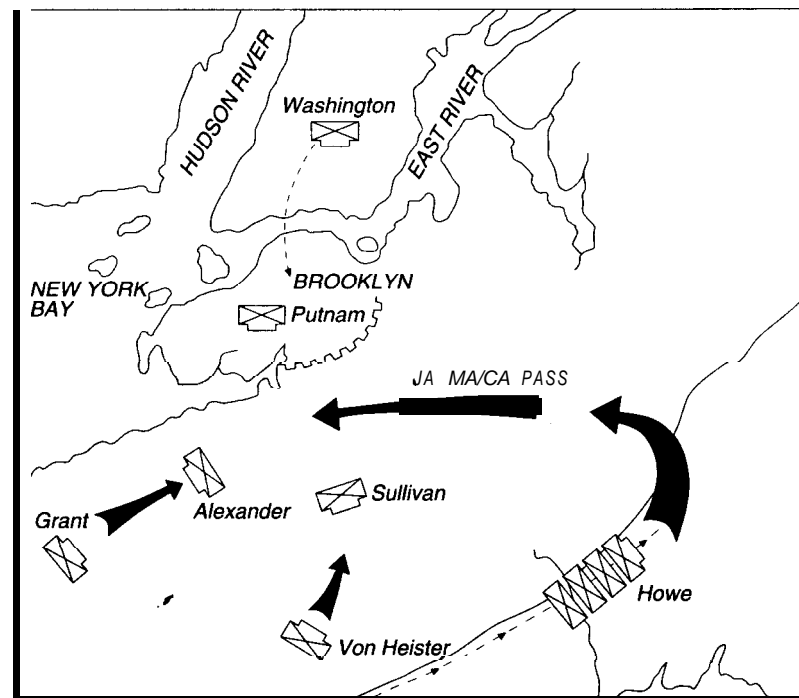
From August 12 to August 21, 1776, Howe held back all military action while his brother, Vice Admiral Richard Howe, attempted to negotiate a plan of conciliation with Washington. The conciliation plan failed. William Howe was now ready to move. On August 22, 15,000 troops under the command of Howe set sail and landed at Gravesend on the southwest end of Long Island. By August 25, the Hessian forces had arrived. Howe's troops now numbered 22,000 men. Howe's forces moved inland to a ridge of hills known as the Heights of Guan. From this point, there were four paths through the heights that gave the British access to Brooklyn.

Washington was commanding about 19,000 troops in the New York area. He had fortified Lower Manhattan, and laid down well protected artillery at Brooklyn Heights. By the time of the British advance, Major General Israel Putnam was in command of the 10,000 troops guarding Brooklyn. Putnam decided to position his advance forces in a broad line along the Heights of Guan. Unfortunately, Putnam had left one of the four paths to Brooklyn vulnerable to attack. Putnam had only ordered five men to guard Jamaica Pass, a path to the East of Brooklyn.

On August 24, Major General Henry Clinton determined that Jamaica Pass could serve as the key to the rebel position. Clinton recommended using a classic turning movement in the upcoming battle. Two divisions would create a diversion by attacking the left and center lines. Meanwhile, the main force would march east, then go around and behind the American troops and attack. Howe accepted Clinton's recommendation.

At midnight on August 26, British Major General James Grant launched the first diversionary attack with 5,000 troops marching up the Gowanus Road. By morning, Washington had crossed over to Brooklyn with additional troops. At 9:00 AM, Howe led his 10,000 troops through the Jamaica Pass towards the rear of the American troops. With a division of 5,000 men on Flatbush Road, British Brigadier Philip von Heister began firing on Major General Sullivan's 1,500 troops.

Soon after Heister began firing, both Sullivan and Stirling realized that Howe's column had come up behind them. The Americans tried to move toward the entrenchments at Brooklyn, where the heaviest fighting of the battle occurred. By noon, Howe and his generals had cleared the Heights of Guan of all enemy forces. The 10,000 American troops remaining retreated to Brooklyn to prepare for the inevitable.



Howe reunited his army close to the Brooklyn earthworks. From this location, Howe prepared to establish a siege on Brooklyn. Unfortunately for Howe, by August 29th, Washington had abandoned Brooklyn. On that rainy night, a brigade of fishermen under Colonel John Glover ferried 10,000 American troops and all their equipment from Brooklyn to Manhattan. When Howe's troops finally arrived at Brooklyn, they encountered no resistance. Brooklyn was empty.

Although Washington's escape from Long Island was impressive, his defeat at Long Island was a serious one. Washington had been tactically outmaneuvered by Howe.

