

Don't Tread On Me:

OPTIONAL RULES and

1779 SCENARIO – 8 March 2015

Designed by Wes Erni and R. Ben Madison

Optional rules below marked with a **+** symbol tip the strategic balance a little bit in the British Player's favor; rules marked instead with a **⊕** symbol tip it back in the Rebels' favor. Use whichever rules you feel like, to give the game the desired balance and to make the "narrative" more realistic. (Rules with no symbol don't have a dramatic effect on play-balance.)

[4/2] **OPTIONAL RULE: Unpredictable French Entry.** Before consulting "News" events, **every Turn**, roll 2d6 and add (a) the current Turn Number, and (b) the current Liberty level. If the grand total is 17 or higher, the "French Declare War" News Event occurs. *Otherwise it does not occur!*

+ [4/2] **OPTIONAL RULE:** Add an additional "News" item to the Turn Track on Turn 3, as follows: • **American Viceroy!** The British appoint you as Viceroy to oversee the war from your H.Q. in New York City. You may now **choose** which State is the Target State from now on. If you want to change the Target State you must do so at the beginning of a Turn. Note that the Lords and Commons now figure you'll pay for your own war: Starting on Turn 3, you get £3 less from London each turn.

⊕ [4/2] **OPTIONAL RULE:** Add an additional "News" item to the Turn Track on Turn 7, as follows: • **Von Steuben!** The brilliant gay German fake 'Baron' Von Steuben drills Washington's army into professional shape. Each Continental unit now adds +1 to its Battle Value when fighting in a "Farm" or "Town" (but not "Fort"!) terrain County.

[4/2] **OPTIONAL RULE: Variable Sullivan's Expedition:** The number of units committed to Sullivan's Expedition is now the number of 'Indian events' (Indians Attack, Indian Atrocities) that have occurred. Only events that actually DO something count (if no Indians are placed during an Attack event, or no Indians are on board during an Atrocity, then no effect).

An 8,000 man army was stripped away for the express purpose of dealing once and for all with a major Indian (with Tory support) campaign that had ravaged Washington's supply line. Always sending two units is very historical, but in reality the expedition size would depend on the actual (or at least perceived) threat. The more Indian activity, the larger the Expedition.

In game terms, this acts as a bit of a leveling agent (at least there is an upside to rolling 'tens' for random events), as well as adding historical chrome. Wes says, "I would use a handy red die to mark the number of Indian events (probably not PC)."

+ [6/3] **OPTIONAL RULE: Specialized Frigates.** Only Frigates (the 3-strength Royal Navy units) can attack or be attacked by Privateers. Ships of the Line (the 4-strength units) cannot. A Ship of the Line **ignores** Privateers for all purposes.

Example: Sea Zone 4 (Delaware Bay) has one Privateer and one Smuggler. If you move a Frigate

into the bay, the Frigate must attack the Privateer first (Rule 6/3). However, a Ship of the Line can "ignore" or "bypass" the Privateer and can go straight after the Smuggler – but it cannot attack the Privateer itself.

SOL's may not be nimble, but they would reduce any privateer to kindling with one broadside. The naval rules are hugely abstracted, but a little more "feel" thematically might be appreciated. Also, SOL's doctrinally operated in giant squadrons (especially after the "big boy" navies, France and Spain, entered the war) – easily detected, easily avoided. Privateers wouldn't be troubling SOL's one bit if they are on a smuggler sweep. In game terms, this gives the player flavor to his naval units: if he wants to hunt privateers, he must send a 3-strength frigate; if he wants to hunt smugglers "protected" by a privateer, the ship-of-the-line is the man for the job.

+ [6/3] **OPTIONAL RULE: New London Privateers.** At any time, **if** the Connecticut Coast (New England 1-2) is British controlled, then one Privateer in the Caribbean is **flipped** (turned face-down to show it is out of play). No more than one Privateer can be flipped, and that unit will 'unflip' (return to play) **the instant** Connecticut Coast is not British controlled.

