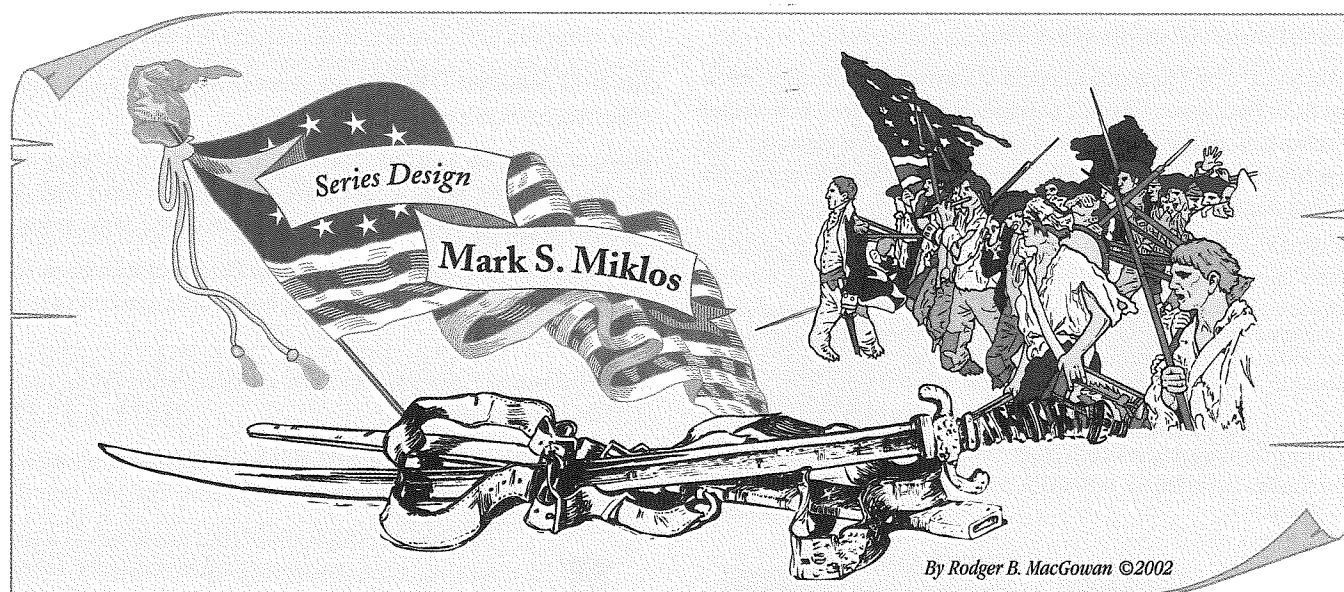


SERIES RULEBOOK

GREAT BATTLES OF THE AMERICAN REVOLUTION

Game Design by Mark Miklos



Version: June 2010

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1. INTRODUCTION

Rules that apply only to a specific battle are found in the specific rulebook. Certain rules sections are marked as Advanced. These rules should be ignored until the players are familiar with the rules and the system. The Advanced rules should be used by experienced players and during all tournaments.

2. COMPONENTS

See the specific rules for the list of components included in each game.

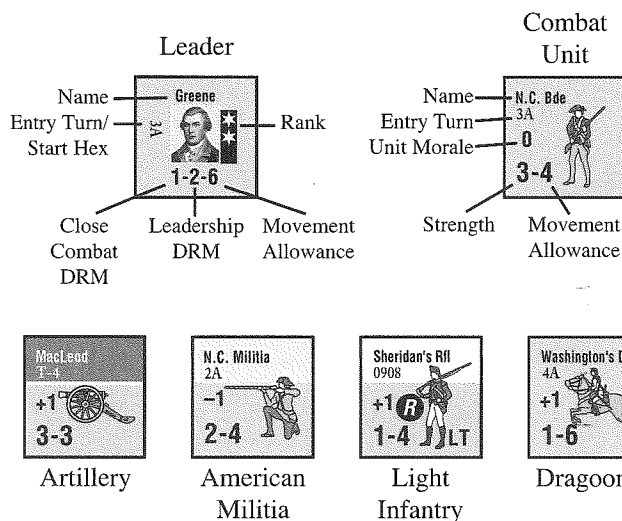
2.1 The Game Map

The map depicts the area over which the battle was fought, covered by a hexagonal grid that regulates movement and combat.

2.2 Counters

UNIT COLOR CODES: Each unit has a color band across the top of it. This band defines which group the unit belongs to. See the specific rules for their definition.

TWO-STEP UNITS: Some units have values on both sides; these units have two steps. The full-strength side is marked with either the setup hex, or the turn of entry and entry hex; the reduced side has a lower strength point value, and the unit morale is usually one less than the full-strength side.



2.3 The Die

The game includes one 10-sided die that is used to resolve certain game functions. The 0 is treated as a 0 (not a 10).

Damaged/Missing Components, or Questions?

If you have any questions about the rules, we'll be glad to answer them, if you provide us with a self-addressed, stamped envelope. Send questions to:

GMT Games P. O. Box 1308 Hanford, CA 93232-1308

Want a quick answer? Send email to the designer or developer at: mmiklos@gmtgames.com, or alewis@gmtgames.com

3. GAME SCALE AND TERMINOLOGY

3.1 Game Scale

UNIT SCALE: Each infantry, light infantry, militia, rifle or mounted cavalry Strength Point equals approximately 100 men. Each artillery Strength Point equals two cannons.

MAP SCALE: Each hex is approximately 200 yards from hex-side to hexside.

TIME SCALE: Each turn represents approximately one hour.

3.2 Key Terms

British Player: Refers to the player who controls the British Regulars, Loyalists and German units.

British units: The British Regulars, Loyalists and German units are treated as one nationality except in certain circumstances. See Exclusive Rules for any stacking or command limitations.

Combat Unit: Any infantry, light infantry, mounted cavalry, artillery or militia unit. Leaders and markers are not combat units.

Die Roll Modifier (DRM): An event or situation which causes a die roll to be adjusted.

Highest Ranking Leader: The Leader with the most stars listed for Rank. In the case where multiple Leaders have the same number of stars, their seniority is given in the specific rules.

Into Fieldworks: An attack across a fieldworks hexside from outside the hex which contains the fieldworks symbol (see Terrain Key).

Light Infantry: Light Infantry units are designated by the symbol 'LT' on the counter.

Line of Sight (LOS): The ability of combat units to see each other across intervening hexes.

Militia: Militia is often (but not always) a lower quality unit consisting of volunteers without proper military training. American Militia units are designated by a kneeling soldier on the counter. British militia are depicted standing to attention.

Movement Points (MPs): Used to regulate how far a unit can move in one game turn.

Out of Fieldworks: An attack or ZOC which crosses a fieldworks hexside from the hex which contains the fieldworks symbol (see Terrain Key).

Parade Order: A combat unit is in Parade Order if it is not disrupted or shattered.

Phasing Player: The player whose player turn it is, and is therefore moving units or assigning Close Combats. The other player is considered the non-phasing player.





Rifle unit: A light infantry or infantry unit which is armed with rifles. Rifles permitted units to fire over greater distances than units solely armed with muskets. Rifle units are designated by a white 'R' in a black circle on the counter.

Strength Points (SPs): The combat strength of a unit. Used for stacking, artillery/rifle fire and close combat.

Surrounded: When all six hexes adjacent to a unit are occupied by enemy units or their ZOC. *Important:* For this rule only, friendly units negate enemy ZOC in their hex.

Up Slope: Attack across a slope hexside into the hex which contains the solid line portion of the slope symbol. Movement is affected in both directions across a slope hexside (see Terrain Key).

Victory Points (VPs): Used to determine which side has won the battle. VPs are gained by eliminating and capturing enemy steps, units and leaders, by capturing and/or holding terrain objectives, and by choosing to influence certain game actions.

Zone of Control (ZOC): The ability of a unit to exert influence over an adjacent hex.

4. HOW TO WIN

See specific rules for Decisive and Marginal Victories. See rule 16.3 for a Substantial Victory.

5. SEQUENCE OF PLAY OUTLINE

Each game turn consists of two player turns. During the initiative segment, players determine which player executes their player turn first. Each player turn consists of several phases that must be executed in sequence.

A. Initiative Segment

Determine which player has the Initiative this turn.

B. Initiative Player Turn

1. Flip the game turn marker to indicate the correct player turn
2. Movement phase
3. Rally phase
4. Defensive Artillery Fire phase
5. Rifle Fire phase (simultaneous)
6. Close Combat phase
7. Move the game turn marker to the bottom half of the game turn and flip it over

C. Second Player Turn

1. Movement phase
2. Rally phase
3. Defensive Artillery Fire phase
4. Rifle Fire phase (simultaneous)
5. Close Combat phase

D. End-of-Turn Segment

1. Check for Automatic Victory
2. If it is the last game turn of the scenario, determine a winner
3. Advance the game turn marker to the top half of the next game turn 0

6. INITIATIVE

6.1 General Rules

Initiative is determined by a die roll. Each player rolls a die and adds their Army Morale Initiative DRM (found on the Army Morale Track). The higher modified roll wins the Initiative for the game turn.

TIES: In case of a tie of modified rolls, both players roll again using the same modifiers.

NOTE: see Specific rules for exceptions.

6.2 (Advanced) Momentum Chits and Initiative

Besides the Army Morale DRM, this die roll can also be modified by use of Momentum chits (12.62).

7. STACKING

7.1 Stacking Limit

Each hex may contain up to six friendly SPs of infantry, light infantry, militia or mounted cavalry, and one friendly artillery unit (regardless of its SPs). Leaders and markers do not count for stacking purposes. Exclusive Rules may contain further restrictions and/or exceptions to stacking.

7.2 Stacking during Movement and Retreat

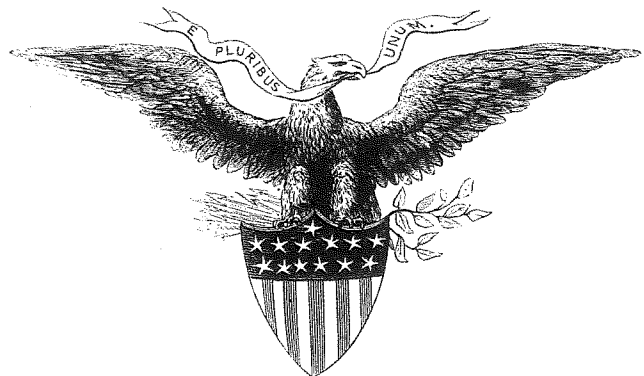
Stacking limits apply at all times, including during movement and retreat—a unit may never move or retreat through a hex in excess of stacking limits.

7.3 Overstacking Penalty

If units are ever found to be overstacked, the owning player must eliminate enough steps to meet the stacking limit.

7.4 Intelligence

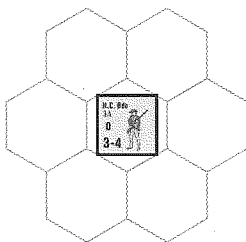
Both sides may examine all stacks of friendly and enemy units. See Exclusive Rules for exceptions.



8. ZONES OF CONTROL(ZOCs)

8.1 General Rules

All Parade Order combat units exert a ZOC into all six adjacent hexes. A unit loses its ZOC while it is disrupted or shattered. The ZOC is restored if the unit rallies to Parade Order. Note that ZOCs do extend across Ford and non-Ford Creek hexsides.



Exception: A ZOC extends out of, but not into, light forest/orchard, heavy forest, and fieldworks hexsides. See exclusive rules for additional exceptions.

8.2 Negating ZOCs

A combat unit negates an enemy ZOC in its hex for the purpose of the surrounded Close Combat modifier (12.7). It does not negate an enemy ZOC in its hex for retreat purposes (13.22).

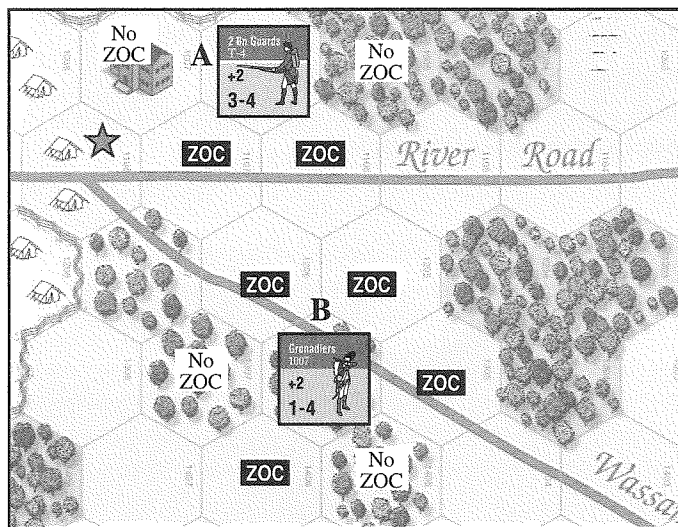
8.3 Effects of ZOC on Movement

8.31 A unit that enters a hex in an enemy ZOC must stop and end all movement for the turn. In addition, it costs one additional movement point (+1 MP) to enter or exit an enemy rifle unit's ZOC.

8.32 A unit which begins movement in an enemy ZOC may move directly into another enemy ZOC but must stop in that hex. If the first hex entered does not contain an enemy ZOC, the unit may continue moving until it again enters an enemy ZOC.

8.4 Other Effects of ZOCs

- ZOCs and the Surrounded Close Combat Modifier (see 12.7)
- ZOCs and Retreat (see 13.22).



EXAMPLE: Unit A's ZOC does not extend into the Plantation House or the Heavy Woods. Unit B's ZOC extends out of, but not into the Lt Woods hexes.

9. MOVEMENT

9.1 General Rules

During the movement phase, the phasing player may move all, some, or none of his units. Units expend Movement Points (MPs) to enter hexes and cross hexsides moving into adjacent (contiguous) hexes (see the Terrain Effects Chart [TEC]). MPs may never be saved for use in future turns or transferred to other units in any way. Each unit must complete its movement before any other unit may move. Units are never required to move. A unit may never expend more MPs than its movement allowance.

Exception: A unit may always move one hex as long as no movement restrictions are broken (Under certain circumstances, heavy artillery in *Savannah* may not automatically move 1 space).

9.2 Movement Restrictions

The following movement restrictions apply:

- Shattered units may not move (13.4).
- Disrupted units may only move 1 hex per turn (13.3).
- Pinned units may move only if they do not end the movement phase adjacent to any enemy units and the phasing player reduces his Army Morale (9.3 & 13.1).
- A unit may never enter an enemy occupied hex or prohibited terrain (see TEC).
- A unit may never move through a hex in excess of stacking limits (7.2).

9.3 Removing Pinned Markers



After all movement is complete, remove pinned markers from all units on both sides which are not adjacent to enemy units (see PIN under 13.1). The phasing player must reduce his Army Morale by one if any pinned markers are removed.

9.4 Effects of Terrain on Movement

See the TEC and the specific rules booklets for terrain cost. All terrain effects of hexes and hexsides on movement are cumulative.

Exceptions: Up Slope/Creek and Down Slope/Creek hexsides are each treated as a distinct combined terrain type as indicated on the Terrain Effect Chart (i.e. when reading Up Slope/Creek, ignore the Up Slope and Creek effects).

9.5 Roads/Tracks/Paths and Strategic Movement

9.51 ROADS/TRACKS/PATHS: If a unit moves from one hex to another through a hexside crossed by a road, track or path, it spends 1 MP. It ignores the cost of the other terrain in the hex and of any other hexside terrain.

9.52 STRATEGIC MOVEMENT: A unit may move up to twice its printed movement allowance if it conducts its entire movement along roads or tracks, provided it does not begin or move adjacent to enemy units at any point in its movement. Therefore, every hexside crossed must contain connected road or track. Creek fords do not impede Strategic Movement.

9.6 Reinforcements

9.61 PLACEMENT: At the beginning of their side's Movement

Phase on the game turn of arrival, reinforcements are placed in hexes marked with the letter that appears after the turn of entry on their counter. Reinforcements may be placed in excess of stacking limits, but the units must obey normal stacking limits as soon as they leave the entry hex, or by the end of the player turn of entry. Reinforcements may always be voluntarily delayed until a later game turn unless the Exclusive Rules for that game prohibit it.