The New Jersey Invasion

Battle of Trenton

WINNER: BRITISH

1,400 British Troops

American Casualties

114 British Casualties

0 Americans Captured

948 British Captured

Battle of Princeton

WINNER: AMERICANS

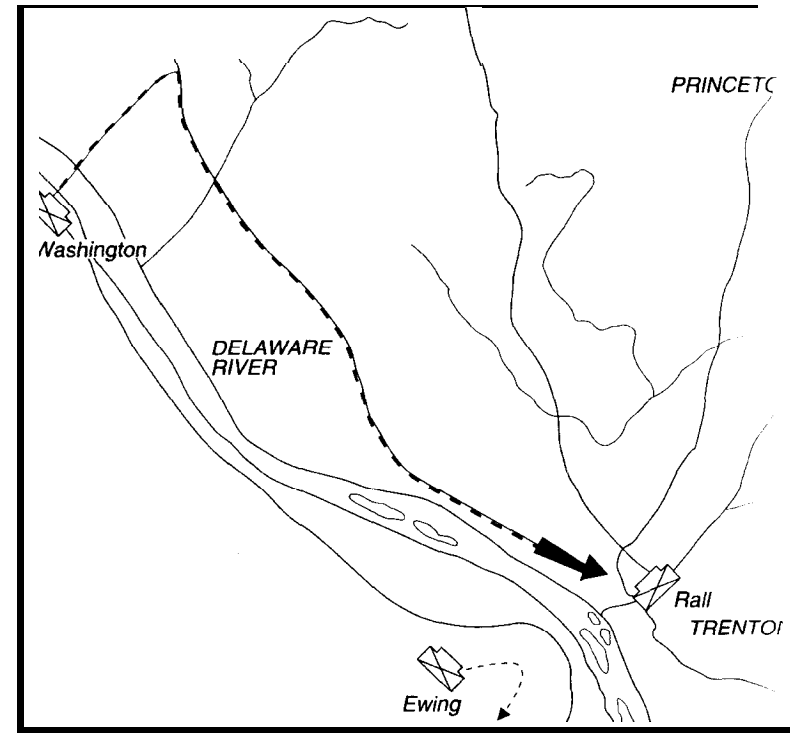
105 American Casualties

210 British Casualties

0 Americans Captured

244 British Captured

The New Jersey Invasion



Following the British success at Long Island, the Continental Army was hounded by the British. The approaching winter found the American force weary and demoralized, yet Howe was unable to defer a decisive defeat.

After Fort Lee was abandoned, Washington withdrew his forces across New Jersey toward Philadelphia. On November 21, 1776, 5,000 American troops departed from Hackensack. By December 7, the troops had reached safety 100 miles away, behind the Delaware River. In the 100-mile march, there was a high sickness and desertion rate. The colonial army seemed to be unraveling before the Commander-in-Chief's eyes.

The British forces followed right behind the American troops. Lord Cornwallis' advance came close to intercepting the retreating American forces at Newark, New Brunswick, Princeton, and Trenton. But during the process of retreat, Washington burned the bridges after his troops had crossed. Lord Cornwallis' five day march took three weeks. With winter already upon him, William Howe decided to use Trenton as winter quarters for the British troops.

Sir William Howe's decision to settle in Trenton was reasonable from a strategic standpoint. In September, 1776, one-fourth of New York City had been destroyed by fire. New York City was no longer a viable option for winter quarters. Trenton was the next logical choice. The farms of New Jersey would provide the British army with provisions they could not receive from England.

Meanwhile, Howe had received news that the American forces were in a weak, demoralized condition. He also learned that the American Congress had fled from Philadelphia to Baltimore. Patriot resistance seemed to be dissolving.

Once Howe had decided to settle in Trenton for the winter, British logistical outposts were established across New Jersey. The construction of these outposts indicated that the British believed the American army would soon be in hibernation. In the eighteenth century, armies seldom moved once winter arrived.

American commanders were worried that the British would continue their advance over the Delaware as soon as the river froze. But the colonial soldier's morale got a boost from the arrival of 2,000 Continental reinforcements.

Washington began to plan his boldest move of the war. He would move his troops across the Delaware overnight and attack Trenton with 2,400 troops from the North. During this raid, Colonel John Cadwalader would distract the German garrison at Bordentown with 1,800 troops. The expedition was scheduled for Christmas night.

The crossing of the Delaware was marked by severe weather conditions. The colonial forces faced heavy winds, ice bats and rain. Again, Colonel John Glover and his squadron of Massachusetts fishermen came to Washington's aid. The fishermen's boats sailed Washington's troops safely to the other side of the Delaware.

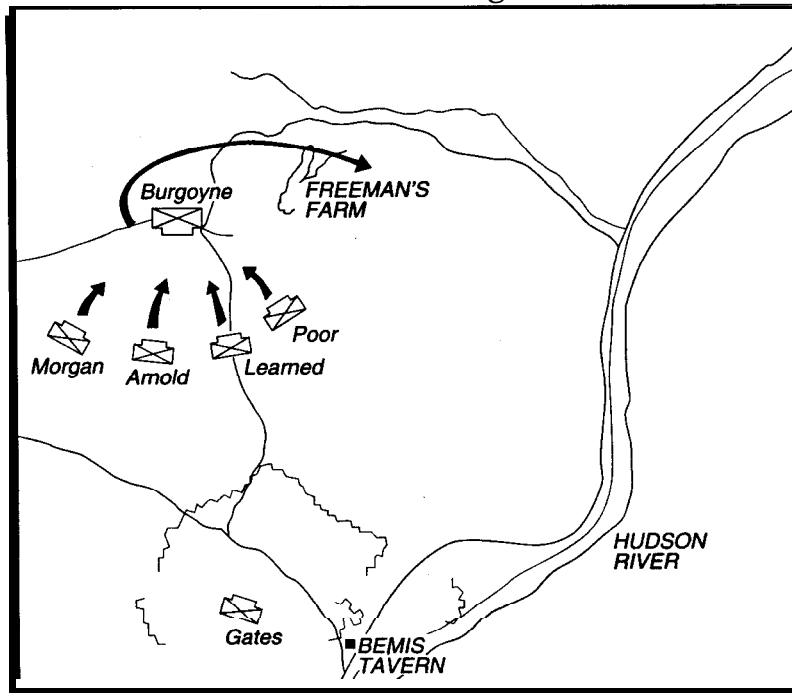
Four miles into the eight mile march to Trenton, the troops were split into two units. The unit under Major General John Sullivan would attack from the river road. Nathaniel Greene's unit would circle the town from the Northeast.