New London, CT (and the Long Island Sound) was the center of the enormous Rebel privateering campaign. After much effort to blockade the port, Clinton took advantage of Washington's absence from New York (something called the Yorktown Campaign), to send an expedition (led by Benedict Arnold) to solve his problem once and for all. The bloody British success would have been a significant blow strategically, if the subsequent catastrophe at Yorktown hadn't made the matter moot.

In game terms it offers the player a chance to take a page out of Alexander the Great's playbook – win a naval war by striking surgically on land. New England is usually a pit of Rebel-loving fanatics, so this is not a "freebie."

These two naval rules seem like marginal chrome to the highly stylized naval game portrayed in DTOM. But we were surprised to discover that 55,000 Americans served on Privateers during the Revolution – a shocking number especially when weighed against the rather modest scale of land operations. And the effects of the naval war went far beyond the obvious "ships and cargoes"; between the vital effect of maritime insurance rates, and the deadly serious West Indies Campaign, there was much more than meets the eye going on.

The deep chess-game waged by the "big boys" in the West Indies can't be shown in any detail here, but to many people (Rebels excepted), this was the true theater of importance.

+ [6/5] **OPTIONAL RULE: Britannia Rules the Waves.** Any one Royal Navy unit still "at sea" may be sent now to any Sea Zone, but to assist in Naval Transport, not to fire at Smugglers.

During Naval Transport (Rule 12/2), all British player units in the adjacent State otherwise eligible to move by Naval Transport may so move to another State for free (ignore the normal £1 per unit cost). This may only be done as long as the French Fleet (if in play) is currently “shadowed” (6/4).

♣ [7/9] and [9/4] **OPTIONAL RULE: More Flexible George.** Ignore the “New York City Siege” rule (in 4/2) and modify both 7/9 and 9/4. Note that under this rule, **Washington is no longer restricted to the New York-Pennsylvania-Virginia theater**; he can enter New England and Carolina as well (pretend there are Leadership boxes there.)

Instead of placing George Washington automatically in the State with the most relevant units (British during their phase, Rebels during theirs), roll a die. George goes to the State with the most relevant units (as before), **unless** the die roll is higher than the number of relevant units there; if higher, then Washington goes to New York automatically. (For additional chrome, try rolling two dice instead of one during the printed “New York City Siege” turns!)

♣ [8/1/3] **OPTIONAL RULE: Toujours de l’audace!** If the French are in the game, roll for a French Intervention whenever a Major Campaign is launched (except New York). The Rebels get a +1 DRM if the ‘blue die county’ (‘BDC’) is empty, +2 if BDC is Rebel occupied (no additional modifier if British occupied). If the French successfully act (as in 8/1/1 and 8/1/2), the French Army (if in play) joins the Rebel army in its campaign, and will continue to support any Planned Operation (except against New York on turns 9 & 10); the French Fleet will also intervene normally. Even if the French ‘fail’, they may still automatically support a subsequent Planned Operation.

*Example: Turn 11, the British have strongly garrisoned the three lowest Carolina Counties with mainly Hessians/Indians, and have wiped out the newly arrived Rebels (during the Rebel placement phase) save a 2-2-2 in Charles Town. A 6 & 5 are rolled during the Rebel Campaign phase, so the Major Campaign is launched in Carolina. The French now roll for Intervention; as Charles Town is Rebel occupied, a +2 is added. The die roll is 3; 3+2 = 5, meaning Intervention! (the player now really regrets not shadowing the French Fleet). The French fleet is placed in Cape Fear, the French army, Marion and a 3-2-1 Continental (reinforcements), and that 2-2-2 attack the Tidewater “5” County, facing 3 Hessians, 2 Loyalist Foot, “Lobster” and Tarleton. With Militia it’s a 15-19 attack (65% – it would have been 8-19 if the French weren’t present). A 2 is rolled: if the French weren’t there, the AE result (at less than 50%) would have been most satisfying. But at 65%, the AR-P sends the Rebel army back to Charles Town. In no mood to see yet another Liberty move threatening British chances of glorious victory – the British impetuously Pursue (leaving behind the HCJ Hessians to ‘seal off’ any Rebel Retreat). With Militia it’s a 15-14 (100% attack). Another 2 is rolled AR-P – oh well, so much for controlling the Target State... but wait, Charles Town is Blue-Die County, and the French Fleet lurks off-shore! The 2 Hessians, 3 Loyalists and Lobster attackers are **permanently removed from the game**.*