9.62 MOVEMENT: Placement on the board does not cost any movement points. The unit can expend its entire movement allowance and use Strategic Movement during the game turn of entry. See Exclusive Rules for exceptions.

10. RIFLE FIRE

10.1 General Rules

During the Rifle Fire Phase, both players may fire their rifle unit(s). Rifle Fire is voluntary. No unit is ever required to fire. No unit may fire more than once per phase.

10.2 Selecting a Target

The phasing player must select his target unit(s) before the non-phasing player selects his. If a unit chooses to fire, it must select an adjacent target combat unit. No unit may be the target of more than one Rifle Fire per phase. If more than one rifle unit fires at a target unit, the number of SPs firing is combined.

10.3 Procedure

STEP 1: The firing player cross references his firing SPs on the 'adjacent' column of the Fire Table to determine the 'To Hit' number.

STEP 2: The player rolls a die. The result is modified by all applicable DRMs given in the Fire Combat DRM Table. The modified die roll is compared to the 'To Hit' number. If it is equal to or greater than the 'To Hit' number, a hit is scored.

STEP 3: If a hit is scored, a second (unmodified) die roll is made on the Rifle Fire Damage Table to determine the result. Only the target combat unit will be affected by the result. Ignore any reference to other units in the hex (Exception: 13.1 Leader Casualty). After applying the results, make any Army Morale adjustments that are required.

10.4 Simultaneous Fire

Rifle Fire is considered simultaneous. Results, including Army Morale adjustments, are applied at the same time after both sides have fired. The non-phasing player must execute any retreats before the phasing player.

10.5 First Fire Bonus

The DRM for first-time rifle fire can only be used if ALL the units are conducting their first fire. (Players should keep a record of which rifle units have fired.) All firing units lose their first-fire bonus for future fire combats even if no hit is attained. A rifle unit also loses its First Fire capability if it participates in Close Combat in any Game Turn prior to attempting Rifle Fire.

10.6 (Advanced) German Jaeger Rifles

The German Jaegers may make two die rolls against their 'To

Hit' number if:

- they are *not* in a clear or crops hex, and
- there is an open flank as defined in the Turn Flank requirements (12.52).

Both die rolls must be against the same target and only one hit will result in a damage die roll. If both die rolls hit, ignore the second hit.

DESIGN NOTE: The Jaeger companies performed a tactic known as *Strassefeuer* ("street fire") in which groups of up to 25 men would advance in open order on the exposed flank of an enemy, in five files of five men each. The first man in each file would fire and countermarch to the left to gain the rear of his file and reload. The next man in each file would then fire and countermarch in like fashion. This would continue while the formation was steadily advancing, thus each volley would be delivered several paces closer to the enemy than the previous one. The effect could be devastating, particularly when directed at point-blank range.

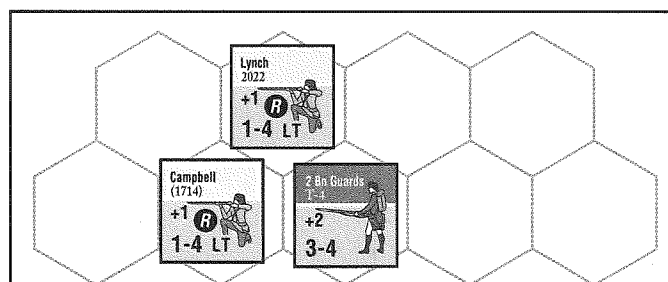
11. DEFENSIVE ARTILLERY FIRE

11.1 General Rules

During the Defensive Artillery Fire phase, the non-phasing player may fire any of his artillery. Defensive Artillery Fire is voluntary-no unit is ever required to fire. No unit may fire more than once per phase.

11.2 Selecting a Target

If a unit chooses to fire, it must select a target combat unit that is within range and LOS (11.4). All artillery units have a maximum range of three hexes (in Vol. IV there will be an exception). The range is the number of hexes from the firing unit to the target, counting the target's hex but not the firing unit's hex. No unit may be the target of more than one Defensive Artillery Fire per phase. If more than one artillery unit wants to fire at a unit, the number of SPs firing is totaled and the range of the farthest unit is used to determine the 'To Hit' number.



EXAMPLE: The two American militia units conduct Rifle Fire on the British Guards unit. The SPs of the two rifle units must be combined. Assuming no terrain modifiers, the 'To Hit' number is ≥ 6 with one die, but the two rifle units have not yet fired this game and so receive the +1 DRM First Fire Bonus. The American player rolls a 5 which scores a hit. He then consults the Fire Damage Table and rolls again. He rolls a '4' which results in an R (Retreat) for the Guards unit.

DESIGN NOTE: Although extreme ranges were possible for field artillery (3 and 6 pounders), it was the standard practice of the day to fire at 600-800 yards, and often much closer. All artillery of this period was smooth bore and, like the musket, inaccurate at anything but comparatively short distances.

11.3 Procedure

STEP 1: The firing player cross references his SPs with the range to the target on the Fire Table to determine the 'To Hit' number.

STEP 2 (same as in 10.3 above): The player rolls a die which is modified by all applicable DRMs given in the Fire Combat DRM Table. The modified die roll is compared to the 'To Hit' number. If it is equal to or greater than the 'To Hit' number, a hit is scored.

STEP 3: If a hit is scored, a second (unmodified) die roll is made on the Artillery Fire Damage Table to determine the result. Only the target combat unit will be affected by the result. Ignore any reference to other units in the hex. (Exception: 13.1 Leader Casualty.) After applying the results, make any Army Morale adjustments that are required.

11.4 Line of Sight

11.41 For artillery units to fire at a target two or three hexes away, they must be able to see it. In game terms, the artillery unit must be able to trace a clear Line of Sight to the target unit. LOS is always clear when firing at an adjacent unit. LOS is traced from the center of the firing hex to the center of the target hex. For purposes of LOS, slope and slope/run hexsides

are considered to be exactly the same, and are referred to solely as slope hexsides.

11.42 BLOCKING TERRAIN: The following hex types are blocking terrain: forest, light forest, Meeting House and Town (see exclusive rules for additional examples of blocking terrain). In addition, any hex that contains combat units, whether friendly or enemy, is blocking terrain. LOS can always be traced into blocking terrain, but never through it (Exception: 11.43, case C-Both units are 'up slope').

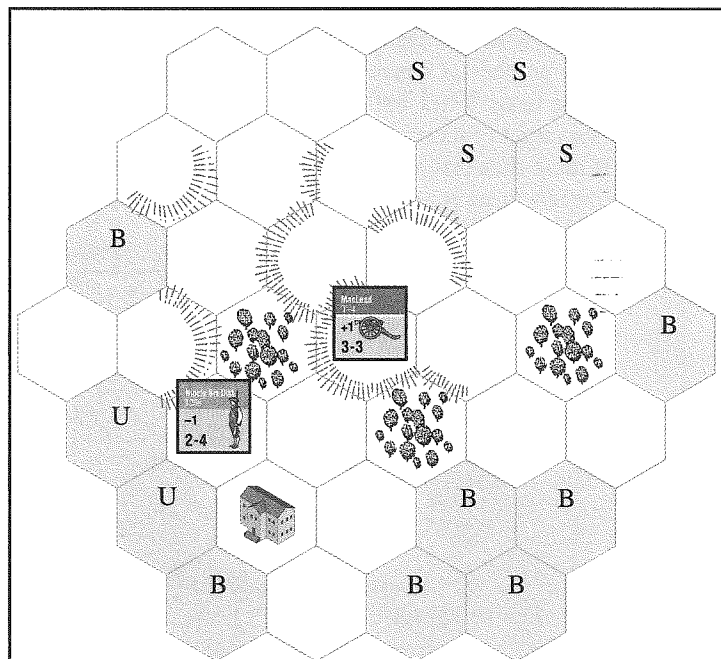
11.43 UP SLOPE: Determination of LOS depends upon whether or not both the firing unit and the target unit are in 'up slope' positions to each other. A unit is in an 'up slope' position if the LOS traced from the other unit crosses an up slope hexside as it enters the target hex.

A. Neither unit is 'up slope': The LOS is blocked if it passes through any blocking terrain hex. In addition, the LOS is blocked if it crosses any slope hexside which is not part of the firing or target unit's hexes.

B. One unit is 'up slope'. The LOS is blocked if it passes through any blocking terrain hex. With one unit 'up slope', a LOS may be traced through a slope hexside which is not part of the firing or target unit's hexes. The up slope direction of the hexside must be in the same orientation as the up slope direction of the slope hexside in the firing or target unit's hex. If the orientation is not the same, the LOS is blocked. If both the firing and target units have slope hexsides and the range is 3 hexes, the intervening hexside must also be a slope hexside with the same orientation as the other two hexsides. If this intervening hexside is not a slope hexside or if the orientation is different, the LOS is blocked.

C. Both units are 'up slope'. The LOS between these units is always clear. Ignore blocking terrain.

11.44 HEX SPINES: If a LOS runs exactly along a hexside, it is blocked only if both hexes adjacent to the hexside contain blocking terrain and/or combat units.



EXAMPLE: The artillery unit is about to conduct artillery fire. The shaded hexes indicate those hexes which are not in the artillery unit's Line of Sight. Hexes marked 'B' are blocked by blocking terrain, hexes marked 'S' are blocked by slopes, and hexes marked 'U' are blocked by a combat unit.

12. CLOSE COMBAT

12.1 General Rules

12.11 ATTACKER/DEFENDER: The phasing player is considered the Attacker, while the non-phasing player is the Defender.

12.12 WHO MUST ATTACK: Close Combat is mandatory for all friendly combat units (except artillery units) which are adjacent to enemy units. This includes any units which retreated from Fire Combat and are now adjacent to enemy units.

Exception: Rifle units are never required to attack. See Exclusive rules for additional exceptions.

12.13 WHO MUST BE ATTACKED: All enemy units which are adjacent to friendly units must be attacked.

Exception: See 12.14 Diversion.

12.14 (Advanced) **DIVERSION:** During each Close Combat phase, the phasing player may designate *one stack* of defending units as receiving a Diversion. The Attacker does not attack these defending units, but the adjacent Attacker's units that created the Diversion must attack some other enemy units. All attacking units which are adjacent to the defending units receiving the Diversion are penalized by having the odds in the Close Combat(s) in which they are involved shifted one column to the left (for example, 2-1 is reduced to 3-2).

12.15 MULTI-HEX COMBAT RESTRICTIONS:

- Each unit, attacking or defending, may only be involved in one Close Combat per player turn.
- Attacking units stacked in a single hex may combine in a single attack or attack different units.
- All defending units in a single hex must be attacked together in a single Close Combat.
- Each Close Combat must involve either one attacking hex or one defending hex only.

EXAMPLE: one attacking hex versus two or more defending hexes or two or more attacking hexes versus one defending hex are legal, but two or more attacking hexes versus two or more defending hexes in a single Close Combat is illegal.

12.2 Procedure

12.21 **DESIGNATE ATTACKS:** The phasing player must announce all Close Combats before resolving any of them. The phasing player designates which friendly units are attacking and which enemy units are being attacked.

12.22 **REMOVE PIN MARKERS:** After the phasing player has announced all Close Combats, the players remove the 'Pin' markers from all units on the board (13.1).

12.23 **COMBAT SEQUENCE:** Each Close Combat is resolved separately in any order that the Attacker chooses. For each, follow the procedure given below:

STEP 1, DETERMINE ODDS RATIO: The players total the non-artillery SPs of all their units involved in this Close Combat. The

Attacker compares his SP total to that of the Defender. The ratio of Attacking SPs to Defending SPs is rounded off in favor of the Defender to a set of odds given on the Close Combat Table.

EXAMPLE: 5 SPs attacking 4 SPs is 1:1, but 4 SPs attacking 5 SPs is 1:2.

- See 12.3 if all defending units are artillery.
- The defender may declare a Cavalry Withdrawal at this time (see 12.4)

STEP 2, DETERMINE LEAD UNITS: Each side, starting with the Attacker, must choose one unit to be its lead unit. The lead unit must be a Parade Order unit if one is available in the hex. Artillery units may not be chosen as lead units. This unit's morale, as modified by Army Morale, will be used as a DRM for the Close Combat. Also, if there is an adverse combat result, the lead unit will be the first unit to absorb the result (Exception: See 13.1 regarding capture results).

- **LEAD UNITS AND PROHIBITED TERRAIN:** Units cannot be chosen as lead units if they would be required to advance after combat into prohibited terrain. If only this kind of unit is available, it can be selected as the lead unit, but will not be allowed to advance after combat.

STEP 3, DETERMINE DRMs: Before rolling the die, the players check the Close Combat DRM Chart to see what additional adjustments will be made to that die roll.

NOTE: Militia defending with non-militia artillery would not be considered an all-militia force even though the artillery does not participate in Close Combat nor serve as the lead unit.

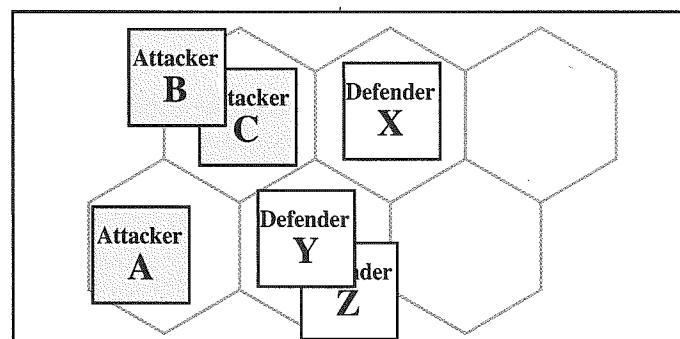
DESIGN NOTE: Each close combat takes into account factors other than the sheer numbers involved. These factors are integrated as adjustments to the resolution die roll.

STEP 4, SELECT AND RESOLVE TACTICS: Each side secretly chooses one of its eligible Tactics Chits by placing the chit face-up under their hand. The two Tactics Chits are then revealed simultaneously and cross-referenced on the Tactics Matrix to determine if there is any DRM.

- **NC Tactics Matrix Result:** No combat takes place. If a side played a Withdraw chit and the Tactics Matrix result is NC, the side playing the Withdraw chit must retreat all units one hex. Exception, artillery in the attacker's stack never retreats. If both sides chose Withdraw, the Defender retreats first. Skip to step 9.

STEP 5, RESOLVE CLOSE COMBAT: Close Combat is resolved by rolling a die, applying the DRMs, and cross-referencing it with the Odds Ratio on the Close Combat Table. The results to the left of the slash apply to the Attacker. The results to the right of the slash apply to the Defender.

STEP 6 (Advanced), MOMENTUM DECISION: The player holding the fewest Momentum Chits (the Defender in the case of a tie) may choose to spend one to return to the Resolve Close Combat step and re-roll the die. If this player declines to use momentum, the other player may choose to expend a Momentum Chit to return to the Resolve Close Combat step and re-roll



EXAMPLE: Attackers A, B and C have moved next to Defenders X, Y and Z. During close combat, Defenders Y and Z must be attacked together. However, Attackers B and C need not attack the same hex, though all units shown must be involved in a combat. The attacking player decides to have C attack X, while A and B combine in a single close combat against Y and Z.

the die. Multiple Momentum Chits may be spent by one or both sides in each Close Combat, but only one may be spent each time this step is reached (that is, there must be a re-roll of the Close Combat die between Momentum Chit expenditures).

DESIGN NOTE: This sequence is an attempt to ensure that the player entering a battle with the most momentum has the best chance to be the last player to call for a re-roll.

STEP 7, APPLY CLOSE COMBAT RESULTS: The Close Combat results are applied before proceeding to the next Close Combat (see 13.1 for explanations of results). When both players are required to retreat, the Defender must retreat before the Attacker. After applying the results, make any Army Morale adjustments which are required.

STEP 8 (Advanced), GAIN MOMENTUM: If the final modified Close Combat die roll is less than or equal to -1, the Defender gains one Momentum Chit. If the final modified Close Combat die roll is greater than or equal to 10, the Attacker gains one Momentum Chit.

STEP 9, ADVANCE AFTER COMBAT: If the defender's hex becomes vacant, the attacker must advance with at least the lead unit if it did not retreat. Other units which participated may advance up to the stacking limit, including units which had to take a morale check and passed it. Artillery units may never advance. The defender may never advance after combat.

12.3 Artillery in Close Combat

Artillery SPs never count for Close Combat. If the only defending units are artillery, they are captured. Place all the defending artillery units in the captured box and skip to step 9.