On Christmas Eve, the night before the attack, many Hessian soldiers became quite inebriated while celebrating the Christmas holiday. When the Hessians were awakened by musket fire at 8:00 AM on Christmas Day, needless to say, they were in no condition to assemble quickly. By 9:30 AM the three Hessian regiments had struck their colors.

The New Jersey Invasion was a much needed victory for Washington. It boosted the morale of the colonial forces immeasurably. The victory also terminated Howe's best prospects for negotiating peace with the rebels. But the victory had also taught the British a lesson about the American forces. Even in the dead of winter, British troops could not rule out the possibility of an American attack.



The Battles of Saratoga



In September 1777, Lieutenant General John Burgoyne had received news of two serious losses dealt to the British army. The German divisions near Bennington had been defeated only a week before Lieutenant Colonel Barry St. Leger's withdrawal from western New York. Despite sickness, desertions, and the news of the English losses, Burgoyne's troops morale was still very high.

Burgoyne made a serious miscalculation. He believed that American Major General Philip Schuyler was in command of the largest defensive force that could be assembled. By early September, a second American army began to take shape. By September 8, Major General Horatio Gates had moved northward across the Mohawk River up to Stillwater. On Bemis Heights, Colonel Thaddeus Kosciuszko had constructed troop entrenchments. By September 12, 1777, the Americans had control over the heights.

Burgoyne's advance was slowed down by his need to accumulate a 33-day supply of food from Montreal. On September 13, he finally crossed the river below Fort Miller and moved on to Saratoga (now Schuylerville). After crossing the river, his troops, now numbering about 6,000, started south. On September 18, 1777, Burgoyne's advancing troops met up with Gates's troops. Burgoyne had no idea that he faced an enemy force of 7,000 men.

Burgoyne divided his troops into three attacking columns. Brigadier Simon Fraser was assigned 2,200 troops and sent on a westward sweep. Major General Riedesel was given command over 1,200 German troops and ordered to defend the river road. Brigadier James Hamilton was put in charge of 1,200 men and assigned the center column position. Artillery batteries were ready to back up each column.

On September 19, 1777, the center column under Hamilton moved forward in a southwesterly direction to draw closer to Fraser. When American Colonel Daniel Morgan saw Hamilton's advance, his men took aim at every advancing officer.

The Battle of Saratoga

Battle of Freeman's Farm

3,000 American Troops

3,000 British Troops

283 American Casualties

600 British Casualties

Battle of Bemis Heights

1,000 American Troops

1,000 British Troops

200 American Casualties

426 British Casualties

0 Americans Captured

200 British Captured

Hamilton's troops now supported by Fraser's column, held Morgan to a standoff. Meanwhile, Burgoyne began advancing to Freeman's farm.

Major General Benedict Arnold brought up seven regiments to support Morgan.

The conflict between Hamilton's troops and Morgan's troops seesawed for several hours. Burgoyne ordered Riedesel to use his troops to reinforce Hamilton. With help from Riedesel, the English finally won the day.

Burgoyne claimed the battle to be a victory for England. His claim was questionable. Burgoyne reported 556 casualties from the conflict. Gates had a total of 316 casualties, but still occupied the strongest position in the field.

Burgoyne planned another attack on the rebel forces for September 21, 1777. But on September 12, Burgoyne received a letter from Clinton. In ten days, Clinton would be moving up the Hudson river to attack forts Clinton and Montgomery, above Peekskill. Burgoyne decided to delay his attack until these battles had taken place.

By the end of September, Clinton had seized forts Clinton and Montgomery. After these battles, Clinton refused to sail farther north without reinforcements. On September 28, Burgoyne wrote to Clinton, asking him for instructions to attack or retreat from the rebel forces in Saratoga. Clinton wrote back saying that it was not his place to give orders to another commander.

During this period of delay, Gates's troop strength consistently increased. By October 7, 1777, Gates was in command of 11,000 men as opposed to the 5,000 troops under Burgoyne.

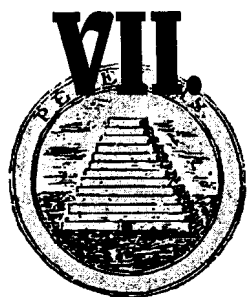
On October 7, 1777, Burgoyne launched his second attack. He spread 1,500 troops across Freeman's farm in a 1,100 yard line. To the West, Burgoyne sent Captain Fraser into the hills with 500 men. Gates dispatched Morgan to deal with Fraser's forces. Gates then sent Brigadier General Enoch Poor's brigade to attack the east end of the British line. Gates gave orders to Brigadier General Ebenezer Learned's brigade to attack the center of the British line.

Poor routed the left side of the British line. Morgan's forces achieved a resounding victory over Fraser's men. After an unsuccessful attack on Balmace's redoubt in the English center, Arnold put together four regiments to overcome the stronghold of the English Colonel Breyman on the right.

The second battle at Saratoga was over. England had suffered 350 casualties and had 250 captured in the engagements. Gates counted about 130 casualties. The entrenchments Burgoyne had used were ineffective now that Breyman's redoubt was gone. Burgoyne pulled his troops back.

The Americans had captured Freeman's farm, but Gates decided not to pursue Burgoyne's troops. On October 8, Burgoyne began his retreat toward the North. Within 24 hours, Burgoyne had moved up to within three miles of Saratoga. By October 10, Burgoyne had crossed into the village near Fishkill Creek. One day later, Gates' troops reached the south side of Fishkill Creek. On October 12, Morgan and Learned crossed the creek to the West of the village. Burgoyne's troops were now cornered on three sides. By 10:00 PM, Stark had crossed the Hudson four miles north of the village and shut off the last escape route.

