## The United States of America

player sheet

Production Normal 40 Gains from France/Spain 15 total 55



Units	Attack	Defense	Movemnet	Cost	Extra
Militia	1	4	1	3	
<b>US</b> Infantry	2	5	1	5	+1/+1 W/Lafayette
Cannon	5	2	1	11	
<b>US</b> Dragoons	6	6	2	19	
Transport	1	1	1	17	Carry 5 infantry/2 Cannon/
Ship of the Line	5	5	2	21	
General	*	*	2	15	

<u>General Washington</u> has 2 extra abilities; the first is that any units with General Washington may cross any river without any negative effects and without any transports. Also where ever General Washington is he can raise one extra infantry in the territory where he is in and the American player does not have to pay for this free infantry.

General Benedict Arnold has 2 extra abilities; the first is that all units defending in the same territory as Benedict Arnold receive +1 to their defensive roll. The other extra ability is that this general may be purchased by the British. If the British buy Benedict Arnold and General Washington is dead, then America loses half its units. If the British buy off General Arnold and Washington is NOT dead, then all Militia for the United States cost \$1 less. To buy off Benedict Arnold the British must pay \$20 production points.

## **General Lafayette**

This general when he enters the American side gives all US Infantry +1 to offense and +1 to defense and raises there cost by 1 point. If this general dies, so does the bonuses to all US Infantry everywhere. This is a French general though he comes out on the American side once Benjamin Franklin gets to France. This General may be purchased only after Benjamin Franklin has gone to France.

Partisan Tab	le #1
Territory Rol	ll for hit
0	10
1	9/10
2	8/9/10
3	7/8/9/10
4	6/7/8/9/10
5	5/6/7/8/9/10
Boston	Always 1 hit

Partisan Table	#2
Territory Roll	for hit
0	8/9/10
1	7/8/9/10
2	6/7/8/9/10
3	5/6/7/8/9/10
4	4/5/6/7/8/9/10
5	3/4/5/6/7/8/9/10
Boston	always 2 hits

0 /9/10 hit hit
hit
hit
hit
hits
hits or produces
y per turn for free
production point
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