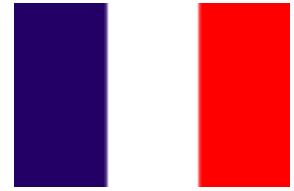


France

player sheet

Production Normal 30



Units	Attack	Defense	Movement	Cost	Extra
Infantry	3	6	1	6	
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	

France enters the War

Historically France already had people on the ground in the American Revolutionary War as advisors. France and Britain hated each other and France was ready to help the Americans because it hurt the British. France entering will have NO effect on the production given to the US by Spain and France. France and Spain will continue to give production to the US as long as there is a US to give it too and a France to give it. When France enters the war they bring down British production by half, the expense of fighting the world's other superpower at that time. However, France will have 30 production and 10 Ships of the Line and 10 Transports in France that will be dedicated to the American fight. All other production for France is considered to be tied up fighting the British in Europe and over the rest of the globe. It is up to the player who plays France to get them over to America.

Getting Troops from France

The only way to get troops from France is to ship them over in Transports. A Transport can carry 5 infantry units or 2 Cannon or 1 Dragoon. For this purpose start all ships in the French Start Here territory in the off map boxes and follow up one move a turn till you get to the end. Then start again on the main map where it says "French Start Here".