On October 13, Burgoyne held another council of war. The council participants unanimously decided to negotiate with the Continental army for honorable terms. Gates, however, wanted an unconditional surrender from the British. Burgoyne refused. Burgoyne proposed that the British arms be surrendered and that his troops be allowed to return to England, under the condition they would not serve again in America. Gates agreed and the terms were signed on October 17.



Personalities of the Revolutionary War

Leaders of the American Forces

George Washington

Through his determination and energy, General George Washington rose to the challenge of becoming Commander-in-Chief of the Continental Army and First president of the United States. Washington's humble origins as a Virginia planter did not stop him from developing his ties with the influential Fairfax family. These ties led to his public and private advancement.



Washington volunteered for service in the Seven Year's War. His tour of duty in the Braddock campaign of 1755 brought his name to the attention of George II, while also making him a colonial hero. Later, Washington was appointed by his King to the position of Commander of the Colonies' Frontier Defenses. The difficulties arising from this assignment, as well as Washington's experiences as a member of the provincial legislature prepared him for his crucial role in the War of Independence.

In 1763, when Britain imposed its imperial policies on the colonies, Washington stood before his fellow members of the Continental Congress and advocated vigorous resistance to the policies. After the battles of Lexington and Concord, the Congress appointed Washington as Commander-in-Chief of the Continental Army.

During the early years of his command, from 1775 to 1778, Washington's troops were generally poorly supplied, yet they stood up to Britain's first efforts to subdue the colonial rebellion. Even though many of the early battles were lost to the British, Washington's troops fought reasonably well and were able to inflict heavy casualties on the English troops.

Washington scored his first small victories at Trenton and Princeton in the winter of 1776-1777. The victories helped boost American spirits during a time when colonial morale was at its lowest. After weathering the long winter at Valley Forge in 1777, Washington emerged with an army growing in numbers and exhibiting professional fighting techniques that would lead to victories in future battles.

Washington presided over the Constitutional Convention of 1787. Two years later, in 1789, Washington became the first President of the United States. Washington served two terms in office, then retired to his estate, Mount Vernon.

As for being the ideal leader of a democratic revolution, Washington was truly the right man at the right time. His deference to Congress and his respect of state and local authority were characteristics befitting the leader of a newly formed Republic. Unlike many of the revolutionaries before him and after him, Washington never saw himself as a personification of the Revolution. But due to his character and actions, he became the most meaningful symbol of the American Revolution for Independence.



Artemas Ward

Artemas Ward graduated from Harvard College in 1748. Soon after graduation, Ward entered public service. In the next few years, Ward took on several provincial and local government positions. He developed a solid reputation through his administrative skill as a colonel in the Seven Years' War.

During the period of growing tension between the colonies and Great Britain, Ward actively opposed royal authority. Once the fighting began, the Continental Congress made Ward a general and promoted him to the position of Commander-in-Chief of the Massachusetts forces. As the conflict in Boston developed over the next few months, Ward became the de facto leader of the army besieging Boston.

Although Ward had steadily risen to a position of command by the beginning of the War of Independence, he did not distinguish himself as a commander in the war.

At a crucial juncture in history, Ward was passed over by the Continental Army Congress and George Washington was selected as the Commander-in-Chief of the Colonial Armed Forces. The Continental Congress knew that in the past Massachusetts had supplied the bulk of the men active in the colonial resistance. Therefore, to show appreciation for Ward's efforts commanding the regiments in Boston, the Continental Congress awarded Artemas Ward a position as the highest ranking Major General in the armed forces.

being passed over for a position as Commander-in-Chief of the newly formed Republic could not have been an easy thing for Ward to face. Yet at least on the surface, he accepted the arrangement. In April 1776, the British evacuated Boston. After this event, Ward offered his resignation, but remained in a position as head of the Eastern Department. In March 2, 1777, Ward resigned from the Eastern Department.

After retiring from military service, Ward remained active in state and federal politics.

Charles "Boiling Water" Lee



Lee's father, a British officer, purchased a royal commission for his son when he was 14. Over the next 30 years Lee saw extensive military duty in both America and Britain, as well as serving a term of duty in the Polish army.

In 1774, Lee sailed to North America, intent upon serving in the American military. By this time, Lee's political ideals and military record had begun to interest several patriot leaders. On June 17, 1775, Lee was appointed to the position of Major General in the Continental Army. This position made Lee subordinate to only two officers: George Washington and Artemas Ward.

During the first year of the Revolutionary War, Lee proved his competence as a commander. Lee was in charge of the left wing of the army besieging Boston. Following this, Lee organized southern defenses at Charles Town.

Despite the ability Lee showed as a commander on the battlefield, he was also a general who was caught up in a great deal of controversy. His reputation for having a difficult personality was well known within military circles. Soldiers serving under him found him haughty, volatile, and eccentric. Lee seemed much more humane to his retinue of pet dogs than he did

to his comrades at arms. He criticized and ignored the orders of George Washington during the disastrous fall campaign of 1776. From that point on, Lee grew doubtful of America's ability to win the Revolutionary War.

On December 13, 1776, Lee was captured by the British. He spent 16 months in military custody. During this time, Lee's doubts about the mishandled war grew. At one point, Lee even attempted to negotiate for peace with the British.

After his incarceration, Lee returned to American lines and assumed command at the Battle of Monmouth. His failure in this battle led to Lee being court-martialled for his performance on the field. Lee was given a one-year suspension from duty for disobedience, misbehavior, and disrespect. On January 10, 1780, Congress ordered his permanent dismissal from the Continental Army.