12.4 Cavalry Withdrawal



If all the defending units in a Close Combat are Parade Order cavalry and none of the attacking units are cavalry, the Defender has the option to announce a Cavalry Withdrawal. Instead of resolving the Close Combat normally, his mounted cavalry retreats three hexes to a hex not adjacent to an enemy unit. Mark the unit(s) with a Cavalry Withdrawal marker and go straight to step 9 of the Close Combat procedure.

RESTRICTIONS: Mounted cavalry units marked with a Cavalry Withdrawal marker:

- May not move or attack
- Defend normally
- Retain their ZOC.

Mounted cavalry that are attacked again while already marked with a Cavalry Withdrawal marker may not choose back-to-back Cavalry Withdrawal options.

Pinned cavalry can choose the Cavalry Withdrawal option at a cost of -1 Army Morale adjustment according to Series Rule 13.1.

REMOVAL: Cavalry Withdrawal markers are automatically removed from friendly units during the owning player's next Rally phase.

12.5 Tactics Chits

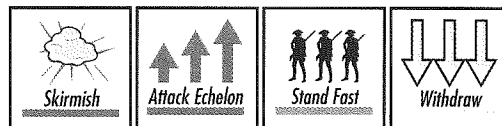
12.51 At the beginning of the game, each player takes one set of

Tactics Chits. During each Close Combat, each player will select one eligible Tactics Chit to influence the battle.

12.52 (Advanced) **TACTICS CHIT USE RESTRICTION:** The following requirements must be met before a Tactics Chit is eligible to be selected in each Close Combat.

- Skirmish, Attack en Echelon, Stand Fast, Withdraw: No restriction.

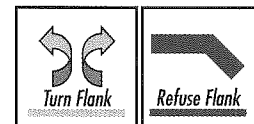
Exception: An all-infantry force may not choose the 'Withdraw' tactic in clear, field, or crops terrain if the attacking force contains any mounted units.



- Frontal Assault, Commit Reserve: A Leader must be stacked with or adjacent to at least one unit involved in this Close Combat; the unit does not have to be the lead unit. See Exclusive Rules for leader restrictions.



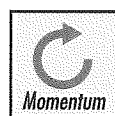
- Turn Flank, Refuse Flank: There must be one empty hex adjacent to both players' units (one hex with defending units in it, and one hex with attacking units in it), AND a friendly Leader must be stacked with or adjacent to at least one unit involved in the Close Combat; the unit does not have to be the lead unit. See Exclusive Rules for additional restrictions.



Note: Flanks may not be turned if the only empty flank hex as described above is prohibited terrain.

12.53 One Leader can meet the eligibility requirements for Tactics Chit use for all units with which it is stacked or to which it is adjacent.

12.54 (Advanced) If one player plays an illegal Tactics Chit, their opponent receives a modifier of one in their favor (+1 for attacker or -1 for the defender). If both players play illegal Tactics Chits, the Tactics modifier is 0.



12.6 (Advanced) Momentum Chits

12.61 There is a pool of five back-printed Momentum Chits. Players accumulate Momentum Chits during the game. See specific rules to determine if one side starts the game with a Momentum chit

12.62 **SPENDING MOMENTUM CHITS:** Momentum chits may be used in one of the three methods below. When a Momentum Chit is used, it is returned to the pool and is eligible to be accumulated again.

- **CLOSE COMBAT:** Each chit spent allows the re-roll of one Close Combat resolution die roll. More than one Momentum Chit may be used in one Close Combat (12.23, step 6).
- **INITIATIVE:** For each Momentum Chit spent BEFORE the initiative die is rolled, a player may add two (+2) to their initiative die roll. The player who had Initiative on the previous

game turn must decide how many Momentum Chits to spend first (6.0).

- **INITIATIVE:** A player may spend three Momentum Chits AFTER the initiative die rolls to negate the result of the die rolls and instead dictate which player has the initiative (6.0).

See Exclusive Rules for other ways to spend Momentum.

12.63 GAINING MOMENTUM CHITS:

- The Defender gains one Momentum Chit during the Gain Momentum step whenever the final modified Close Combat die roll is less than or equal to -1.
- The Attacker gains one Momentum Chit during the Gain Momentum step whenever the final modified Close Combat die roll is greater than or equal to 10.

12.64 LOSING MOMENTUM CHITS: If a unit with a printed unit morale of +2 is captured while it is at full strength, the owning player must return one Momentum Chit to the pool. If the player does not have a Momentum Chit, the opposing player is entitled to take a Momentum Chit from the pool. If there are no Momentum Chits in the pool, there is no further effect.

12.65 If a player is entitled to receive a Momentum Chit but there are none available in the pool, the opposing player must return one Momentum Chit to the pool instead. If the opposing player does not have a Momentum Chit, there is no further effect. See Army Morale Adjustment chart for additional cases.

12.7 Surrounded Close Combat Modifier

When all six hexes adjacent to a defending unit are occupied by enemy units, enemy ZOCs or prohibited terrain, the attacker modifies his Close Combat die roll by +1. The converse also applies—if the attacker is surrounded, the Close Combat die roll is modified by -1. For this rule only, friendly units negate enemy ZOCs in their hex.

13. COMBAT RESULTS

In the following rules, the ‘affected unit’ is the lead unit in a Close Combat, or the target unit for Fire Combat. In Fire Combat, other friendly combat units in the hex are never affected, but leaders may be.

13.1 Explanation of Results

“.” No effect.

“AM” Army Morale Loss: The affected player must reduce his Army Morale marker by one.

“R” Retreat: The owning player retreats the affected unit one hex (see 13.2). The other friendly units in the close combat, and the Defender’s artillery (but not the Attacker’s artillery), must make a morale check; if they fail, they must retreat one hex also. When both sides must retreat, the defender retreats and makes morale checks first. See Exclusive Rules for exceptions to mandatory retreat.

“D” Disruption: The owning player retreats the affected unit three hexes (see 13.3) and places a disruption marker on the unit. The other friendly units in the close combat, and the Defender’s

artillery (but not the Attacker’s artillery), must make a morale check; if they fail, they must retreat one hex.

- If the affected unit was already disrupted, it is now shattered. The affected unit must still retreat three hexes.
- If the affected unit was already shattered, it is eliminated and placed in the eliminated box.

“1” One-Step Loss: The affected unit loses one step. If the unit is a full-strength two-step unit, it is flipped over and remains in the hex; otherwise, the unit is placed in the eliminated box. The other friendly units in the close combat, and the Defender’s artillery (but not the Attacker’s artillery), must make a morale check; if they fail, they must retreat one hex.

DESIGN NOTE: Because it is considered to be covering the retreat of the other units, the unit that takes the loss never retreats.

“2” Two-Step Loss: The affected unit is eliminated and placed in the eliminated box. If the affected unit was only a one-step unit or was a reduced two-step unit, a second unit must take a one-step loss; if there is no other unit in the hex, the second step loss is ignored. The other friendly units in the close combat, and the Defender’s artillery (but not the Attacker’s artillery), must make a morale check; if they fail, they must retreat one hex.

“DC” Captured, Defender’s Choice: One combat unit of the Defender’s choice on the affected side is captured; place the unit in the captured box (if the printed unit morale is +2, see also 12.64). This unit does not have to be the lead unit, neither does it have to be at full strength. The other friendly units in the close combat, and the Defender’s artillery (but not the Attacker’s artillery), must make a morale check; if they pass, they must retreat one hex; if they fail, they suffer a “D” result (retreat three hexes and become disrupted).

“AC” Captured, Attacker’s Choice: One combat unit of the Attacker’s choice on the affected side is captured; place the unit in the captured box (if the printed unit morale is +2, see also 12.64). This unit does not have to be the lead unit nor does it have to be at full strength. The other friendly units in the close combat (including all the Defender’s artillery but not any of the Attacker’s artillery) must make a morale check; if they pass, they must retreat one hex; if they fail, they suffer a “D” result (retreat three hexes and become disrupted).



“PIN” Pinned: The opposing units remain engaged. All disrupted and shattered units on both sides are captured. The Defender, followed by the Attacker, then places his or her units in the captured box and adjusts army morale. A pinned marker is then placed on all hexes involved in this close combat. The next phasing player must either:

A. Attack with all units marked as pinned, and attack all defending units marked as pinned during this player turn (additional units may stack and/or attack with the pinned units);

OR:

B. Move all friendly pinned units so that they are not adjacent to any enemy units; and do not move any other friendly units

adjacent to the enemy pinned units; and reduce his or her Army Morale by one (9.3).

NOTE: In case B above a leader cannot leave a pin hex without triggering an Army Morale penalty.

NOTE: Pinned defending units may not receive a Diversion.

'Pin' markers are removed from all friendly and enemy units either at the end of the movement phase, with an Army Morale Penalty (9.3), or after all Close Combats are assigned (12.22).

Pinned defending units may not receive a diversion. This is an Exception to 12.14.

"*" Leader casualty: The modified die roll must equal this number exactly. The owning player removes one Leader and places it in the eliminated box. The Leader chosen need not be the one in command. This is the only result from artillery or rifle fire that may affect other units in the hex. If no leader is present, ignore both the result and the Army Morale adjustment due to Leader casualty.

13.2 Retreat

13.21 RETREAT GUIDELINES: If possible, a unit must retreat into a hex which is not adjacent to an enemy unit. In addition, the unit must retreat towards a friendly map edge if possible. See specific game rules for definition of 'friendly map edge'.

13.22 RESTRICTIONS: Units may not retreat:

- Into an enemy occupied hex
- Into an enemy ZOC, even if friendly units already occupy the hex
- Into prohibited terrain
- Off the map
- In violation of stacking limits (see 13.23 two-step unit exception).

13.23 RETREAT AND CAPTURE: Any unit that cannot retreat the full distance because of restrictions is captured instead; this includes retreats caused by Rifle Fire or Artillery Fire. The unit is removed and placed in the captured box.

Exception: If a two-step unit would be captured for failure to retreat due to stacking limit violations, the owning player may choose to take a step loss and retreat, provided that the reduced-strength unit would not violate stacking limits in the hex into which it retreats. The Army Morale adjustments of suffering a '1' result are applied if the unit is reduced in this manner. (The player may still choose to have the unit captured instead of taking a step loss.)

13.24 Any unit that is retreating three hexes must end three hexes from its starting hex, counting by the shortest distance, or else be captured. The hex may not be adjacent to an enemy unit if there is any hex which is also three hexes from the starting hex and not adjacent to an enemy unit. Cavalry Withdrawal (12.4) may never end adjacent to an enemy unit.

13.25 COMBAT AND PREVIOUSLY RETREATED UNITS: If a unit retreats from a Close Combat into a hex which has not yet had its Close Combat resolved, it may not contribute any strength to that Close Combat, nor may it be selected as the lead unit. If

its side suffers any result in the Close Combat, the previously-re-treated unit must make a morale check. If it passes, it must retreat one hex; if it fails, it suffers a "D" result (per 13.1).

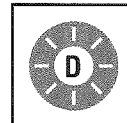
13.26 LEADER RETREATS: Any Leader may freely retreat along with any friendly retreating units with which it is stacked. Leaders are never required to retreat.

13.27 ARTILLERY RETREATS: Artillery units retreat like other units. Artillery units are NOT captured automatically if they end the Apply Close Combat Results Step adjacent to enemy combat units. Automatic capture only occurs to defending artillery units during the Determine Odds Ratio Step.

13.3 Disruption

Disrupted units:

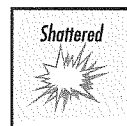
- May only move one hex per turn, and may not move adjacent to an enemy unit. If a disrupted unit begins a movement phase adjacent to an enemy unit, it must use its one hex move to move away from (i.e. no longer adjacent to) as many enemy units as possible
- May not attack; artillery and rifle units may not fire
- Defend with only half of their SPs (fractions rounded up)
- Have no ZOC
- Are shattered, if they receive an additional "D" result
- Are captured if they receive a 'PIN' result
- Suffer an additional "D" result, if they end their own Close Combat phase adjacent to enemy units, and are not stacked with friendly Parade Order units. This results in the unit becoming shattered (i.e. they must retreat 3 hexes or be captured).



13.4 Shattered

Shattered units:

- May not move
- May not attack; artillery and rifle units may not fire
- Defend with 1 SP (regardless of their actual SP ratings), and may NOT receive any terrain DRMs
- Have no ZOC
- Are eliminated, if they receive an additional "D" result (place such units in the eliminated box)
- Are captured, if they receive a 'PIN' result
- Are captured, if they end ANY Close Combat phase adjacent to enemy units, and are not stacked with friendly Parade Order units; remove the units and place them in the captured box.



13.5 Morale Checks

When a Morale Check is required, a die is rolled and the value is added to the unit's modified morale. If the result is 5 or greater, the unit passes the morale check. If the result is 4 or less, the unit fails the morale check.

MORALE CHECK MODIFIERS: Apply the following modifiers to the Morale Check die roll:

+1 Defending units attacked solely across unbreached fieldwork hexsides including forts, redoubts, stockades, revetments, earthworks, flechettes or any other type of fortified hexside specifically depicted in the game.

+? Leadership DRM (14.23)

+1 *Defending units attacked solely across unbreached fieldwork hexsides including forts, redoubts, stockades, revetments, earthworks, flechettes or any other type of fortified hexside specifically depicted in the game.*

14. LEADERS

14.1 Stacking Leaders

Any number of friendly Leaders may stack in a hex. However, only the highest ranking Leader (see 3.2) may command units in a hex (that is, provide DRMs for those units). Place the Leader in command on top of the friendly units. Check Exclusive Rules for limitations to leader stacking.

14.2 Using Leaders

14.21 CLOSE COMBAT DRM: During Close Combat, a Leader in command modifies the die roll with his Close Combat DRM. When attacking, the rating is added to the die roll; when defending, it is subtracted.

14.22 TACTICS CHITS: If a combat unit is stacked with or adjacent to a Leader during Close Combat, the player is eligible to play additional Tactics Chits (12.5).

14.23 LEADERSHIP DRM: During all morale checks and rally attempts, the Leader in command may add his Leadership DRM to all combat units in his hex.

14.3 Affecting Leaders

14.31 Leaders are never disrupted. If stacked with units which retreat or suffer disruption, the leader may either retreat with them or remain in place. Leaders are only affected directly in combat by an “*” result.

14.32 Leaders alone in a hex are captured immediately if Parade Order or Disrupted enemy combat units enter their hex. This capture can occur either during the movement phase or as a result of advance after combat. If the Leader is captured during enemy movement, the capturing unit does not have to stop or expend additional movement points.

15. THE RALLY PHASE AND UNIT MORALE

15.1 The Rally Phase

During the Rally Phase, the phasing player's disrupted or shattered units that are not adjacent to enemy combat units may attempt to Rally. A unit attempts to Rally by making a Morale Check (13.5). A Leader in command may modify the Rally attempt of any units in the same hex by adding his Leadership DRM (14.23). A Leader is not required in order to make a Rally attempt.

15.2 Rally Effects

A disrupted unit that passes its Morale Check is restored to Parade Order. If it fails its morale check, it remains disrupted. A

shattered unit that passes its Morale Check becomes disrupted. If it fails its Morale Check, it remains shattered.

15.3 Unit Morale

15.31 BASE MORALE: A unit's base morale is printed on the unit. The base morale on the reduced side of a unit is usually one less than on the full-strength side.

15.32 MODIFIED MORALE: A unit's modified morale is the unit's base morale plus the unit's army morale modifier (see 16.2). A lead unit's modified morale is used as a DRM for Close Combat (see 12.2).

16. ARMY MORALE

DESIGN NOTE: In this period of warfare, battles were decided less often by inflicting overwhelming losses than by destroying the opponent's will to resist. The Army Morale Track measures the tenacity and will to fight of a player's entire force. The success or failure of the individual units throughout the course of play will have a cumulative effect upon the overall status of each player's army. Conversely, the overall morale status of a player's army influences the ability of individual units to perform to maximum effect.



16.1 Adjusting Morale

Army Morale may need to be adjusted each time one of the following occurs (see Army Morale Adjustment Chart):

- A Fire or Close Combat result is other than 'no effect'.
- A unit rallies (+1)
- A Leader casualty (see specific rules)
- PIN markers are removed in the Movement Phase (9.3).