[8/6] **OPTIONAL RULE:** Players who enjoy fractions may substitute “2/3” odds in place of the “65%” column of the Combat Results Table.

♣ [8/7/4] **OPTIONAL RULE: Combined Operations.** The player has an adverse column shift to any combat involving only one “color” of British units (British, Hessian, Loyalist, Indian).

The forces of the crown were rather disappointing whenever they operated independently. The Hessians, Loyalists, and Indians failed repeatedly by themselves, and the British were embarrassed

themselves many times, when they lacked the special skill sets (and North American knowledge) provided by their auxiliaries. However, the British were notably successful in many “combined operations”: The British/Hessian, British/Loyalist, and Tory/Indian combos showcased ‘the whole being greater than the sum of its parts’ concept.

The game already has a touch of this already: Hessians/Indians can’t control, Loyalists can’t “buy” Loyalty – but finding “proper combinations” was one of the major headaches that absorbed British operational thinking. This rule is definitely anti-player, and may add to the already high play-time, but it does steep you thematically into the role of ‘Viceroy of the American Colonies’ (the never-created post that the players inhabit in DTOM).

♣ [8/7/5] **OPTIONAL RULE: Washington’s Spies.** No attack by Rebels led by Washington can ever be worse than 50%. (Any attack by Washington on the <50% column rounds up to the 50% column.)

Washington ran a vast and very successful spy ring throughout the war. This rule abstracts this by never making Washington lead a truly terrible attack (something DTOM does routinely).

Wes notes that in game terms, it severely damages his “sucker the smugglers into my deathtrap Target State” strategy that has given him too many victories. The 25% chance of losing ANY attack by Washington is a body blow. After finely honing a strategy, we have very mixed emotions about this rule. Try it if you want to “mix things up.”

♣ [11/2] **OPTIONAL RULE: Early Days:** Major Campaigns cannot occur on Turns 1 or 2. If one is rolled for, then:

- If the campaign roll is doubles 1-5, conduct a Minor Campaign in the State rolled.
- If the campaign roll is doubles 6, conduct a Minor Campaign in New England.
- If either die rolled is a 6, conduct a Minor Campaign in the State determined by the other die.

This rule does **not** affect placement of Rebel Reinforcements [11/0/1].

♣ [12/1] **OPTIONAL RULE: American Peerage:** The British grant titles of nobility – and land – to American political figures to wean them from the revolutionary cause. You can now raise a State’s Loyalty by +2 for each £1 you spend on Trading With the Enemy. However, remove one Blue Band Horse from the game permanently (the equestrians in the House of Lords object to the peerage being ‘polluted’ with ‘unworthy’ Americans).

♣ [13/6] **OPTIONAL RULE: Tighter Victory Conditions.** To make the game a bit more challenging to the British player, try playing with **both** the following Victory Condition changes!

- 1) A Liberty level of 7 or higher is now a British Defeat. Only “6” is a Marginal British Victory.
- 2) The “Lord North Resigns” option is **only** available on Turn 14.



Don't Tread on Me: 1779 "Late War" Scenario

By R. Ben Madison and Wes Erni

A number of players have asked us to provide a scenario that shortens the game but still allows players to experience Don't Tread On Me in substantial fashion. Below you will find a "Late War" (1779-1782) scenario.