Daniel Morgan "The Old Waggoner"



Daniel Morgan was born to a family of Welsh immigrant farmers. He grew up along the border of Pennsylvania and New Jersey. By 1753, he had grown to be a young frontiersman and settled in Winchester, Virginia. His early years were quite wild. He was known mainly for his drinking, gambling and brawling. However, a common-law marriage to Abigail Curry led him to settle down. He eventually became a respected land owner.

Morgan's early military experience included being a teamster during the Seven Years' War and a militia captain in Lord Dunmore's War. Due to his previous military experience, when the Revolutionary War began, Morgan was given a position of command. Morgan was put in charge of a Virginia rifle company for the newly formed Continental Army.

The skills Morgan had developed in his previous military service served him well as a commander. Throughout the Revolutionary War, Morgan proved to be a capable and responsible officer. But it was while in command of guerrilla operations that Morgan really showed his ability. In the ill-fated invasion of Canada in 1775, Morgan demonstrated consistent bravery and determination on the battlefield.

Morgan also showed exceptional leadership in the Saratoga campaign of 1777. In this battle, his men were particularly effective in harassing and demoralizing the British troops.

Morgan's most famous victory occurred in South Carolina. In January 17, 1781, Morgan's troops defeated Banastre Tarleton's Tory Legion at the Battle of Cowpens. The strategy of double envelopment Morgan used in this battle was a landmark in American military history. Soon after this battle, Morgan was forced to retire his command due to physical injury.

During the early national period in the United States, Morgan became a staunch Federalist. In 1797, he was elected to a single term in the House of Representatives.

Leaders of the British Forces

Thomas Gage

Thomas Gage was born the second son of a noble house. In Britain at this time, the army was one of the few promising paths open to younger sons of the nobility. So after eight years at Westminster School, Gage set out on a military career.



In his first fifteen years' service, Gage's career was not unusual in any way. Gage served in Flanders against the French. Later, he served in North Britain against the Jacobites. Gage became a Captain at twenty-three and a Lieutenant Colonel at just past thirty. Both ranks were acquired by the purchase of a vacant commission.

In 1755, Gage's regiment the 44th, received orders to embark for Alexandria, Virginia, under the command of Major General Edward Braddock. In 1757, Gage began seeking a way to be promoted to a position as colonel. Gage offered to raise a regiment of light infantry that could eliminate the need for provincial rangers. It was a good idea and ended up being a landmark in British military history. Gage obtained a permanent position as Brigadier General in 1759, the same year he received his first independent command. Even though Gage rose through the ranks in a consistent manner, making his men look like soldiers and keeping strict discipline seemed to be the extent of his command abilities.

As a military commander, the war ended for Gage in 1760. Instead of going campaigning in the West Indies during 1761-1762, he chose instead to serve as Military Governor of Montreal. As Military Governor, combat experience was less important than qualities such as intelligence, patience, honesty and tact. The position seemed a perfect match for Gage's temperament.

Gage's cool head was an asset under peacetime conditions.

By the eve of the Revolution, Gage had been promoted to the position of Commander-in-Chief of the British Army in North America. Years before, when the colonists opposed the Stamp Tax of 1765 and the Townshend Duties of 1767, Gage contacted the king, recommending the intimidation of the colonists through a show of force. If this action failed, Gage advised crushing the colonists. But when Gage was finally ordered to use force in 1775, he was unable to execute his command effectively. Gage's troops suffered heavy casualties in the battles of Lexington and Concord and in the Battle of Bunker Hill. His army was finally blockaded in Boston and he was recalled.

Sir William Howe

William Howe was the Commander in Chief of the British Army in North America from 1775 to 1778. During this time, the colonial rebels were inexperienced in battle and did not have the support of the French fleet and army. But in spite of the weaknesses of the rebel resistance, in the three years Howe was Commander-in-Chief he was unable to end the rebellion in America.



The failure of Howe as a Commander was directly linked to his strategy for dealing with the rebellion. His brother, Admiral Lord Richard Howe, believed that a series of protracted battles with the colonists, resulting in heavy casualties, would not provide England with the political situation desired in the colonies. England desired colonies that were satisfied enough to pay the taxes imposed after 1763. Admiral Richard Howe believed that the best way to end the rebellion in the colonies was through a show of force, rather than through all out war with the rebels. Once the colonists saw the full extent of England's military might, the rebellion would fizzle of its own accord.

In June 1776, Sir William Howe went to New York with the intention of engaging in a decisive battle with the Continental Army. But after examining rebel defenses and consulting with his brother, he adopted his brother's strategy for dealing with the colonists. A show of force would lead to fewer casualties and would provide England with a better chance to negotiate a settlement with the colonists.

From this point on, Howe maneuvered the rebels out of Long Island, Manhattan, and New Jersey. For a while, this strategy of maneuvering rather than direct confrontation seemed to be working, until Howe's detachments were surprised by the rebel attack at Trenton and Princeton. After these battles, in the campaign of 1777, Howe wavered between a plan of launching direct attacks to destroy the Continental Army and one of trying to recover territory claimed by rebel units. Finally, Howe decided to launch a climactic battle in New Jersey, achieve a gradual takeover of Pennsylvania, and try for decisive confrontations at Brandywine and Whitmarsh. In the long run his plans were unsuccessful.

Howe had failed to end the rebellion in America. In England, Howe's actions came under attack. His leniency towards the rebels and his lack of support for John Burgoyne in the battle of Saratoga ultimately led to Howe's resignation as the Commander in Chief of the British Army in North America.

Sir Henry Clinton



Sir Henry Clinton served as Commander-in-Chief of the British Army in North America during the War of Independence. Although Clinton was a competent strategist and tactician, he lacked the confidence to be a successful Commander-in-Chief of the British armed forces.