16.2 Army Morale Levels

16.21 HIGH MORALE: If an army is considered at High Morale the Initiative DRM for that army is +1. All units in a High Morale army use their printed unit morale ratings.

16.22 FATIGUED: If an army is Fatigued, the Initiative DRM for that army is 0. All units in a Fatigued army have their unit morale ratings reduced by 1.

16.23 WAVERING: If an army is Wavering, the Initiative DRM for that army is -1. All units in a Wavering army have their unit morale rating reduced by 2.

16.24 If the Army's Morale changes between High, Fatigued or Wavering during the resolution of a Fire Combat or Close Combat, resolve any resulting morale checks using the Army Morale level that was in effect at the beginning of that Combat. The new Army Morale level is used for any Combats which are still to be resolved in that Combat Phase.

16.3 Demoralized and Substantial Victories

If an Army's Morale falls to 0, it is considered Demoralized. The game ends immediately, and the opposing player wins a Substantial Victory.

EXPANDED SEQUENCE OF PLAY

A. Initiative Segment (see 6.0)

- Each player rolls one die and modifies it by the Army Morale DRM to determine who has the Initiative this turn.

B. Initiative Player Turn

1. Flip the game-turn marker to indicate the correct player turn.

2. MOVEMENT PHASE (see 9.0)

- Shattered units may not move (13.4).
- Disrupted units may only move one hex (13.3)
- Pinned units may move only if they do not end their move adjacent to an enemy unit and the phasing player reduces his Army Morale (9.4).
- Units may conduct Strategic Movement along roads or tracks (rule 9.22)

3. RALLY PHASE (see 15.0)

- Make a Morale Check (13.5) for each friendly Disrupted (13.3) or Shattered (13.4) unit that is not adjacent to an enemy combat unit.
- A modified die roll ≥ 5 Rallies the unit.
- Shattered units that Rally become Disrupted, Disrupted units that Rally become Parade Order.

4. DEFENSIVE ARTILLERY FIRE PHASE (see 11.0)

- The non-phasing player may fire any or all of his artillery units.

STEP 1: Determine "To Hit" number (cross reference artillery SPs with the range to the target on the Fire Table).

STEP 2: Roll a die. If the modified die roll is equal to or greater than the "To Hit" number, a hit is scored.

STEP 3: If a hit is scored, a second unmodified die roll is made on the Artillery Fire Damage Table to determine the result. After applying the results, make any Army Morale adjustments that are required (16.1).

5. RIFLE FIRE PHASE (rule 10.0)

- Both players may conduct Rifle Fire with their Rifle units.
- Fire is considered simultaneous (10.4).

STEP 1: Determine the "To Hit" number (10.3).

STEP 2: Roll a die. If the modified die roll is equal to or greater than the "To Hit" number, a hit is scored (10.3).

STEP 3: If a hit is scored, a second (unmodified) die roll is made on the Rifle Fire Damage Table. Make any Army Morale adjustments that are required (16.1).

6. CLOSE COMBAT PHASE (rule 12.0)

- A. Designate all attacks (12.21). *The phasing player must attack with all his units that are adjacent to enemy units (exception: artillery and rifles), and all adjacent enemy units must be attacked.*

- B. Remove Pin markers from all units (12.22).

- C. Conduct all designated Close Combats

CLOSE COMBAT SEQUENCE (12.23):

STEP 1: Determine Odds Ratio

- Artillery Capture (12.3)
- Cavalry Withdrawal (12.4)

STEP 2: Determine Lead Units

STEP 3: Determine DRMs

STEP 4: Select and Resolve Tactics

STEP 5: Resolve Close Combat

STEP 6: Momentum Decision*

STEP 7: Apply Close Combat Results

- Make Army Morale Adjustments

STEP 8: Gain Momentum*

STEP 9: Advance after Combat

*Advanced Game only

7. Move the game-turn marker to the bottom half of the game turn and flip it over

C. Second Player Turn

Same as above, except ignore B1 and B7.

D. End-of-Turn Segment

1. Check for Automatic Victory (see Exclusive rules booklet)
2. If it is the last game turn of the scenario, determine a winner.
3. Advance the game-turn marker to the top half of the next game turn.



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EXCLUSIVE RULEBOOK

Game Design by Mark Miklos & Don Hanle

Pensacola

The Struggle for Florida *in the* American Revolution, 1781



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Pensacola Combat Units

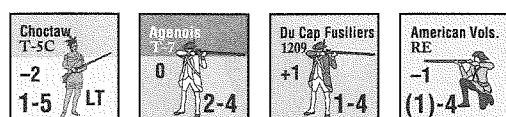
SPANISH Player



Yellow with gold stripe: Spanish Regulars (Spanish Regulars with their unit names printed in *red* can be broken down into skirmishers (also printed in red) based on the play of a Random Event card.)

Yellow with no stripe: Spanish Colonial Regulars

Yellow with green stripe: Irish Mercenaries



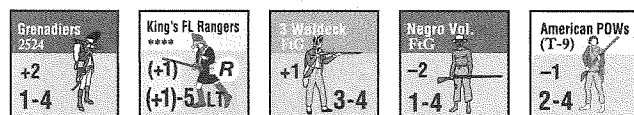
Yellow with tan stripe: Militia & Spanish-allied Indians

Light blue with dark blue stripe: French Regulars

Light blue with no stripe: French Colonial Regulars

Light blue with light blue stripe: Patriot Militia

BRITISH Player



Tan with red stripe: British Regulars

Tan with yellow stripe: Provincials

Tan with green stripe: Hessians

Tan with brown stripe: Tory Militia & British-allied Indians

Tan with light blue stripe: American Prisoners of War

CREDITS

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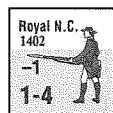
Replacement Counters

The counter sheet includes 10 replacement counters for previous games in the *Battles of the American Revolution* series.

Savannah



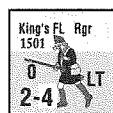
1. *Creeks*: The icon and traditional dress have been updated to match the correct style used in Pensacola.



2. *Royal N.C.*: Unit Morale has been degraded from 0 to -1.



3. *Martinique*: Uniform specs have been corrected.



4. *King's FL Rangers*: Icon has been changed to match *Pensacola*.

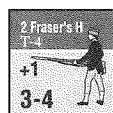


5. *Du Cap Fusiliers*: Uniform specs have been corrected.



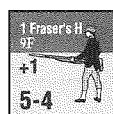
6 & 7. *1st & 2nd Fraser's Highlanders*: Uniform coats have been altered from red to garnet and unit name has been spelled correctly as "Fraser's."

Guilford Courthouse



8. *2nd Fraser's Highlanders*: Uniform coat has been altered from red to garnet.

Brandywine Creek



9 & 10. *1st & 2nd Fraser's Highlanders*: Uniform coats have been altered from red to garnet.



I. PREPARE FOR PLAY

1.1 Fortified Hexes & Hexsides (Definition)

Pensacola includes several types of hexes and hexsides that are considered fortified.

- **For the British:** Ft. George, British Redoubts & British Earthworks (see Terrain Key)
- **For the Spanish:** Stockades (see Terrain Key) and Spanish & French Redoubts (available as both armed and unarmed redoubt counters that can be constructed during the game.)

These hexes and hexsides will be collectively referred to as “fortified” throughout the rules. Features of fortified hexes and hexsides are summarized on the Fortified Hexsides & Hexes Matrix found on the Player Aid Cards.

1.1.2 British & Spanish Players (Definition)

The British player controls all units on the British side including Indians, Hessians, Tories, Civilians & American POWs. These units are collectively referred to as “British” unless the rules specify otherwise. The Spanish player controls all units on the Spanish side including French, Irish, Indians and American Militia. These units are collectively referred to as “Spanish” unless the rules specify otherwise.

1.2 Player Order

1.2.1 Siege Turns

Spanish followed by British

1.2.1.2 Siege Turn Restrictions

The Spanish player may not move adjacent to British fortified hexsides during Siege Game Turns. (see 3.4)

- Exception: Red Cliffs Fort (see 3.14.2)

1.2.2 Coup de Main Turns

- Turn 1: Spanish followed by British
- Turns 2-10: Random player order.

1.3 Game Length

The game begins on April 7-8, 1781, on the Siege Turn Track and ends on the 4:00 PM turn of the Coup de Main Turn Track unless either side achieves an automatic victory.

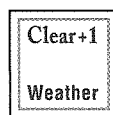
1.4 Army Morale

British: 18, Spanish: 19

1.5 Momentum

The Spanish player starts with 1 Momentum chit.

1.6 Weather



Place the “clear” weather marker on Turn 1 of the Siege Turn Track. The Spanish player rolls for weather on the turns indicated on the track. (See Weather Table.)

1.7 Random Events

Remove the following sixteen cards from the deck: #'s 3, 6, 7, 8, 11, 16, 18, 19, 20, 25, 28, 30, 32, 34, 46, & 55. These cards are easily identified by a green stripe across the top of the card. Shuffle the remaining cards and deal one to each player. Return all previously removed cards back to the deck, reshuffle, and set the deck aside.

1.8 British Deployment

- Hex 1103 (Red Cliffs Fort Inset Map): Pentzel
 - » Pentzel is a demi-leader on hex 1103 only (see 3.7.1.2).
- Hex 2524: 3rd Bn. Royal Americans, Grenadiers, HMS Mentor Seamen & HMS Port Royal Seamen.
- Queen's Redoubt (including earthwork extensions): 16th Foot, Lt. Infantry, Howitzer, PA Loyalists, MD Loyalists & McDonald.
- Fort George (including earthwork extension): 3rd Waldeck, Waldeck Artillery, Marines, Negro Volunteers, von Horn and Campbell.
 - The optional leader unit, von Hanxleden, is also placed in Fort George if both players agree (see 3.7.1).
- Hex 1824: Civilian Volunteers

- Garrison Artillery: Per at-start designations on the counters.
- Franchimastabe, Choctaw 1 + 2 and the King's Florida Rangers (KFR) are placed anywhere within 2-hexes of British fortified hexes or the Indian Village on the main map.
- Units scheduled to arrive on turns 2, 5, 9 & 11 are placed on the Siege Turn Track as reinforcements (see 3.7.8.2 & 3.7.8.2.1).
- Units marked "RE" enter play as a result of Random Events and should be set aside.

1.9 Spanish Deployment

- Santa Rosa Island Inset Map: Spanish Seamen, Naval Artillery and Sappers
- Hex 2611: Luisiana Grenadiers, Luisiana Rangers & Corduroy Road Trail Head Marker
- Hex 2313: Luisiana Dragoons
- Hex 2011: New Orleans Militia
- Remaining Turn-1 units must first undergo Red Cliffs Fort fire (see 1.10). Surviving units may be placed on or within 2 hexes of either Spanish Stockade or on entry hex "A" on the Red Cliffs Fort Inset Map and may move no further that turn. (See 3.7.7.2 for Spanish movement to and from the RCF Inset Map.)
- Exceptions:
 - » The Spanish Mortar must arrive on hex 2409.
 - » Artillery may over stack in a stockade but only a single battery may perform game functions (see 3.7.3.1).
 - » de Galvez may never be deployed to the Red Cliffs Fort Inset Map.
- Units scheduled to arrive on turns 5 & 7 are placed on the Siege Turn Track as reinforcements (see 3.7.8.1).
- Units marked RE enter play as a result of Random Events and should be set aside.

1.10 Red Cliffs Fort (RCF) Artillery Fire

Spanish units arriving on Turns 1 and 7 must receive RCF Artillery Fire.

- See Player Aid Card for RCF fire and damage tables.

1.10.1 RCF Procedure

- If British fire achieves one or more hits, the Spanish player places all arriving units in an opaque container and the British player draws a number of units corresponding to the number of hits.
- If a Leader is drawn he does not count as a unit, but is placed instead on any one of the combat units drawn from the cup before rolling for damage.
- The British player rolls for damage results individually. A leader suffers the same results as the unit to which he is attached.

Design Note: *In what has to be one of the worst examples of gunnery in British history, British naval gunners at the Red Cliffs fired over 180 rounds of 24-pound solid shot at incoming Spanish vessels on 17 and 18 March causing only superficial damage. This abysmal record was repeated with the arrival of French and Spanish reinforcements from Havana on 19 April.*

No official account for this was ever given, though anecdotal evidence suggests that on each occasion British gunners had been blinded for minutes at a time by the smoke from their own fire, causing every shot to be a ranging-shot against moving targets. It is also likely that the British batteries were located too far up the cliff causing each shot to be a plunging shot requiring not only correct azimuth but perfect range to achieve a direct hit. The Spanish later moved the battery to a lower elevation after they took possession of the works. They were able to skip their shots along the surface of the water the same way a flat stone skips across the top of a pond precluding the need for absolute range accuracy.



II. HOW TO WIN

2.1 British Decisive Victory

British player controls hexes 2825, 2524 & 2325 at the end of Coup de Main turn 10.

- All are British controlled at-start and are considered automatically British controlled unless controlled by the Spanish Player.

2.2 Spanish Decisive Victory

Spanish player controls hexes 2825, 2524 & 2325 at the end of Coup de Main turn 10.

2.2.1 Spanish Control

Control is achieved the moment a Spanish Parade Order combat unit, other than Indians or artillery, occupies the hex.

- The Spanish receive +1 Army Morale adjustment each time they gain control of a decisive victory hex.
- The Spanish suffer -1 Army Morale adjustment each time they lose control of a decisive victory hex.
- Loss of Spanish control occurs whenever British Parade Order combat units, other than Indians, Negroes or artillery, re-occupy the hex.

- The Spanish neither gain nor lose Army Morale for control of the Red Cliffs Fort.

2.3.1 Substantial Victory

If British or Spanish Army Morale falls to 0, the other player automatically wins a Substantial Victory according to Series Rule 16.3

2.3.2 French Morale Check

The moment that Spanish Army Morale falls to 8, the Spanish player rolls a die and consults the French Morale Impact Table on Player Aid Card. Apply the results immediately. This is a one-time event and would not be repeated if Spanish Army Morale climbs above 8 and subsequently falls back to 8 or below.

2.3.3 Marginal Victory

Assuming no automatic victory, a marginal victory will be awarded to the Spanish player if he has 3 or more VPs than the British player at the end of the last game turn. A VP tie, a Spanish margin of 2 ½ or fewer VPs, or a ½ VP or greater British margin is a British marginal victory.



2.4.1 Indian Victory Points

Indian combat units are worth ½ VP rather than 1 VP each.

2.5 Objective Hexes & Leader Casualties



2.5.1 Stockades

Spanish Stockades are sources of Spanish supply (see 3.6) The British player is awarded +1 VP each for their destruction and Spanish Army Morale is decreased by -1 each.



2.5.1.2 Destroying Stockades: To destroy a Stockade hex, a Parade Order combat unit, other than artillery, must begin the turn in the stockade. The unit spends its movement phase destroying the stockade. Place a "Destroyed Stockade" marker on the hex.

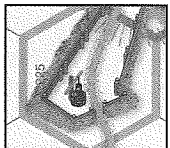


2.5.2 Governor's Plantation

The Spanish player is awarded +1 VP for the destruction of the Governor's Plantation and British Army Morale is decreased by -1.



2.5.2.2 Destroying the Plantation: The procedure for destroying the Governor's Plantation is identical to that for destroying Stockades. (See 2.5.1.2)



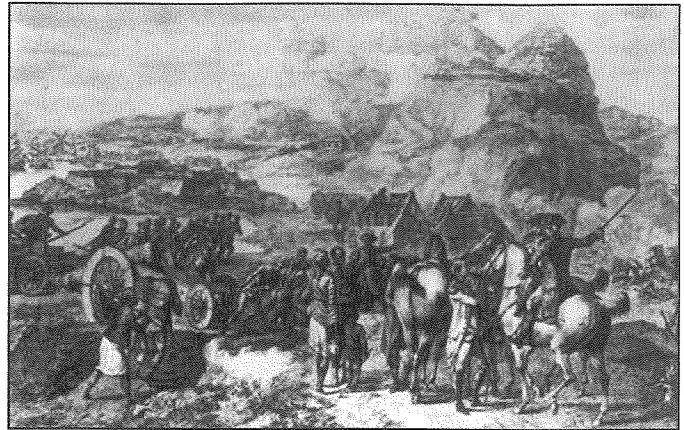
2.5.3 British Well (Hex 2225)

The British suffer -1 Army Morale adjustment the moment this fortified hex is occupied by any Parade Order Spanish combat unit because the only well available to the British garrison was located there. Similarly, the British recover +1 Army Morale whenever the hex is no longer enemy occupied.



