

Don't Tread On Me

The American Revolution Solitaire Board Game

Player Aid Card - Second Edition

Die Roll	<p style="text-align: center;">[14/2] Random Events Table</p> <p style="text-align: center;"><i>"Listen, my children, and you shall hear Of the midnight ride of Paul Revere..."</i> - Henry Wadsworth Longfellow</p> <p style="text-align: center;">Roll 1 die until Québec is Invaded; then roll 2 dice after that turn. Once France enters the war, roll 3 dice (beginning on Turn 7).</p>
1 or 2	Invasion of Québec (15/1). Ships of the Line Sent Abroad (15/10).
3	Desertions to Vermont (15/2). Revolution Hijacked (15/3).
4	Tar and Feathers (15/4). Southern Reactionaries (15/5). Frigates Diverted (15/9).
5	Tar and Feathers (15/4). Northern Radicals (15/6). Smallpox (15/18). Vermont Check (15/20).
6	Revolution Hijacked (15/3). Indians Attack (15/7). Frigates Diverted (15/9). War in India (15/12). Vermont Check (15/20).
7	Tory Atrocities (15/8). Frigates Diverted (15/9). Ships of the Line Sent Abroad (15/10). Convention Army (15/19).
8	Northern Radicals (15/6). British Atrocities (15/8). Dutch Smugglers (15/17).
9	Southern Reactionaries (15/5). Hessian Atrocities (15/8). Ships of the Line Sent Abroad (15/10). Smallpox (15/18).
10	Tar and Feathers (15/4). Indian Atrocities (15/8). Dutch Smugglers (15/17). Vermont Check (15/20).
11	Southern Reactionaries (15/5). Ships of the Line Sent Abroad (15/10). Hessian Desertions (15/11).
12	Revolution Hijacked (15/3). Indians Attack (15/7). Dutch Smugglers (15/17).
13	Frigates Diverted (15/9). War in the Caribbean (15/12). Continentals Mutiny (15/13). Loyalty Oath (15/14).
14	Northern Radicals (15/6). Hessian Atrocities (15/8). Ships of the Line Sent Abroad (15/10). Continentals Mutiny (15/13). Anti-French Hysteria (15/15). Sequestration Order (15/16). Vermont Check (15/20).
15	Revolution Hijacked (15/3). Hessian Atrocities (15/8). Frigates Diverted (15/9). War in India (15/12). Continentals Mutiny (15/13). Anti-French Hysteria (15/15). Sequestration Order (15/16). Dutch Smugglers (15/17).
16	Revolution Hijacked (15/3). Hessian Atrocities (15/8). War in the Caribbean (15/12). Continentals Mutiny (15/13). Anti-French Hysteria (15/15). Sequestration Order (15/16). Smallpox (15/18).
17 or 18	Hessian Atrocities (15/8). War in India (15/12). Continentals Mutiny (15/13). Loyalty Oath (15/14). Anti-French Hysteria (15/15). Dutch Smugglers (15/17). Vermont Check (15/20).

[2/7/1] Detailed Sequence of Play - Second Edition

A. Force Adjustment (4/0).

1. Receive £ (4/1).
2. Follow "News" Instructions (4/2).

B. Smugglers Phase (5/0); Roll 2 dice to place Smugglers (5/1) and/or Privateers (5/2).

C. Naval Phase (6/0).

1. Rebase the French Fleet (6/1); Boston if .
2. Attack Smugglers (6/2); this costs £1 or £2. Privateers (6/3) may shoot first.
3. Shadow the French Fleet (6/4); no cost in £.

D. British Ground Phase (7/0) – Skip on Turn 1 only.

1. Winter Attrition of Continental Armies during Blue Turns only (7/1).
2. Amnesty (7/2/1).
3. Paroles (7/2/2).
4. Unit Purchase (7/3) – Remember: Hessians must be purchased first (7/4).
5. Unit Deployment (7/5).
6. Unit Movement (7/6).
7. Forced March (7/7); beware of Lee!
8. British Horse Action (7/8); beware of Lee!
9. Place George Washington in the State with the most British player units (7/9).

