

British

player sheet



Production Normal 200
After France/Spain enter 100

Units	Attack	Defense	Movemnet	Cost	Extra
Infantry	3	6	1	6	
Hessians	2	5	1	5	
Cannon	5	2	1	11	
Dragoons	6	6	2	19	
Transport	1	1	1	17	Carry 5 infantry/2 Cannon/1 Dragoon
Ship of the Line	5	5	2	21	
Generals	*	*	2	15	

Starting Set Up.

British:

- 1 Infantry: Quebec
- 1 Infantry: Montreal
- 2 Infantry, 1 Dragoon: Boston
- 1 Infantry: Albany
- 1 Infantry: N.Y. Isl West
- 1 Infantry: N.J. North
- 1 Infantry: Trenton
- 1 Infantry: Philadelphia
- 1 Infantry: Richmond
- 1 Infantry: Charlestown
- 1 Infantry: Savannah

& 1 General (picked at random) to be placed anywhere the British player wishes.

5 Ships of the Line: These may be placed anywhere on the board that the British player wishes (not on land though).

Britain building troops in the colonies:

The cost for British units being made in the colonies is 3 times there stated cost. However, those units MUST be made on a city and that city must currently be occupied by British units. If ever British units leave a territory it reverts back to US control. So that if a British unit isn't on the city, it is owned by the US and the US can collect production points. All Infantry, Hessians, Dragoons and ships must be built in cities. In the case of Britain, it costs, 3 times as much to build them in the colonies. However, the Americans can build Militia outside of Cities: the cost to do this is double the original cost. Hessians can ONLY be build in England (actually they are build in Germany and shipped over to England, however we don't have time for all that, you should be playing a game NOT doing accounting)

Yellow Squares

The Yellow Squares on the map in the water represent all the places that the British MUST place there ships in order to have a blockade of the US. They must have at least 1 ship in each square for a full turn for the blockade to work. If the British player does get a blockade of the American Colonies then the colonies do not recieve production from France and Spain.