2.5.4 Leader Casualties

See Leader Summary Table on the Player Aid Card.



III. SPECIAL RULES

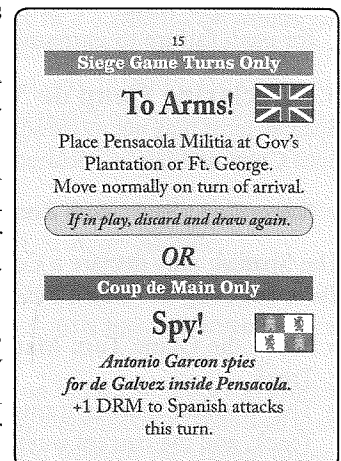
3.1 Weather

During each Weather Phase the Spanish player rolls on the Weather Table. (See Siege Turn Track)

3.2 Random Events

On Game-Turns marked "Event Card" on the Game-Turn Track, both players draw cards. The British player draws first.

- The effects of Random Events are printed on each card. Be sure to read and follow the instructions on each card carefully.
- There is no maximum hand size for cards held. Cards may not be discarded except where explicitly stated in a card's instructions.
- Cards may be played at any time during the game. A player need not be the Phasing Player to play a Random Event card.
 - » Note: Seven cards are printed in red. These cards *must* be played the moment they are drawn and may not be held in a player's hand.
- Multiple cards can be played and results can be cumulative.
 - » The other player can respond with card play. It is possible for each side to play several cards at one time. In practical terms, multiple card play will be an occasional rather than regular event.



3.2.1 Random Event Card Restrictions

- 26 cards are marked "Siege Game Turns Only" and may only be played during that portion of the game.
- 12 cards are marked "Coup de Main Only" and may only be played during that portion of the game.
- 14 cards have no game turn restrictions and may be played at any time.
- Three cards are divided by the word "OR." Only the top or

bottom half of these cards may be played. Players should note carefully whether a card-half is marked "Siege Game Turns Only," "Coup de Main Only" or whether a card-half is unmarked.

- 18 cards have British flags. Only the British player may play these cards.
- 19 cards have Spanish flags. Only the Spanish player may play these cards.
 - » Included among these Spanish cards are seven cards with small secondary flags denoting Spain's Allied troops. These flags are informational only.
- 18 cards have both the British & Spanish flags. These cards may be played by whichever player draws them.
 - » This includes 1 divided card with a British top-half and a Spanish bottom-half.
- 16 cards have their card numbers highlighted in a green bar across the top of the card. This is a quick visual reminder that these are the cards to be removed from the deck prior to the start of a game (see 1.7) After each player draws his at-start card, these cards are reintroduced to the deck.
- If a player draws a card he is not entitled to play, he holds it in his hand representing limited intelligence of enemy intentions.



3.2.2 Momentum and Random Events

Each side may spend 1 Momentum Chit per Random Events Phase to draw an additional Random Events card. This use of Momentum is in addition to Series Rule 12.6.

3.3 Garrison Violation

At least one combat SP, excluding artillery, Negroes or Indians, must garrison each of these locations: Fort George, (2325), the Queen's Redoubt, (2825), and the Prince of Wales Redoubt, (2524), during the Siege-Turn portion of the game.

- The British suffer -1 Army Morale per location per turn for each failure to garrison; maximum -3.

3.4 Declaring Coup de Main

Spanish units may not move adjacent to British fortified hexsides until Coup de Main is declared (see 1.2.1.2).

- **Exception:** Red Cliffs Fort (see 3.14.2)

The Spanish may declare a Coup de Main on any Siege Game Turn, but Coup de Main is automatic after Siege Game Turn 16.

- Move the Game Turn Marker to the Coup de Main Turn Track.
- The Weather marker transfers to the Coup de Main Turn Track, and the current weather remains in effect for the rest of the game.
- Use the Coup de Main Sequence of Play.
- Spanish Army Morale is adjusted as follows when Coup de Main is declared:
 - » -2 AM if none of the following are breached: Fort George (2325), the Queen's Redoubt (2825), or the Prince of Wales Redoubt (2524.)
 - » -1 AM if only one of the above named hexes is breached.

- » If two or more of the above named hexes are breached when Coup de Main is declared there is no Spanish Army Morale penalty.

- Any British Raid must be terminated (see 3.9.4) and no more Raids are permitted for the remainder of the game.
 - » Units in the Raid Box return to friendly fortified hexes on the main map. Indians and the KFR may return to the Indian Village (see 3.7.11)
- The British player may not roll for POW arrival on the turn the Spanish player declares Coup de Main (see 3.7.8.2.1)

Early Attack Incentive: If the Spanish player declares Coup de Main before Turn 16, he receives any Spanish Random Event cards scheduled to be drawn between the current turn and turn 16, while the British player receives none.

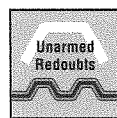
- **Example:** If the Spanish declare Coup de Main on turn 12, only the Spanish player receives the RE cards scheduled for turns 14 and 16. Those cards are immediately added to the Spanish players hand as part of the declaration of Coup de Main.

3.5 Redoubt Construction Completion

Weather permitting, construction markers are flipped to their completed sides *unless adjacent to an enemy combat unit*.

- See 3.7.10 for procedure.

Front



- Spanish redoubts have a front facing and must be aligned in the hex accordingly. The rear and rear-flank hexsides of a redoubt are not considered fortified.

3.6 Siege Bombardment & Spanish Supply

Spanish siege artillery is represented by the armed redoubt markers.

- Redoubts may only fire at British fortified hexsides in an effort to cause breaches.
 - » **Important Note:** When Spanish redoubts are firing at British fortified hexsides, line-of-sight is not blocked by the presence of friendly or enemy combat units in the intervening hexes (see 3.10.1) This is an exception to Series Rule 11.42.
- Redoubts must be in supply to fire.
 - » A redoubt is in supply if it is on or adjacent to a road hex or a completed and undamaged Corduroy Road hex that can trace a continuous line of road/Corduroy Road hexes back to either Spanish Stockade without passing through enemy units or their Zone of Control.
 - **Distinction:** Un-corduroyed Trails do not count for this purpose.
 - **Special Note:** Corduroy Road extends through the interior of each Stockade and is not considered automatically destroyed if the Stockade is destroyed. The Corduroy Road within the Stockade would have to be destroyed separately (see 3.7.9.1 for procedure).

- Supplied redoubts may fire twice, at the same or different enemy targets.
 - » If one supply source is destroyed, rate of fire is reduced from 2 shots per phase to 1 shot. (See 2.5.1.2)
 - » If both supply sources are destroyed, no Siege Bombardment is allowed for the remainder of the game.
- Breaches caused by Siege Bombardment may only be repaired through the play of Random Events.
 - » British Garrison Artillery cannot fire across breached hexsides (see 3.10.2)

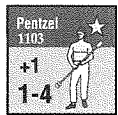
3.7 MOVEMENT

3.7.1 Leaders



3.7.1.2 British Command Restrictions: (Seniority – Campbell, von Hanxladen*, von Horn, McDonald, and Franchimastabe).

- Major General Campbell and Colonel von Hanxladen* may command all units.
- Colonel von Horn may not command Indians.
- Major McDonald may not command Regulars.
- Franchimastabe may only command Indians and the KFR.
 - * Colonel von Hanxladen is an optional unit included in the game for British play balance. Both players must agree before play begins whether the British player may use this unit. If used, he deploys in Fort George at-start.



- Pentzel is a demi-leader only while occupying the Red Cliff's Fort. As a demi-leader, he may select from all 8 tactics during Close Combat. His status as a demi-leader is identified by the 5-pointed yellow star on the counter.



Design Note: Colonel von Hanxladen was the senior Hessian commander. He was killed leading the British assault at Mobile earlier in the campaign. His absence severely restricted British command and control during the siege of Pensacola. He is available in the counter mix for players to model a "what-if" scenario had he survived at Mobile.

3.7.1.3 Spanish Command Restrictions: (Seniority – de Galvez, Ezpeleta, Don Giron, and Boiderot)

- Lt General de Galvez may command all units.
- Ezpeleta and Don Giron may not command French units.
- Captain Boiderot may only command French units.

3.7.2 Pensacola City / Fort Pensacola

These hexes are considered prohibited terrain for all units. Units forced to retreat into these hexes are captured instead.

- Units may not choose the Turn Flank tactics option if the only available open flank hex is a Pensacola City hex.

Design Note: The Spanish surrendered the colonies of West and East Florida to the British at the end of the Seven Years War in 1763. Although there was a sizable English population in these colonies, they remained predominantly Spanish in culture and in loyalty. Consequently, Don Bernardo de Galvez

saw Pensacola City as a Spanish City and was anxious that it not be damaged in the fighting. While British Major General John Campbell was also concerned about damage to the city and the well-being of its residents, his principal reason for not continuing to occupy Pensacola City or its fort was simply that he had too few troops to do so. As a result, Pensacola City was considered by both sides to be an "open city." Under the rules of 18th century warfare, this meant that the city was off limits to any combat unit under command of either belligerent.

3.7.3 Mortar Movement



- The mortar may move *and* fire during Siege Game Turns but may only move *or* fire during Coup de Main Game Turns.
 - » Use the "Moved/Fired" Marker to keep track during Coup de Main Turns.
- The mortar receives a +1 MP bonus when stacked with parade order infantry or militia, excluding Indians.
- The mortar receives a +2 MP bonus when stacked with Sappers.
 - » These units must begin with and remain with the moving mortar for the entire movement phase.
 - » **Note:** These MP bonuses *are not* cumulative.

3.7.3.1 Mortar & Artillery Stacking: Field artillery may move through or stack with the mortar only when located in a stockade or redoubt.

- Fire by the intrinsic artillery represented in the armed redoubt markers is not restricted.

3.7.4 Fortified Hexside Movement

- Friendly units may move into and out of fortified hexes at no additional MP cost. Enemy units pay hexside terrain costs (See Fortified Hexes & Hexsides Matrix)

3.7.5 Indian Withdrawal

- If all defending combat units in a Palmetto or woods hex are Indians and/or the KFR, and none of the attacking units include Indians, the KFR, or Light Infantry, the defending Indians have the option to announce an Indian Withdrawal after the attacker has declared his lead unit but before Close Combat is resolved.
 - » **Note:** Defending "pinned" Indians can choose Indian Withdrawal at a cost of -1 Army Morale.

- The defending Indians or KFR retreat 3 hexes, according to priorities outlined in 3.14.5, to a hex not adjacent to an enemy unit.



- Mark them with an Indian Withdrawal marker.
 - » The marker is automatically removed at the end of the next friendly movement phase.
- Effects of the Indian Withdrawal marker:
 - » Withdrawn units may not move or attack, but they retain their ZOC and defend normally.
 - **Note:** If attacked while marked with an Indian Withdrawal marker they may not again choose Indian Withdrawal.

Design Note: Indian withdrawal may occur even when facing more mobile cavalry because Spanish dragoons often lost Indians they were pursuing through woods or palmetto scrub. Indian raiders would disperse and reassemble at a pre-designated place to reinitiate a raid.

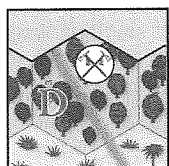
3.7.6 Zone of Control

- All light infantry unit-types extend ZOC into Palmetto hexes. All other unit-types do not.
- ZOC extends out of but not into fortified hexsides (see 3.14.1)
 - » **Exception:** Breached hexsides.

3.7.7 Off-Map Movement

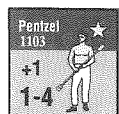
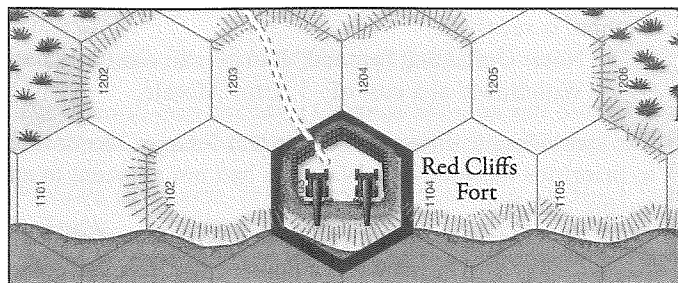
Permitted during Siege Turns only.

3.7.7.1 British Player: Only the British player may exit/enter the North or East edges of the map.



- Units may exit the map by using Hexes D, E or F. Units must have at least 1 MP remaining in order to exit.
 - » If the units were part of a Raid (see 3.9) they could also exit at any of the hexes marked with a "Raid" symbol.

- The units are placed on the Siege Game Turn Track as if scheduled to arrive as reinforcement on the following turn.
- Those units may re-enter at Hex D, E, or F with full movement points available.
 - » If the units were part of a Raid, they may also be placed back into the Raid Box.
- If enemy units or their ZOC occupy an entry hex, see 3.7.8.3
- Entering units may not arrive over-stacked.
- At the moment the Spanish Player declares Coup de Main, units performing Off-Map Movement are immediately placed in the Turn 1 Box of the Coup de Main Turn Track. These units, including former Raiders, arrive as reinforcements at Hexes D, E or F with full movement available for the Movement Phase.



3.7.7.1.2 Red Cliffs Fort Inset Map: Pentzel may make one attempt in the game to leave the RCF Inset Map.

- The unit performs a Departure Morale Check and may leave the map if it passes.
 - » A Departure Morale Check is not permitted if Pentzel is adjacent to enemy combat units.

- Place the unit three turns ahead on the Siege Turn Track.
- The unit re-enters play on hex E.
 - » If Spanish Coup de Main is declared before the arrival of Pentzel, the unit is removed from play with no loss in VPs or Army Morale points.

Design Note: The artillery depicted within the Red Cliffs Fort hex is for artistic purposes only. It represents the batteries facing the Pensacola Bay inlet and has no function in the game..

3.7.7.2 Spanish Player: The only off-map movement allowed to the Spanish Player is entering/exiting the Red Cliffs Fort Inset Map.

- Spanish units beginning their movement in Hex B are immediately placed on Hex C and may move no further that turn. Movement from C to B is performed in the same manner.

3.7.7.2.1 French Honor: French units may never be deployed to the Red Cliffs Fort or Santa Rosa Island inset maps.

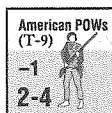
3.7.8 Reinforcements

3.7.8.1 Spanish Player:

- Turn 5: Choctaw, hex C
- Turn 7:
 - » Transfer the Sapper from Santa Rosa Island to either Spanish Stockade.
 - » Newly arriving units (not the Sapper) must receive Red Cliffs Fort fire if Pentzel still occupies the hex in Parade Order (see 1.10).
 - Surviving units may be placed on or within 2 hexes of non enemy occupied and undestroyed Spanish Stockades or on entry hex "C" and may move no further that turn.
 - Arriving units may not be placed adjacent to enemy combat units.

3.7.8.2 British Player:

- Turn 2: Creeks, hex E
- Turn 5: Choctaw 3, hex E
- Turn 11: Chickasaws, hex E



3.7.8.2.1 Variable Reinforcements: Beginning on Turn 9 the British player may roll to see if the American POW unit arrives.

- POWs arrive on a die roll of 0-1.
- Arriving POWs are placed at the Governor's Plantation unless it is enemy occupied or destroyed. In that case, place POWs in hex E or F.
- Note: The British player may not roll for POW arrival on the turn the Spanish Player declares Coup de Main. (see 3.4)

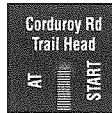
Design Note: The British often offered American POWs the opportunity to be released from the prison barges in New York Harbor in exchange for service in the British Army. Most American POWs refused to fight their former comrades. The British found out, however, that many of these same

prisoners had no issue with serving in the British Army to garrison Caribbean Islands or to fight the Spanish. Two hundred and eighty of these POWs were en route to Pensacola when the frigate upon which they were sailing encountered a mail-packet ship from the port of St. Marks, Florida. The captain of this vessel informed the captain of the frigate that Pensacola had already fallen to the Spanish. The American POW regiment was then taken to Jamaica, where it served for the remainder of the war. As it happened, however, Pensacola had not yet fallen and would not do so for another three weeks—plenty of time for this POW regiment to have gotten to Pensacola in time to defend against the Spanish coup de Main.