E. First Battle Phase (All Battles in the game, no matter what phase, follow the procedure given below, explained in Rule 8/0. Repeat for each Battle.)

1. Check for French Intervention (8/1), be aware of all Location/Shadowing modifiers.
2. Determine Sides (8/2).
3. Call for Militia (8/3), 1d6 & State Loyalty. Apply: Indian/Hessian effect (8/3/1), Loyalist Strongholds (8/3/2), No Militia areas (8/3/3), and/or Pro-British Vermont (8/3/4, New York only).
4. British Horse Reaction (8/4); beware of Lee!
5. Total Strength Points (8/5), depending on the Terrain of the Battle location.
6. Calculate Odds (8/6); Attacker SP as % of Defender SP, always round down.
7. Apply Column Shifts, if necessary (8/7), due to: Congress (8/7/1), Thomas Jefferson (8/7/2), and/or Pro-Rebel Vermont (8/7/3, New York only).
8. Roll one die for Battle Results (8/8).
9. Apply Battle Results (8/9); if necessary, conduct any Retreat (8/10), including Retreat to Sea (8/11).
10. Apply any Battle effect on Loyalty (8/12).
11. Apply any Battle effect on Congress (8/13).
12. Reset "Militia Present" markers to zero (8/14).
13. Conduct any necessary Pursuit (8/15) and fight another Battle if required (repeat Step "E").

F. Place Rebels Phase (9/0).

1. Form Committees of Safety (9/1).
2. Deploy Continental Army units (9/2), or modify the Loyalty of a State if no Continentals are available (9/3). Remember Sea Zone 1 places Continental units in the Target State (13/3).
3. Move George Washington to the State with the most Continental/French units (9/4).
4. "Turn" Benedict Arnold (9/5).

G. Second Battle Phase (10/0).

Conduct all Battles as in Step "E" (10/0; 8/1-15).

H. Conduct Rebel Campaigns (11/0). Roll 2d6. Depending on the die roll, there may be 1 or 2 Minor Campaigns (11/1), or one Major Campaign (11/2) with possible Extended Support (11/3/1). If a Major Campaign does occur, then a Planned Operation (11/3/2) may follow.

I. Logistics Phase (12/0).

1. Trading With the Enemy (12/1); British player may spend Pounds to raise Loyalty in one or more States within the limitations of Rule 12/1.
2. Naval Transport (12/2); £1 per British player unit transported, with possible -1 Loyalty penalty if a State is abandoned. Units at sea (8/11) may be transported for £1 or Landed for free.
3. Naval Reset (12/3); Move **all** Royal Navy units in the "In Harbour" box to the "At Sea" box.
4. Reconvene Congress if it is in Flight (12/4).

J. Liberty Phase (13/0).

1. Continental Enlistments Expire (13/1) **on Turns 2 and 4 only**. Roll for each Continental; the unit goes to the Rebel Force Pool on a 1-4 (1-3 if George Washington is in the State).
2. Determine State Control and move Liberty marker if necessary (see Rule 13/2 for full explanation), paying close attention to the Target State (13/3).
3. Perform State Loyalty Modifications (13/4).
4. Determine Control of Québec (13/5) and move Liberty marker again if necessary.
5. Check for Victory or Defeat (13/6).

K. Random Events Phase (14/0). Roll for Random Events, using the Random Events Table on the reverse of this card. Roll **one die** at the start of the game; roll **two dice** once Québec has been invaded (14/3); roll **three dice** once France has entered the war (14/1). Consult the Random Event results (using Rule 14/4 if required) and apply the results.

L. End of Turn (14/5). Advance the Game Turn marker to the next Turn and return to Step "A" above.