Sir Henry Clinton's military record stands out in a number of ways from his military and naval colleagues. The number of years he served in the military was greater than any of his colleagues. Clinton served for two and a half years as second in command to General Howe and for four years as Commander-in-Chief of the British Army in North America.

Clinton's personality was one that did not earn him many admirers. For the most part, Clinton was shy and withdrawn. He had few friends and many enemies. Also, Clinton was not a great general. Even though his career was marked by occasional successes, he was a failure as a commander. His decline as a commander was slow and subtle, but consistent.

Clinton grew up in America. In 1749, at the age of nineteen, Clinton left for England. Due to his connections, he was given a promotion in the Army. Later, during the Seven Years' War, he was sent to Germany and made a name for himself through his gallantry on the field. In 1775, Clinton was ordered to Boston with William Howe and John Burgoyne to strengthen

the command of General Gage. At this time, Clinton was a middle-aged Major General of forty-five. This would be his first command. It had been many years since he had seen active military duty.

Although Clinton did not have his colleagues' natural gift for command, his mind was keen and his judgment sound. If the duties of a general had involved nothing more than planning, he would have been an outstanding general. Unfortunately, Clinton could not keep his opinions to himself. As second in command, Clinton developed a habit of offering advice, with which he bombarded his chief throughout campaigns.

Clinton's favorite military maneuver was envelopment. This tactic entailed leading the main attack in a wide circuit around the Americans' left or right wing, so that British troops were behind their center before the real fighting began. This method, used in the Battle of Long Island, led to the most brilliant tactical triumph the British scored in the field during the war.

For the rest of the war, Clinton argued for the use of envelopment as a means to destroy Washington's army through several battles. His plan was turned down. Instead Howe's method of a slow and stately maneuvering of the enemy was chosen. In the end, however, Howe's battle strategy proved ineffective. After several confrontations between English and American troops, Washington's army was still in existence and capable of striking back.

Clinton's career ended at the Battle of Yorktown. Even though Cornwallis' share of the failure of this battle was greater than Clinton's, Clinton was blamed for the loss. Clinton was ultimately forced into retirement and did not even receive the routine honors that were usually given to a Commander-in-Chief.

John "Gentleman Johnny" Burgoyne



Although Burgoyne was present in Boston for the Battle of Bunker Hill, he did not have a position of command in this battle. After Bunker Hill, Burgoyne returned to England. In 1776, Sir Guy Carleton was assigned the task of clearing the American forces out of Quebec, Canada. Burgoyne was sent back to the colonies to provide reinforcements for Carleton. After completing his assignment, Burgoyne returned to England.

In 1777, Burgoyne again was sent to America in another position of command. This time, Burgoyne's troops were instructed to enter New York from Canada and link up with Sir William Howe at Albany. When Burgoyne arrived in New York, Howe was nowhere in sight. Instead, Burgoyne came face to face with a division of the American Continental Army under the command of Horatio Gates. The resulting conflict came to be known as the Battle at Saratoga. Burgoyne and his army were defeated and taken prisoner. Burgoyne was released on parole in 1778 and returned to England. Once back in England, Burgoyne took up his seat in Parliament. In Parliament, Burgoyne argued against continuing the war with the colonies.

The main controversy surrounding Burgoyne concerns questions about his role in the Battle of Saratoga in 1778. The defeat of the British in this battle is viewed by most historians as the turning point in the War of Independence.

One school of thought holds that Burgoyne was the victim of both unfortunate circumstances and untrustworthy colleagues. Many believe that lack of planning and cooperation from Lord George Germain and General Howe before the Battle of Saratoga led to Burgoyne's downfall.

Another school of thought maintains that Burgoyne was responsible for his own failure. Apparently Burgoyne's campaign plan expected only minimal help from General Howe. Many historians believe that Burgoyne pressed on with his campaign even after realizing that it was doomed. Since turning back would ruin his reputation as a Commander, Burgoyne refused to retreat. Blaming his defeat on General Germain's rigid orders to proceed to Albany was a more viable option than withdrawing and facing dishonor.

Whatever the reason for Burgoyne's failure, the defeat at Saratoga was the final nail in the coffin for the British military in the War of Independence. Questions concerning General John Burgoyne's failure as a Commander have led to his becoming one of the most controversial figures of the Revolutionary War.

Foreign Participants

Marie Joseph Paul Yves Roch Gilbert Motier (Marquis de La Fayette)



When Marie Motier was born, he inherited a great deal of wealth and a title following the death of his parents. His title was that of the Marquis de La Fayette. As a young man, La Fayette was not attracted to court life. And as he grew, he became more and more interested in pursuing a career in the French military. Once enlisted, La Fayette quickly realized that the peacetime army of France did not offer much of a chance for promotion. So La Fayette set his sights upon serving the American Revolutionary Continent, Army across the sea.

La Fayette sailed to America and offered his services to the American Congress. La Fayette faced a Congress that was suspicious of foreign adventurers. In general, there were questions about whether these thrill seekers could be trusted in the heat of battle. But La Fayette had a great enthusiasm for the Republican principles for which the rebels were fighting. This enthusiasm, coupled with his offer to serve without pay swayed the opinion of Congress. On July 31, 1777, Congress commissioned La Fayette. He was made a Major General, but without command and without pay. La Fayette was 19 years old.

In a short time, La Fayette gained the confidence and respect of his fellow officers. Even General George Washington was impressed by his ability and dedication. At the Battle of Brandywine on September 11, 1777, and at the battle of Gloucester two months later, La Fayette displayed both courage and leadership. With Washington's encouragement, Congress gave him a promotion and put him in command of a division of troops. His next assignment would be an invasion against English troops in Canada.