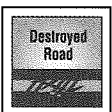
3.7.8.3 Delayed Reinforcements: If enemy units or their ZOCs block an entry hex, arriving reinforcements are delayed 1 game turn.

- Place at nearest unblocked hex paying full terrain cost to enter the map. If more than one such hex is available, the entering player may choose.
- Players may always voluntarily delay the arrival of reinforcements.
 - » **Note:** Turn-7 Spanish reinforcements will still suffer Red Cliffs Fort fire, regardless if they have been voluntarily delayed, so long as Pentzel occupies the hex in Parade Order.

3.7.9 Building Corduroy Road

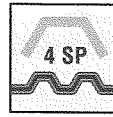


- Corduroy Road may only be built along trail or Corduroy Road path hexes.
- The building unit must originate either on a pre-existing undestroyed Corduroy Road hex or in an undestroyed Spanish Stockade.
- Corduroy Road may be built by Parade Order Sappers or Parade Order infantry *other than Indians or Grenadiers*.
 - » Sappers build at a rate of 4 hexes per turn (see 4.3.5)
 - » Infantry build at a rate of 2 hexes per turn.
- While building, units may never move adjacent to enemy units.
- Units detailed to build Corduroy Road may not also move normally in the same turn.
- Corduroy Road markers represent the trailheads. Simply advance the marker forward with the unit building the road.
 - » **Clarification:** Each Corduroy Road Marker may only be advanced by a single unit each turn. “Leapfrogging” the marker by utilizing multiple building units during the same turn is not permitted.



3.7.9.1 Destroying Corduroy Road: Parade Order enemy combat units other than artillery, which begin the Movement Phase on a Corduroy Road hex and do not move, can destroy the road by placing a “Destroyed Road” marker in the hex.

3.7.9.2 Repairing Corduroy Road: Any unit that can build Corduroy Road may also repair it by beginning the Movement Phase on a destroyed hex. Instead of moving, it repairs damage by removing the destroyed marker at the end of the Movement Phase.



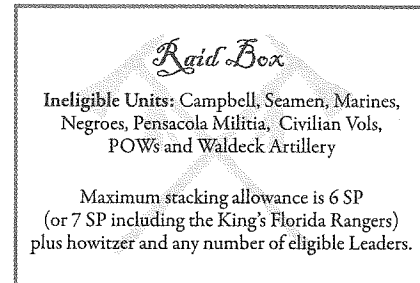
3.7.10 Building Redoubts

The Spanish player may build redoubts in any hex other than swamp that is not adjacent to an enemy combat unit. Redoubts with an intrinsic artillery value, however, may only be built on or adjacent to roads or Corduroy Road.

- Hexes with completed redoubts are considered clear terrain for all other game purposes.
- The counter mix limits redoubt construction.

3.7.10.1 Procedure:

- May be built by Parade Order Sappers or infantry other than Indians.
- Weather permitting, a unit may place a construction marker in the hex it occupies, instead of moving.
 - » **Exception:** Sappers may expend 2 MPs in movement before placing the marker. (See 4.3.4)
- Construction Markers are immediately removed if enemy Parade Order combat units other than artillery enter the hex.
- See 3.5 for Construction Completion.



3.7.11 British Raid Box Movement

Leaders and eligible Parade Order combat units on the main map may be moved to the Raid Box.

- Indians and the KFR must begin within two hexes of a friendly fortified hex or the Indian Village.
- Other British units must begin inside a friendly fortified hex.
 - » **Exception:** The following units may *never* be placed in the Raid Box: Campbell, British Seamen or Marines, Negroes, Pensacola Militia, Civilian Volunteers, American POWs or the Waldeck Artillery.
- No more than 6 SPs, (or 7 SPs if the KFR is included), the Howitzer and eligible leaders may be in the Raid Box at one time.
- Units beginning their turn in the Raid Box may return to any friendly fortified hexes on the main map, subject to stacking restrictions, and *may move no further this turn*.
 - » Indians and the KFR may return to the Indian Village.
- Units in the Raid Box must return to any friendly fortified hexes on the main map, subject to stacking restrictions, when the Spanish declare Coup de Main (see 3.4)
 - » Indians and the KFR may return to the Indian Village.
- Important Note:** Units may not Raid on the same game turn in which they are moved to the Raid Box.

3.8 Spiking Artillery

During the Rally Phase of *Coup de Main Game Turns*, the British player may spike Garrison Artillery.

- Additional friendly units are not necessary to spike guns. Simply remove the Garrison Artillery unit during the Rally Phase.
- Garrison Artillery may spike even if enemy combat units are adjacent.
- The British suffer -1 AM each turn in which they spike guns. The number of guns spiked in the turn has no effect on the -1 AM adjustment.
- The Spanish do not gain Army Morale and no VPs are awarded for spiked guns. Place spiked garrison artillery counters in the box provided on the mapboard so as not to confuse them with normally eliminated or captured units.

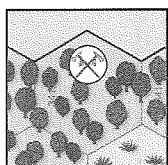
3.9 British Raids



3.9.1 Procedure

- To initiate a Raid, the British player must have at least one eligible unit (see 3.7.11) in the Raid Box and any previous Raid must have been terminated.

- Place the Raid Marker either:



- » Adjacent to a friendly fortified hexside on the main map,

OR

- » In hexes 3413, 3410, 3406 or 3401, marked with a Raid Symbol.

- Place all units from the Raid Box that are participating in the Raid under the Raid Marker on the map. Units placed under the Raid Marker are eligible to move *immediately* according to Raid Movement procedures specified below.

3.9.2 Raid Movement

- All units moving with a Raid Marker, including the Howitzer, receive 7 MPs per turn, *or 8 MPs if the Raid is accompanied by the KFR.* (see 4.1.2)
 - » Raiders may not use Strategic Movement but all other modifiers to movement apply.
- Raid Movement may be used to move adjacent to enemy units but raiders must stop upon entering an enemy ZOC.
- Units moving under a Raid Marker must move as a stack, and they may never move through or stack with non-raiding friendly units.
- Units may be dropped off the raiding stack as it moves. These units may not move again until the following turn. They are no longer considered raiders.
 - » **Exception:** Raid Combat (see 3.9.3)
- Units may not be "picked up" by a moving raider stack and joined to the Raid.
- Raiding Indians may perform Indian Withdrawal (see 3.7.5)

3.9.3 Raid Combat

- Raid Combat may only be directed at a single enemy hex.
 - » Use of Diversion is permitted during a Raid.
- To qualify as a Raid Combat, at least one attacking unit must be under the Raid Marker at the moment of combat. Other attacking units that began the Raid Movement under

the Raid Marker and are adjacent to it at the moment of Raid Combat are considered Raiders for the current Raid Combat and may participate.

- When attacking, raiders select the enemy's lead unit [to reflect surprise]. This is an exception to Series Rule 12.23 step 2.
- Attacking Raiders receive a +1 DRM advantage in addition to other modifiers.
- Raiding units *may not* combine with non-raiding friendly units to conduct Close Combat against the same hex.
- Leaders accompanying a Raid may not affect tactics chit use restrictions for adjacent friendly combat. (This is an exception to Series Rule 12.53)

3.9.3.1 Retreat: Raiders retreat according to the priorities in 3.14.5 but may choose instead to retreat toward their entry hex.

3.9.4 Raid Termination

A Raid may continue until any of the following occur.

- 1) Combat:** After Raiders have conducted Close Combat, whether attacking or defending, the Raid Marker is returned to the Raid Box. The units subsequently move and fight normally. A new Raid may not be initiated until the following British turn.
- 2) Voluntary Termination:** The British player may voluntarily end the Raid *before moving Raider units* by returning the Raid Marker to the Raid Box. The units move and fight normally and a new Raid may not be initiated until the following British turn.
- 3) Gale or Storm:** The Raid Marker is removed and returned to the Raid Box. The units move and fight normally, subject to weather limitations. A new Raid may not be initiated until the following British turn.
- 4) Declaration of Coup de Main:** The Raid Marker is removed upon a Spanish declaration of a Coup de Main. The units move and fight normally. *No more Raids may occur for the remainder of the game.*

Design Note: *The British conducted a very spirited raiding policy through most of the siege. On several occasions British raiders succeeded in surprising Spanish troops laboring on the corduroy road and siege works, causing casualties and damaging some of the works. They also caused concern for de Galvez regarding the security of his siege guns as well as the ability to move sufficient powder and shot to them from the stockades. It was during one of these raids that de Galvez was wounded in the hand and stomach. These raids caused a steady erosion of morale among Spanish troops as casualties mounted and their comrades disappeared only to be later found scalped.*

3.10 Defensive Artillery Fire

3.10.1 Line of Sight Clarification:

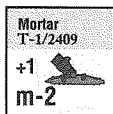
- Palmetto scrub does not block line of sight.
- For armed Spanish redoubts firing at British fortified hexsides, line of sight is not blocked by the presence of friendly or enemy units. (See 3.6)



3.10.2 Garrison Artillery: British Garrison Artillery has 0 MPs. It ignores retreat results. If disrupted, it does so in-place.

- *Garrison Artillery may only fire across un-breached fortified hexsides.*
- While inside a Fortified Hex, the Howitzer and Waldeck Artillery may not stack with each other, but may move through each other. Either unit may stack with Garrison Artillery. (This is an exception to Series Rule 7.1).
 - » **Note:** The Waldeck Artillery may combine fire with stacked Garrison Artillery, subject to range limitation, or may fire separately. The Howitzer *may not* combine fire and always fires separately.
- In addition to required step-losses due to combat, *Garrison Artillery suffers one step-loss the moment a second fortified hexside through which it may fire is breached.*
- Garrison Artillery is eliminated if every hexside through which it may fire is breached.
 - » **Important Exception:** Because the Garrison Artillery located in hexes 2724 and 2826 may fire across only two fortified hexsides, these units suffer a step loss when the first hexside is breached and are eliminated when the second (and final) fortified hexside across which they can fire is breached.

3.11 Mortar Fire (Spanish Only)

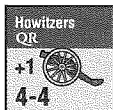


- Mortars direct fire into a target hex.
- The mortar may not combine fire with other types of artillery.
- The mortar's range is 5 hexes and it does not

require LOS to fire, but it may never intentionally target adjacent units.

- » Its range is increased to 6 hexes when firing from a supplied redoubt. (see 3.6)
- Mortar Fire is subject to Scatter & Drift (see Scatter & Drift diagram on map).
- Roll 1 die and compare the result to the diagram to determine where the shells actually land. If units occupy the hex, damage is determined by rolling on the "Mortar Fire Damage Table" (see Player Aid Card).
- If the mortar has suffered a step loss, apply a -1 DRM on the Mortar Fire Damage Table.

3.12 Howitzer Fire (British Only)



- The howitzer can fire twice per turn: once during the Defensive Artillery Fire Phase and once during the Offensive Howitzer Fire Phase.
- The howitzer may not combine fire with other types of artillery.
- The howitzer's range is 4 hexes, and it does not require LOS to fire.

- Damage is resolved on the Howitzer Fire Damage Table (see Player Aid Card.)

Design Note: Unlike normal artillery strength points where each strength point equals two guns, the Howitzer unit represents four specially modified 6-pounder howitzers having wider than normal wheels making them easier to move through palmetto scrub and high savannah grasses. During the siege, the British employed these guns on both raids and sorties to harass Spanish trench construction and threaten the Spanish stockades. It was the sudden burst of howitzer shells during an early morning sortie that caused the Spanish Hibernia (Irish) Regiment to break and run for the first time in its history, compelling the regimental commander to demand of de Galvez that his unit be permitted to lead the first assault into the British forts.

3.13 Rifle Fire



3.13.1 Although armed with rifles, the KFR is not penalized when in Close Combat (see 4.1.3). Its rifle designation ("R") is in a white circle to remind players of this distinction.

Design Note: The Rangers were armed with tomahawks and other melee weapons.

3.14 Close Combat

3.14.1 Fortified Hexes:

- Fortified hexes provide a defensive advantage to whichever side occupies them.
- ZOC extends out of but not into fortified hexsides (see 3.7.6).
- *No unit is required to attack out of a fortified hex unless it is in an enemy ZOC due to an open flank hex or a breach.*
 - » **Exception:** Pinned units must attack.
 - » **Note:** If units elect to attack out of a fortified hex, all adjacent enemy units must be engaged either by the unit(s) attacking out, other friendly units, or a combination.
- Units inside British fortified hexes are never considered surrounded for close combat DRM determination if they are adjacent to at least one un-breached hexside. This is an exception to Series Rule 12.7.
- See the Fortified Hexes & Hexsides Matrix for combat modifiers.

3.14.1.2 Cavalry may never attack across an un-breached fortified hexside.

3.14.1.3 Combined Attack: Units attacking from a fortified hex may combine in an attack with other units.

3.14.1.4 Advance after Combat: Units inside fortified hexes are not required to advance after combat unless separated from the vacated hex by either an unfortified or breached hexside. (This is an exception to Series Rules 12.23 Step 9.)

- **Exception:** If the lead unit in a combined attack attacked from a fortified hex it must occupy the vacated enemy hex.

3.14.1.5 Retreat: Units inside fortified hexes, *with the exception of the Ft. George and Queen's Redoubt earthwork extensions*, which are fired upon or attacked solely across un-breached hex-sides, may ignore Retreat results. Other units in the defending hex *do not* check morale. This is an exception to Series Rule 13.1

- **Clarification:** Units in fortified hexes that successfully choose a "Withdraw" tactic would still be required to vacate the hex.

3.14.1.6 Disruption: *With the exception of the Fort George and Queen's Redoubt earthwork extensions*, units inside fortified hexes fired upon or attacked solely across un-breached hexsides do not automatically disrupt. Instead, the unit makes a morale check.

- If it passes it does not disrupt and the other units in the defending hex *do not* check morale.
- If it fails it disrupts in place. Other units in the defending hex do not check morale.

3.14.1.7 Capture: *With the exception of the Fort George and Queen's Redoubt earthwork extensions*, units inside fortified hexes which are attacked solely across un-breached hexsides and receive a Capture result are still captured; however the other units in the defending hex ignore the required Morale Check. (This is an exception to Series Rule 13.1.)

3.14.2 Red Cliffs Fort Exceptions:

- The Spanish do not have to wait until declaration of Coup de Main to conduct close combat against the Red Cliffs Fort. (See 3.4 & 1.2.1.2)
- As long as Pentzel occupies the Red Cliffs Fort in Parade Order, the British may fire on incoming Spanish reinforcements. (See 3.7.8.1)

3.14.3 Governor's Plantation:

- The Plantation may never be targeted for Siege Bombardment.
- See Terrain Effects Chart for combat modifiers.
- See 2.5.2 for VP and Army Morale adjustments.

3.14.4 Spanish Redoubts and Stockades:

- Stockades cannot be breached but they can be destroyed (see 2.5.1.2)
- Completed redoubts cannot be breached or destroyed.
 - » **Important Note:** Since the intrinsic artillery value of an armed Spanish redoubt can only be used by the Spanish player against British fortified hexsides, the British player cannot use the artillery values of British-occupied Spanish redoubts. Instead, the intrinsic artillery is destroyed. Replace the armed redoubt marker with one from the counter mix indicating "Destroyed Battery." *Apply VP and AM adjustments equivalent to a step-loss.*

3.14.5 Retreat Priorities:

- British units retreat towards controlled fortified hexes or the Governor's Plantation if undamaged. In addition, Indians and the KFR may choose to retreat toward the Indian Village, and Raiders may choose to retreat toward their entry hex.

- » **Important Note:** If disrupted, the unit(s) may *halt* their retreat in an unbreached fortified hex even if they have not moved the entire 3-hex distance. This is an exception to series Rule 13.1.

- » If stacking would be violated by halting, the units must continue retreating toward the East edge of the map if possible.

- Spanish units retreat towards undamaged Spanish Stockades.

- » **Important Note:** If disrupted, the unit(s) may *halt* their retreat in the Stockade even if they have not moved the entire 3-hex distance. This is an exception to series Rule 13.1.

- » If stacking would be violated by halting, the units must continue retreating toward a coastal hex or the West edge of the map if possible.