The scenario begins at the start of 1779, as both sides feel the war has drawn to a stalemate. American forces are preparing to attack the British at Penobscot Bay, Maine; meanwhile, after the indecisive battle of Monmouth Court House in New Jersey, British forces are closing in on a number of rebel outposts in New York. In the south, the British have seized the port of Savannah, Georgia, while across Carolina the rebels and loyalists continue their bush war. Virginia remains aloof from the contest, for now.

SETUP:

① Place the Game Turn marker on the "9. Early 1779" box on the Record Track. Place the "Pounds" (£) marker in the zero box to show that you have no money at the start of Game Turn 9. Place both George Washington and Congress in Pennsylvania's "American Leadership" Box. Place the "Battle" marker inside the "Battle Box" for the time being.

② Place Loyalty markers: New England goes in the 2 box, Virginia 6, Pennsylvania 7, Carolina 9, and New York 12. Place the French Fleet and French Army in Boston. Place four Smugglers in The Caribbean. Place 1 Smuggler and 1 Privateer in Sea Zone 1. Place 1 Smuggler **each** in Zone 2, Zone 3, and Zone 4.

③ Remove the following units permanently from the game: 3 British White Band Foot (Gds, Gnd, 18RI). *They're off fighting in India.*

④ Place units in the following boxes and Counties as directed:

Location	Units
Prisoners of War Box	5 Continentals (Kosciuszko, Glover, Moultrie, Stirling, Wayne); 1 White Band British Foot (BW), 1 Blue Band British Horse (QLD), 2 British Foot (RWF, 33), 1 Loyalist (QAR).
British Player Force Pool	3 Hessians (AB, HCJ, Brw); 2 Loyalists (NJV, RHE).
Rebel Force Pool	2 Continentals (Greene, Lafayette) and 6 COS. <i>Place the Continentals face-down at random, or in a cup, as instructed in Rule 3/o (9).</i>
1. New England	1 Blue Band British Foot (Cam), 1 White Band British Foot (4KO), and 1 Hessian (AZF) in Maine (County 5-6). 2 Continentals (Knox and Muhlenberg) in

	Maine. <i>Yes, these all set up in the same County – The Penobscot Raid is underway.</i> 1 Continental (Stark) in Rhode Island (County 3).
2. New York	1 Blue Band British Horse (17LD), 1 Hessian (HCM) and 1 British Foot (43) in Hudson Valley (County 5-6). 2 Continentals (Arnold, Lee) in Hudson Highlands (County 4). 1 Mohawk Indian in Frontier (County 1-2).
3. Pennsylvania	2 Continentals (Morgan, Howard) in Around Philadelphia (County 2); 2 British Foot (FH, 22) in New Jersey (County 5-6).
4. Virginia	1 Continental (Huger) and 1 COS in Piedmont (County 1).
5. Carolina	1 Continental (Lincoln) in Charles Town (County 6); 1 COS in Piedmont (County 3-4). 1 Blue Band British Foot (Mar), 1 British Foot (7RF), 3 Loyalist Foot (RNC, PWL, BGP), and 1 Loyalist Horse (TBL) in Tidewater (County 5). 1 Cherokee Indian in Over The Mountains (County 1-2).
Out of Play Box	1 Black Band Loyalist (AL); 2 Hessians (HH, Wal); 1 Privateer; "Jefferson"; 1 "FM" COS.

⑤ Place all four Royal Navy units in the British Ships at Sea box and the two "Militia Present" markers in their own "zero" boxes on the Militia Present Track. Place the "Vermont Status" marker in the "Neutral" Vermont box.

⑥ Place the "Liberty" marker in the "5" box on the Turn Record Track. *The position of the Liberty marker is crucial and makes this a very challenging scenario. Inexperienced players may want to put it in the 4 box instead, but this makes the scenario much easier to win.*

⑦ Now you're ready to play! Play starts with Turn 9 (Early 1779).