In January 1779, La Fayette returned to France as a lobbyist for the American Revolutionaries. In April 1780, he returned to America and served in Virginia. Soon after his return, he fought in the Battle at Yorktown where he helped trap Lord Cornwallis' army,

After the Battle at Yorktown, La Fayette returned to France, where he continued to lobby on behalf of the United States. The French Revolution brought about a change in fortune for La Fayette. During the Revolution, La Fayette lost his freedom and his wealth. Several years of his life were spent in foreign exile and in prison. In 1799, La Fayette returned to France and settled in La Grange.

Thaddeus Kosciuszko



Thaddeus Kosciuszko was born into a family of Polish nobility. Although noble, Kosciuszko's family was one of modest means. Nonetheless, Kosciuszko was well educated. He studied at the Royal Military School in Warsaw and at the School of Artillery and Engineering in Mezières, France.

Upon completion of his schooling, Kosciuszko joined the military. After a time, however, frustrations arising from a lack of advancement in the military and a troubled love affair led to his leaving Poland for France and eventually North America. In August 1776, he had arrived in Philadelphia. Within two months, Kosciuszko had earned a commission as a colonel of engineers for the Continental Army.

Kosciuszko was one of the most successful foreign officers who served under General George Washington. Kosciuszko oversaw the construction of numerous river and land fortifications. The linchpin of the Hudson River defenses, West Point, was one of his construction projects.

Kosciuszko also provided valuable service for Washington in the field. During the campaign of 1777, he proved his strategic ability by covering the Northern Army's retreat. After this, Kosciuszko chose the field of battle where Burgoyne's forces would ultimately face defeat.

When the American War of Independence was over, Kosciuszko returned to Poland and became the leader of a short-lived Polish uprising.



Jean-Baptiste-D de Vimeur (Comte de Rochambeau)

At the beginning of his military career, Rochambeau served as a professional soldier. In 1742, he enlisted in the French Army. Rochambeau served with distinction in the Seven Years' War and in the War of Austrian Succession. Through years of competent service, Rochambeau rose steadily through the military ranks. The height of Rochambeau's military career took place in the years 1780 - 1782, when he served as the Commander of the French Expeditionary Force in the United States.

In the year 1780, Rochambeau was promoted to the rank of Lieutenant-General. This was the first command for Rochambeau. He was in charge of a corps of 5,000 soldiers. Rochambeau was ordered to lead an expedition that sailed from Brest on May 2, 1780, and which ultimately anchored off the coast of Newport, Rhode Island on July 11, 1780. For a first expedition, this was a risky one for Rochambeau. The Americans had not yet asked for French troops to become involved in their struggle with England. These uninvited troops might not be welcomed by the colonists. Another problem was that Rochambeau was subordinate to the much less experienced George Washington.

The expedition ultimately was a success in both diplomatic and military terms. In many ways this was a result of Rochambeau's patience, his level-headedness and his professional competence. The Yorktown campaign became a landmark in foreign military cooperation during the American Revolution.

Later on in his life, Rochambeau played a minor political role in the French Revolution during its early stages. Rochambeau became a Marshal in 1791.

He retired from the French army in 1792.



VIII. Acknowledgements

During the creation of the game and manual for Liberty or Death, we consulted several books in order to ensure the accuracy and depth of this simulation. We are very indebted to these sources and would like to acknowledge their use. We would also like to recommend these fine books to the user who would like to discover more about the history of the Revolutionary War.