3.15 Spanish/French Command & Control

- Spanish and French units may never voluntarily end a movement phase stacked.
 - » Exception: de Galvez may stack with and command all units (see 3.7.1)
- Spanish and French units that begin a movement phase stacked must maneuver to un-stack if possible.
- Stacked Spanish and French units suffer a -1 morale adjustment in Close Combat whether attacking or defending.
- Spanish and French units may cooperate in attacks originating in separate hexes against a common enemy hex but may not advance after combat together into a vacated enemy hex.

IV. SPECIAL UNITS



4.1 King's Florida Rangers

4.1.1 Stacking

The KFR never counts against stacking

4.1.2 Raid Movement Bonus

Raiding units, including the howitzer, receive one additional MP (total of 8 MPs) if accompanied by the KFR (see 3.9.2)

4.1.3 Combat

- The Rangers are not penalized for being a rifle unit in Close Combat, (see 3.13.1)
- Unless alone, the KFR may never be selected as the lead unit in Close Combat.
- The KFR may add its (+1) SP and its (+1) morale as additional factors in Close Combat.
 - » Clarification: It is possible for a stack containing the KFR to have 7 SPs.
- The KFR may use Indian Withdrawal (see 3.7.5)

4.1.4 Retreat

When the KFR is stacked with units that are called upon to retreat or disrupt it may voluntarily accompany those units in the same manner as leaders do. (See Series Rule 14.31)

Design Note: The King's Florida Rangers are a somewhat enigmatic body of men. Some sources call them the Kings Rangers, the West Florida Rangers or the West Florida Royal Foresters. One of the more authoritative sources indicates the unit consisted of highly experienced woodsmen who fought as "irregulars." While most of the men were from what is today southern Georgia, Alabama and the panhandle of Florida, some displaced loyalists from New Jersey augmented the unit. The KFR provided superb service to the British in the assault on Mobile in January 1781 and served as a thorn in the Spanish side by leading raids during the siege of Pensacola.



4.2 Negro Volunteers

The Negro Volunteers begin the game with a -2 unit morale but may, by the play of Random Events, have their unit morale increased to 0. In this event, replace the Volunteers with their alternate Random Event counter from the counter mix.



4.3 Spanish Sappers

Sappers arrive on either Spanish Stockade with the Turn 7 reinforcements unless entry is modified by the play of a Random Event card.

Design Note: The Sapper unit begins the game building gun emplacements on Santa Rosa Island.

4.3.1 Stacking

Sappers never count against stacking.

4.3.2 Movement

- When alone, the Sapper may not voluntarily move adjacent to an enemy unit.
- If it begins its movement phase alone and adjacent to an enemy unit, it must move to a non-adjacent hex if possible.
 - » If unable to voluntarily move away due to enemy units, their ZOC, or prohibited terrain, it is captured.
- Sappers provide a +2 MP bonus to the mortar when moving along with it for the entire movement phase.

4.3.3 Combat

- When alone, the Sapper defends with provisional defense strength of (1) SP.
- When stacked with friendly units, the Sapper DOES NOT add its (1) SP to the strength of the stack and cannot be selected as the lead unit.

4.3.4 Redoubt Construction

See 3.7.10.

- The Sapper pays 2 MP to place a redoubt construction marker.
 - » **Note:** The Sapper may expend 2 MPs to move before placing a redoubt construction marker.

4.3.5 Corduroy Road Construction

Sappers build Corduroy Road at a rate of 4 hexes per turn (see 3.7.9).



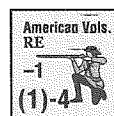
4.4 Spanish Choctaw

These Indians may, by the play of Random Events, change sides. If this occurs, replace their counter with the corresponding British Choctaw Random Event counter from the counter mix.



4.5 Skirmishers

The 1st & 2nd Companies of Skirmishers are introduced into the game by Random Events. The Spanish player will have the option to permanently "break down" one of three line regiments into these Skirmisher units. These regiments; Guadalajara, Espana and Aragon, are printed in red, as are the Skirmisher counters, for ease of recognition.

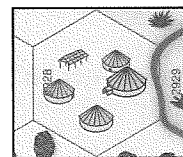


4.6 American Volunteers

The American Volunteer Militia is introduced into the game by Random Events. When alone in a hex, the American unit defends normally, but it may only attack when stacked with other friendly units. Players will note the 1 SP shown in parenthesis as a reminder.



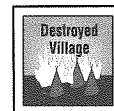
V. INDIAN VILLAGE



5.1 Indian Defense in Village

British Indians defending in an undestroyed Indian Village hex increase their printed morale by +1.

5.2 Occupied by Spanish



If the Spanish player occupies the Village it is considered destroyed. Place the "Destroyed Village" marker in the hex.

- Each British Indian performs an immediate morale check regardless of where it is on the board.
 - » Pass = no further effect.
 - » Fail = that Indian unit is removed from the game with no VP or AM adjustments.



VI. SCENARIOS

6.1 HISTORICAL ASSAULT SCENARIO

6.1.1 Scenario Length

Turns 1-9 on the Coup de Main Turn Track unless either side achieves automatic victory.

6.1.2 Set Up

Spanish:

Hex 3323	Habana Garrison
Hex 3322	Del Rey
Hex 3223	Principe & 1st Bd. Arty "A"
Hex 3222	Redoubt (facing 3223) & 1st Bd. Arty "B"
Hex 3122	Don Giron & Navarra
Hex 3021	Soria & 2nd Bd. Arty "A"
Hex 3020	Flanders
Hex 2920	Hibernia
Hex 3121	Armed (4 SP) Redoubt (facing 3022), de Galvez & Mortar
Hex 3117	Redoubt (facing 3118) & 2nd Bd. Arty "B"
Hex 3221	Corduroy Rd. trail-head marker
Hex 2718	Armed (5 SP) Redoubt (facing 2719)
Hex 2618	Redoubt (facing 2518) & Fr. Arty "A"
Hex 2518	Boiderout, Agenois, Gatinois & Poitou
Hex 2219	Luisiana Rangers
Hex 2119	Luisiana Dragoons
Hex 2118	Espana, Aragon & 3rd Bd. Arty
Hex 2117	Luisiana Grenadiers & Guadalajara
Hex S-2	New Orleans Militia & 2nd Cataluna
Hex S-1	Habana Militia & Fusiliers de Habana

On or adjacent to any Spanish units (excluding the French): Ezpeleta, Grenadiers & Light Infantry

Not used in this scenario: Skirmishers, Seamen, Sappers, Sp. Choctaw, Naval Arty, Fr. Marines, Fr. Chasseurs, Du Cap Fusiliers, Fr. Arty Battery B & American Volunteers

British

Hex 2825	McDonald, MD Loyalists, PA Loyalists & HMS Mentor Seamen
Hex 2724	16th Foot & Howitzer
Hex 2826	Light Infantry
Hex 2325	von Horn & 3rd Waldeck
Hex 1824	Civilian Volunteers
Hex 2524	Campbell, 3rd Bn Royal Americans, Grenadiers, HMS Port Royal Seamen & Penscola Militia
Hex 2225	Marines, Negro Volunteers (RE counter) & Waldeck Artillery
"At-start"	Garrison Artillery
Indian Village	Franchimastabe, Choctaw 1, 2, & 3, Chickasaw, Creek & KFR

Not used in this scenario: von Hanxladen, Pentzel, American POWs, Negro Volunteers (at-start counter) & Choctaw (RE counter)

6.1.3 Army Morale

- Spanish 17
- British 16

6.1.4 Momentum

The Spanish begin with 1 Momentum chit

6.1.5 Initiative

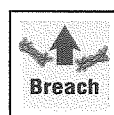
Initiative on the first turn is Spanish followed by British. Remaining turns are random player order.

6.1.6 Weather

The weather is clear for all game turns

6.1.7 Random Events

- Remove the following cards from the deck: All "Siege Game Turns Only" cards plus cards 7, 18, 19, 20 & 34.
- Reshuffle the remaining twenty-one cards and deal one to each player.
- Players draw an additional Random Event card on turn 3 as printed on the Coup de Main Game Turn Track



6.1.8 Breaches

- Place a breach marker in hex 2125 (facing 2225)
- Place a breach marker in hex 2325. To determine which hexside in hex 2325 is breached due to bad weather, roll on the Mortar Scatter & Drift Table. The roll indicates hexside breached; roll of 0-3, British player chooses.

6.1.9 Special Scenario Rule

- The Governor's Plantation is worth 0 VPs and causes no change in Army Morale.

6.1.10 Rules Not Used

- Declaring Coup de Main (3.4)
- Construction Completion (3.5)
- Siege Bombardment (3.6)
- Off-Map Movement (3.7.7)
- Reinforcements (3.7.8)
- Building/Destroying/Repairing Corduroy Road (3.7.9)
- Building Redoubts (3.7.10)
- Raids (3.7.11 & 3.9)
- Spanish Sappers (4.3)
- Skirmishers (4.5)

6.1.11 Victory Conditions

- **Spanish Decisive:** Spanish controls the Queen's Redoubt (2825) and either Fort George (hex 2325) or the Prince of Wales Redoubt (hex 2524) by the end of the scenario. See 2.2.1 for the definition of "control."
- **British Decisive:** Controls all three decisive victory hexes listed above.
- **Substantial:** Cause the enemy's Army Morale to Waver.
- **Spanish Marginal:** Achieve a margin of 3 or more VPs by the end of the scenario.
- **British Marginal:** A Spanish margin of 2½ or fewer VPs, a VP tie or a British margin of ½ VP or more.

6.1.12 Optional Pre-Start Spanish Momentum Exchange

The Spanish player may cash-in his at-start Momentum chit to either:

- Roll one round of Siege Bombardment. Each armed redoubt may fire twice at the same or different targets.
- Draw a second Random Event Card

British Response:

- If the Spanish player cashes in Momentum, the British player receives the RE Choctaw unit at either the Governor's Plantation or the Indian Village.

Historical Note: *Players who wish to play a purely historical scenario should forgo the optional pre-start Segment. On the morning of the actual assault, both Queen Anne's Redoubt and the Prince of Wales Redoubt had suffered some minor damage, but no breaches from Siege Bombardment gunfire.*



6.2 "SIEGE-ONLY" SCENARIO

All set up requirements are the same as the Campaign Game with the following exceptions:

6.2.1 Scenario Length

Turns 1-16 on the Siege Turn Track unless either side achieves automatic victory.

6.2.2 Units Not Used

von Hanxladen & American POWs

6.2.3 Rules Not Used

- Declaring Coup de Main (3.4)
- Spiking Artillery (3.8)

6.2.4 Victory Conditions

- **Spanish Decisive:** At least one hexside is breached on all three British fortified hexes: Fort George (2325), Prince of Wales Redoubt (2524) & Queen's Redoubt (2825).
- **British Decisive:** Both Spanish stockades are destroyed.
- **Substantial:**
 - » [Case A] Cause the enemy's Army Morale to Waver.
 - » [Case B: British Only] Cause the French Division to quit the field according to 2.3.2
- **Spanish Marginal:** Achieve a margin of 3 or more VPs by the end of the scenario.
 - » If the Spanish player does not achieve a Decisive Victory, he is awarded 1 VP for each breach at the end of the game.
- **British Marginal:** A Spanish margin of 2½ or fewer VPs, a VP tie or a British margin of ½ VP or more.
 - » If the Spanish player does not achieve a Decisive Victory, the British player is awarded 1 VP for each un-breached fortified hex, as described above, at the end of the game.



HISTORICAL SUMMARY

The Battle of Pensacola

By Dr. Don Hanle: Professor, Joint Military Intelligence College (Lt. Col., USAF Retired)

Edited by Mark S. Miklos

“I Alone!”

It was a one in a million shot, according to the gunners of the *H.M.S Mentor* who witnessed the event and lived to tell the tale. Their ship was long gone, burned to prevent her capture by the Spanish navy. They now served ashore manning the guns of the Queen’s Redoubt where, two hours into the intense barrage of Spanish 24-pound siege guns and 12” mortars, a single mortar bomb thudded into the middle of the fort and then made a series of bounces towards the powder magazine.

The men held their breath as they saw the bomb reach the stairs leading to the underground magazine and then hurl through the door that was opened at that very moment by a hapless sailor bringing powder and shot to the British guns. In seconds a massive explosion killed 40 seamen and 45 Maryland and Pennsylvania Loyalists.

Despite heroic efforts by the remainder of the garrison and reinforcements from the 60th Foot (Royal Americans), the Spanish stormed and overwhelmed the works, hauled up their field guns and began a devastating fire on the next British fortification in line; the Prince of Wales Redoubt. Late in the afternoon on the 8th of May 1781, the British commander—Major General James Campbell—struck his colors signifying his intention to surrender. It was none too soon for the Spanish commander, Don Bernardo Vicente Polimar de Galvez y Galerdo, who knew his fragile army was nearing the end of its tether. Another day of heavy fighting and it would likely dissipate as quickly as the morning fog that had bedeviled him in March. He quickly and gratefully accepted the request to parlay. The two month long siege of Pensacola was finally over.

II

To understand how the British came to defend the largest Spanish city on the Gulf Coast of North America against a combined Spanish and French Army requires us to go back to the waning days of the Seven Years War. That war ended with the Treaty of Paris in 1763. France was expelled from all of her Canadian territories. Spain, desperate to recover Havana which was lost in the fighting in 1762, offered the British both East and West Florida in exchange. The British quickly accepted as this would give them control over the entire Atlantic Seaboard of North America, as well as the major port city of Pensacola. Spain, however, acquired Louisiana from France as the price the King of Spain had exacted for joining the hard-pressed French in their war on Britain. Thus, as the American Revolution approached, Britain and Spain were the only European powers to have colonies in North America.

In 1776, both France and Spain received envoys from the Americans requesting military and financial aid against the British. Both French King Louis XVI and Spanish King Carlos III readily agreed. When it became apparent that the British were not going to make short work of the rebels, France increased her aid, eventually declaring war on Britain in June 1778. Spain was reluctant to follow France into war. King Carlos III was outraged that British subjects had rebelled against their sovereign. Still, what was bad for Britain could only be good for Spain and Carlos was eventually persuaded to declare war on Britain in June 1779—although he refused to fight along side the rebelling Americans.

III

The governor of Luisiana in 1779 was Don Bernardo de Galvez, a brilliant, energetic 36-year old aristocrat who was the son of the Viceroy of New Spain. Don Bernardo was well educated and had demonstrated his personal courage many times during the Seven Years War where he fought in Portugal. It was in 1769 during a campaign against the Apaches of Northern Mexico, however, that we see vestiges of his future greatness as a leader and a soldier. In spite of being wounded three times, once by an arrow and twice by lance thrusts, he continued to press the campaign. Although he did not get the Apache to surrender, he did achieve a truce through his astute diplomacy with the Indians.

After returning to Spain and leading an assault on the citadel of Algiers in 1775, where he was once again wounded, he again returned to New Spain to command the Regiment of Luisiana stationed in New Orleans. By the time Spain declared war on Britain on 21 June 1779, de Galvez was the governor of Luisiana.

De Galvez wanted to immediately take the war to the British by launching a campaign to clear the Mississippi River of all British posts. This would not only open a major waterway for future military operations, it would also have the political effect of securing all of North America west of the Mississippi for Spain. The problem was, all de Galvez had for this operation was his single under-strength colonial regiment.

Undeterred, de Galvez raised 1,200 volunteers to supplement his regiment and began building a fleet of barges to carry his force up river to capture Fort Manchac, eighty miles north of New Orleans. He was less than three days from departing when the entire fleet was sunk or heavily damaged by a hurricane. It would take him the rest of July to raise the boats, load them with new supplies and launch his campaign.

Through a series of feints and deceptions, de Galvez captured Fort Manchac and the forts guarding Baton Rouge and Natchez. Remarkably, he performed this feat in less than one month and without having to call upon his fragile and untested volunteers to launch a single assault against any fortified position. By the end of August 1779, de Galvez cleared all of the southern Mississippi River of British forts and captured over 550 British regulars along with cannon and munitions.

De Galvez was not done, however. He wanted to recover all of West Florida for Spain and was scarcely back in New Orleans before he was planning an assault on Mobile. Here he would be up against well dug in and alerted British Regulars. He knew he would need more troops if he was to have a chance for victory. His first request for troops from Cuba was rebuffed by his immediate military superior, Captain General Diego Joseph Navarro, who explained that he did not wish to risk losing Havana as they had in 1762. De Galvez then appealed to Navarro's political superior, the Viceroy of New Spain (his father) who managed to secure a single infantry regiment for the purpose. It would be close, but de Galvez was determined to try.