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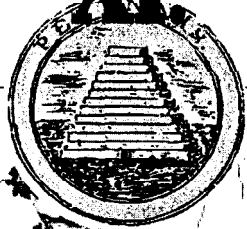
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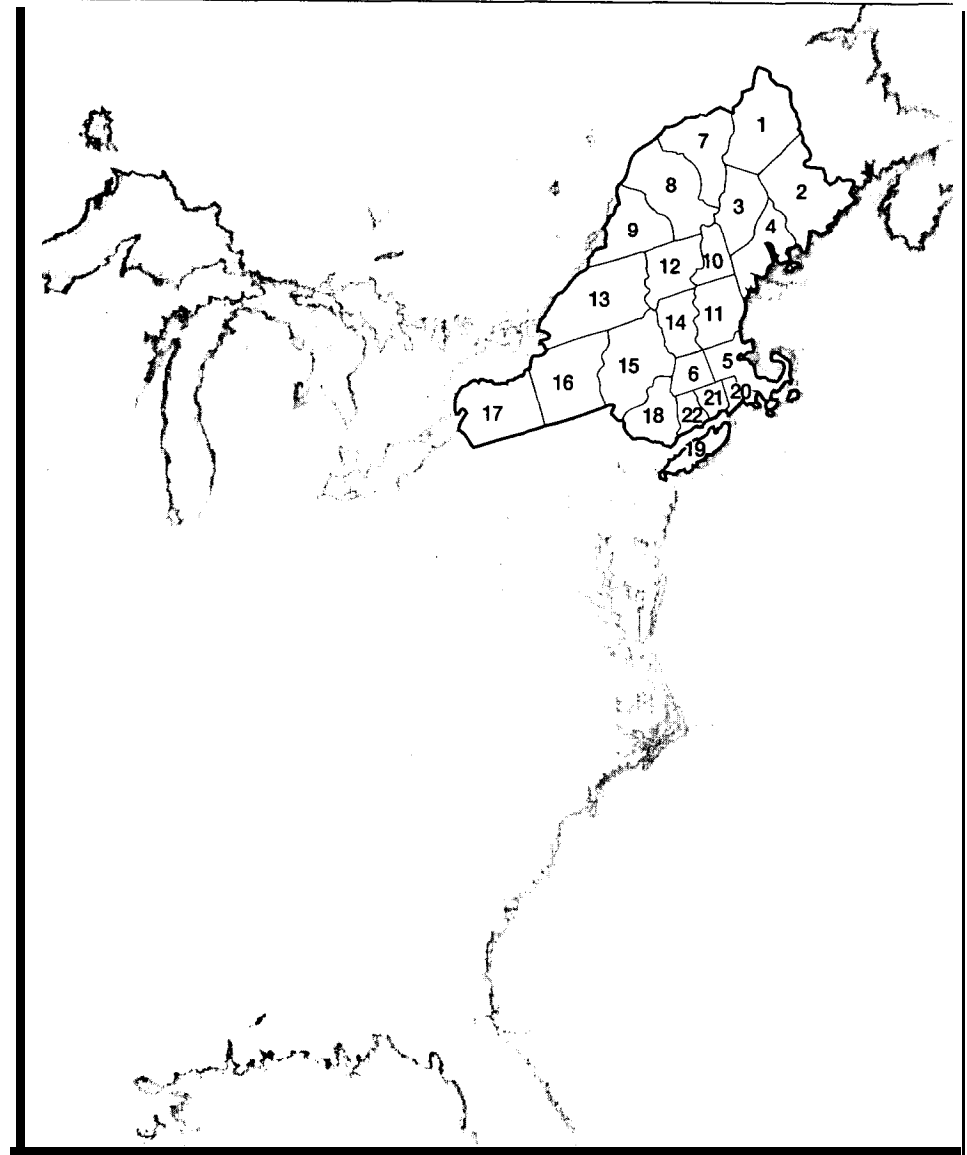
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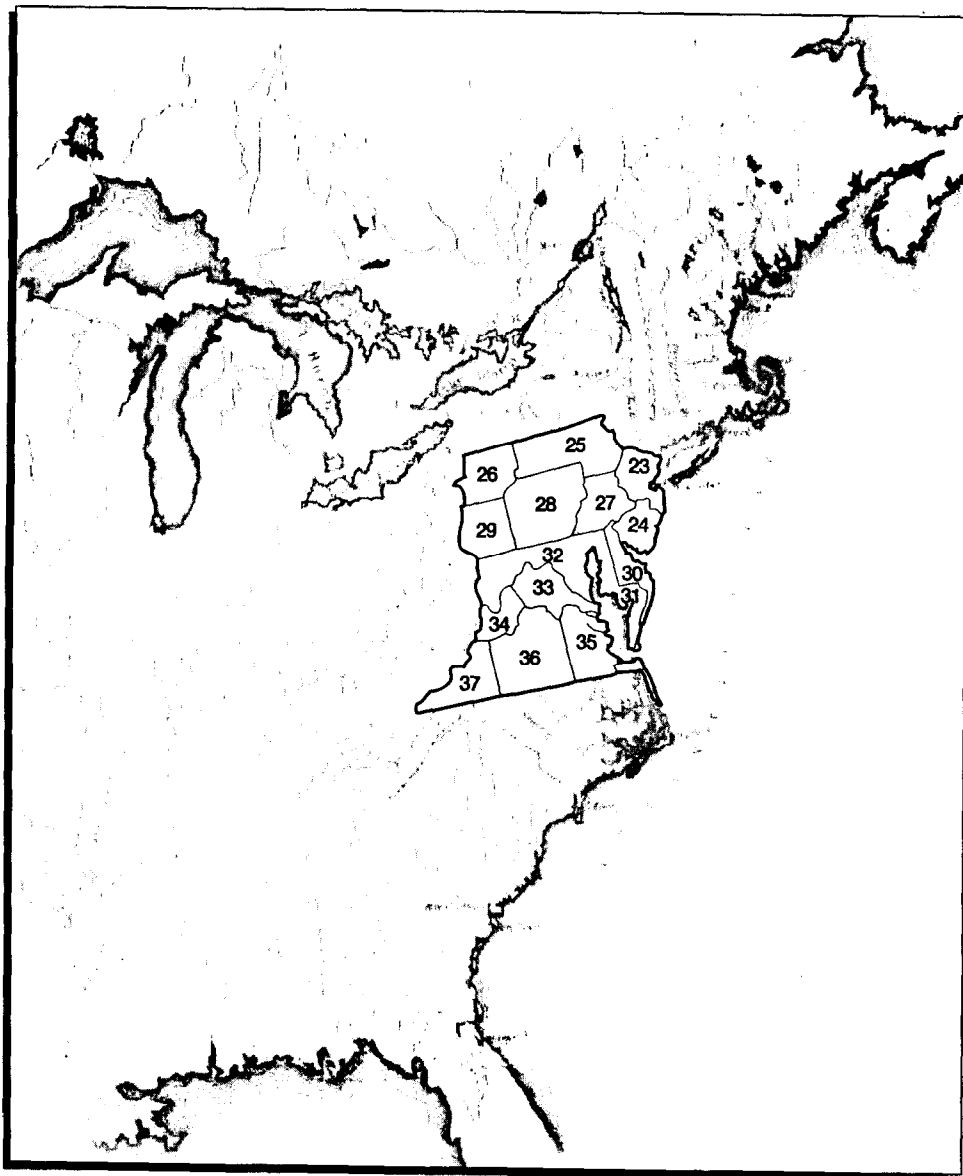
England's Colonies in North America



The New England Colonies



The Middle Colonies



The Southern Colonies