In March, 1780, de Galvez landed his small force of 1,400 regulars and volunteers, supported by 12 naval vessels, near Fort Charlotte and began to bring his heavy guns ashore. So well placed were these guns that he compelled the enemy to surrender after only a single day's bombardment. Once again, his engineers and guns had captured a fort for him without having to launch a Coup de Main.

No sooner had Mobile fallen than de Galvez began pestering his superiors for more men and guns to take the main prize—Pensacola. This time Captain General Navarro remained adamant; he would not send another soldier or cannon to de Galvez as it would weaken the defenses of Havana too severely. Fortunately for de Galvez, his exploits had gotten the attention of the King who, in July 1780, ordered the Captain General to support de Galvez in retaking Pensacola. Moreover, the King gave de Galvez personal command of three ships and all the ground forces employed.

On 16 October 1780, de Galvez sailed out of Havana with 11 warships, 52 transports and 3,800 men. Two days out a hurricane sank four ships of the line, severely damaged several other ships, and scattered the invasion fleet. It took weeks to determine that over 2,000 men and tons of supplies were lost to the storm. De Galvez returned to Havana on 17 November and, true to form, demanded Navarro give him another fleet and more men and supplies. The outraged Navarro refused the demand, but was once again overruled by the King.

It would take time to reassemble the fleet, repair the damage, acquire and load supplies and men. In the meantime, the British were not being idle.

IV

The British commander at Pensacola was Major General James Campbell. A veteran of the Seven Years War, he had played a major role in putting down Pontiac's Indian uprising near Detroit. After fighting in the campaigns of Boston 1775 and New York and Philadelphia in 1777, Campbell found himself in command at Pensacola in late 1778.

Campbell was alarmed at the sorry state of the fortifications at Pensacola and was astounded that the city had encroached on the walls so closely that the houses and buildings effectively blocked all fields of fire on the landward approaches. He immediately set to building new fortifications on the high ground north of the city.

He then turned his attention to the approaches to Pensacola Bay. He placed his heaviest guns in battery to guard the inlet, half located on Santa Rosa Island and the other half on the mainland at the Red Cliffs Fort. Sources vary, but these guns were most likely 36-pounders. The remainder of the guns were moved from Ft. Pensacola to a new series of earthworks and forts built on high ground north of the town. These would be augmented by guns from the *HMS Mentor* and *HMS Port Royal* once it became obvious these ships were too heavily outgunned inside Pensacola Bay by the Spanish fleet.

Campbell had been alarmed by the rapid loss of British forts on the Mississippi in 1779 and the loss of Mobile in March 1780. Working with the Royal Navy, Campbell prepared a plan to retake Mobile by a combined sea and land operation. The force he sent was commanded by Colonel von Hanxleden and consisted of the 3rd Waldeck Regiment, Maryland and Pennsylvania Loyalist Regiments, the King's Florida Rangers and 400 Choctaw Indians.

Von Hanxleden's expedition arrived on 5 January 1781 but the naval vessels found they could not get close enough to support the main assault. Still, von Hanxleden was determined to retake Mobile and he launched a surprise attack at dawn on 7 January. Despite being surprised, the Spanish quickly rallied and fought back tenaciously – repelling several assaults before killing both von Hanxleden and his British second-in-command. Having lost their leaders, the Germans and British fell back and began their long retreat to Pensacola, ably guided by the King's Florida Rangers who also kept the harassing Spaniards—especially their cavalry—at bay.

With the return of the forces sent to take Mobile, General Campbell knew the preliminaries were over. It was only a matter of time before the Spanish would attack his fortifications at Pensacola. He did not have to wait long.



V

On 28 February 1781, de Galvez sailed out of Havana with 32 ships and over 3,000 men. These would rendezvous with some 1,400 men marching overland from Mobile under command of General Jose de Ezpeleta and another 1,300 men sailing from New Orleans. All told, de Galvez would have some 5,700 men under his command.

He arrived off of the inlet to Pensacola Bay on 9 March, quickly overran Santa Rosa Island which the British had peremptorily abandoned and learned from a few British prisoners that the British Brig *Childers* had departed as soon as the Spanish fleet had been spotted and was sending word to Jamaica that Pensacola would soon be under siege. De Galvez realized his window of opportunity to take Pensacola would be narrow.

De Galvez immediately ordered his Admirals to sail into Pensacola Bay in order to disembark his army on the mainland. The Admirals refused, protesting they did not know the location of the channel. They also pointed to the battery of 36-pound cannon located on the Red Cliffs Fort which commanded the inlet from the mainland. As an alternative, the Admirals suggested they land de Galvez's forces on Santa Rosa Island. They would give him a number of boats so he could then row his forces to the mainland.

As they were arguing, the Spanish vessel *Santo Servanto* sailed blithely through the anchored Spanish fleet, ignoring all signals to heave to. The ship refused to stop because it had been captured by a prize crew from the *H.M.S. Mentor*. Before the Spanish could react and bring guns to bear, the *Santo Servanto* sailed through the inlet and into Pensacola Bay. On that ship was de Galvez's personal effects and over 20,000 pounds-sterling in gold. It was all too much for de Galvez and he left his Admirals in disgust.

On 16 March, that portion of his forces that had sailed from New Orleans arrived to join the rest of the fleet at anchor off of Santa Rosa Island. It was now or never. Either the Spanish fleet sailed into the bay or they sailed home. After de Galvez's third attempt to get the Admirals to sail into the bay failed on the morning of 17 March, de Galvez returned to his own brig, the *Galveztown*, hoisted his massive personal banner so all could see and ordered his other two small ships to follow.

To the astonishment of the Spanish Admirals, de Galvez's tiny flotilla sailed into the bay and into the teeth of the Red Cliffs Fort. The fort's guns fired salvo after salvo but caused no appreciable damage. The effect on the Spanish was electric—wave after wave of "Vivas!" were heard from Santa Rosa Island and from soldiers still aboard the fleet. This feat was later recognized by King Carlos III who granted de Galvez the right to add "Yo Solo" (I alone) to his family's coat of arms. The Admirals, shamed that a landlubber General had done what they said could not be done, now had no choice but to follow suit.

On 19 March the entire Spanish fleet ran the gauntlet of the Red Cliffs Fort guns. Despite over 140 shots being fired, casualties were light and all damage was superficial. De Galvez finally had his army inside Pensacola Bay.

On 21 March he made contact with Ezpeleta's forces which had marched overland from Mobile. Ezpeleta initially wanted de Galvez's forces to assist him in capturing the Red Cliffs Fort. De Galvez, not wanting to waste any more time on secondary missions, ignored the Red Cliffs Fort however, and marched around Sutton's Lagoon to make camp north east of the Niel Farm on the 22nd. Here the Spanish built their first stockade and established a beachhead.

In response, General Campbell began moving his forces from Pensacola to his new defenses above the town. All were in place by the evening of the 23rd. Campbell sent an envoy to de Galvez to inform him that he was declaring Pensacola to be an open city and that neither side should move forces there or endanger the town in any way. De Galvez was delighted by this offer, since he considered Pensacola to still be a Spanish city, while Campbell was relieved to learn that he would not have to stretch his already thin forces.

VI

It did not take de Galvez long to realize that the best approach to the British positions was from the north. To that end he decided to create a second, larger stockade at the northern end of Sutton's Lagoon. It was at this point that General Campbell ordered the Choctaw Indian leader Franchimastabe to lead the first of many Indian raids to harass the Spanish efforts. One raid, on 30 March, was supported by a number of British troops and a light howitzer section. Spanish light troops counterattacked and drove off the raiders.

On 31 March, de Galvez began the construction of the corduroy road that would eventually lead to the redoubts for the siege guns and mortars. His problem was detailing enough soldiers to guard those building the road as well as the stockades and landing areas. De Galvez was aware that the British had roughly 1,000 men, which included some British and German regulars. To meet this force, he believed his current force of 5,700 would be enough. What he had not counted on, however, was the nearly 500 Choctaw, Chickasaw and Creek Indians that had joined the British and, worse still, how aggressive and effective they had proved to be in harassing the construction of his siege works. Based on this he sent a letter dated 3 April to Captain General Navarro demanding even more troops.

Despite his massive force de Galvez knew that time was against him. Already men were succumbing to diseases such as fevers and tetanus. He was getting increasing pressure from Captain General Navarro to wrap things up and return the troops he had gotten from Havana, lest the British repeat their achievement of 1762. The Spanish Admirals were also afraid they would get blockaded in Pensacola Bay if the Royal Navy showed up in any numbers. The rain and dampness caused food to rot and heavy rains in April damaged some of the emplacements his men had so laboriously built.

In late March he sent his own raiding force up the Escambia River to capture the *H.M.S. Port Royal*, which was serving as a prison for some sixty Spanish POWs captured during British raids. The *Port Royal* was stormed by Spanish light infantry, the ship was set ablaze and all sixty Spanish POWs were rescued. De Galvez was delighted by the return of these men, since he needed every able bodied man working on the corduroy road and entrenchments if he was to capture Pensacola before disease, raids and his increasingly worried superiors in Havana robbed him of his dwindling army.

De Galvez's letter demanding reinforcements arrived in Cuba late on 7 April. Although de Galvez's father was absent, leading what would become a very successful defense of Nicaragua from British invasion, General Navarro found he could not argue against the King's orders to support the younger de Galvez with more troops. Denuding Havana of nearly all of its remaining regular infantry and pressing his French allies to divert forces en route to join Rochembeau for the Yorktown campaign, a further 2,046 French and Spanish soldiers sailed for Pensacola on 9 April. These forces arrived off Santa Rosa Island on 19 April.

This time the Spanish Admirals knew the channel and the entire French and Spanish fleet sailed through the Red Cliffs Fort barrage with only moderate damage and light casualties. After getting these forces ashore de Galvez took stock of his army. The arrival of fresh troops brought his total forces to 7,485 men. To more effectively command and control them he divided his army into five major sections—four Spanish Brigades and the French Division. He then put these men to work finishing the roads and building redoubts from which he could fire his siege guns and mortars.

VII

The British quickly learned that the Spanish and French reinforcements made raiding a much more risky prospect. Within days, Indian leader Franchimastabe complained to General Campbell that he was losing too many warriors on raids, demanding more white soldiers accompany them. General Campbell solemnly pledged to better support his Indian allies. These additional raiders proved valuable on 24 April when General Giron and some light infantry and sappers were suddenly surprised by Indians raiding the corduroy road. Giron led the light infantry in a counterattack, only to be confronted by British regulars hiding in the Palmetto scrub. As the Spanish exchanged fire with the British regulars the Indians infiltrated around Giron's forces and nearly cut them off. Realizing he was about to be surrounded, Giron ordered a retreat. The British chased the Spanish back to the entrenchments. Giron himself barely escaped being scalped.

On that same day de Galvez authorized a Brig armed with two 24-pounders to see what damage it could do to Ft. George from offshore. While the heavy guns managed to cause a breach in the southernmost wall of the fort, the cannon had fired over Pensacola city. The next morning, British Governor Chester sent an envoy to de Galvez protesting this violation of the rules of war by firing over an open city, noting that General Campbell had refused to return fire from the fort for fear of hitting the town. De Galvez immediately agreed to cease such "experiments."

As the sun was setting on the 24th of April the Spaniards were surprised and confused by a *fue du joy* fired by every cannon in the British garrison. Governor Chester's envoy to de Galvez the next day explained that the British were celebrating Lord Cornwallis' victory over General Greene at Guilford Courthouse. De Galvez began to worry and Campbell began to hope that this victory may mean British reinforcements would soon arrive at Pensacola.

Raiding increased in intensity over the next week as the Spanish pressed to finish their siege works and the British endeavored to delay them. Heavy engagements on the 27th and the 29th of April resulted in many Spanish casualties although the British were unable to enter and destroy any Spanish works. By 1 May, the Spanish had finished their first two redoubts due west of the British forts. Over the next few days the Spanish pushed their works to Pine Hill and then to the east where they began to build redoubts for another battery of siege guns and mortars. On 4 May, Colonel von Horn and Major MacDonald led 120 loyalists and 80 Waldeckers on a raid to interdict this new construction. This raid surprised the Mallorca and Hibernia Regiments, driving them out of the newly constructed works. The Hibernia regiment attempted to rally but broke again due to exploding shells from the British howitzer battery. The raiders entered the works and managed to spike some of the siege guns before retiring due to the arrival of the Spanish reinforcements.

All military action was halted by a heavy storm on 6 May which drove some Spanish ships aground and caused damage to Spanish redoubts and British forts. Spanish soldiers reported having to stand waist deep in water in their entrenchments and much of the powder was rendered useless by the driving rain. Still, Spanish siege guns began firing anew at 7:00 AM on 7 May. The British sortied with a raiding party on the afternoon of the 7th, fire from the Howitzers claiming four Spanish officers and some 20 men killed or wounded.



VIII

As the sun set on May 7, 1781, Don Bernardo de Galvez was on the horns of a dilemma. On the one hand, the British positions remained largely intact making a coup de main a highly costly prospect. On the other hand he was under immense pressure to launch the main assault now before he lost his edge in combat power over the British. Indeed, he had learned that morning that he was down to less than two-day's supply of 24-pounder ammunition. Moreover, the mounting losses from British raids were eroding Spanish morale at an alarming rate. His French allies, anxious to join the principal French army in Virginia, were threatening to leave and he had received yet one more demand from Captain General Navarro that the army be returned to defend Havana as soon as possible.

That evening he held an officer's council and informed his principal commanders that they would attack the following day. His plan was fairly simple. The heavy siege guns would open fire at first light and fire until early afternoon. They would first concentrate their fire on the Queen's Redoubt then—as the assault began there—shift fire southwards to engage the Prince of Wales redoubt and then Ft. George. The First and Second Brigades under Giron would launch a combined assault on the Queen's Redoubt. The Third Brigade under Longoria would hit Fort George. The French Division would strike the smallest British position at the Prince of Wales redoubt in the center.

The cannonade began as soon as it was light enough to see. The bombardment—coming from two directions at once—was so heavy the British found it difficult to return fire. General Campbell, suspecting that this might be the day of the coup de main, placed his Indian allies near their encampments along the river to the east of his line. They would come in handy attacking any Spanish forces that tried to assault from that direction. In the Queen's redoubt he placed the two Loyalist regiments, the Light Infantry, 16th Foot, the Howitzers and some naval gunners. In the Prince of Wales he stationed the 60th Foot, the Grenadiers, sailors and civilian volunteers

(Pensacola Militia). In Fort George he placed the 3rd Waldeck Regiment, the Marines and volunteer Negroes. The King's Florida Rangers were most likely with the Indians.

At around 8:00 AM the Spanish and French regiments began to march through the palmetto scrub to form into assault columns just beyond effective artillery range. Smoke from the siege guns and the flags of the moving French and Spanish regiments hung heavily in the still and humid air. Visibility began to decline rapidly, which was good news for the assaulting columns, but certainly not good for the siege guns. The French Division and the Third brigade were not yet in position when a massive explosion shook the ground. All eyes turned to the Queen's Redoubt as debris—including cannon, men, dirt and timber—flew skyward. As the smoke cleared, all knew that a major portion of the Queen's Redoubt's southwestern wall was collapsed.

General Giron had been caught by surprise by the explosion but immediately recognized the opportunity that this presented him. In less than 10 minutes he had his columns formed and began his advance. The First Brigade was led by the Navarra Regiment and the Second by the Hibernia. In minutes they would cross the 800 yards distance and be in the works.

General Campbell was in the Prince of Wales Redoubt when the explosion occurred and was horrified by the burned and bleeding refugees streaming rearward. Reacting quickly he rushed the 60th Foot forward to help repel the assault he knew was coming. Just as this force was leaving, Spanish siege guns shifted fire onto the Prince of Wales Redoubt wounding several officers and men of the 60th as they moved forward.

The scene in the Queen's Redoubt, as the remaining British defenders clashed with the assaulting Spanish, was ferocious and bloody. The remaining British batteries and the Howitzers blew holes in the assaulting Spanish formations but they pressed on into the hail of fire and shot. The Hibernia made it to and then through the breach, using the bayonet to push back the sailors and 60th Foot they encountered. Once inside, the Hibernia and Soria regiments fought shoulder to shoulder, pinning the bulk of the remaining sailors and 60th Foot while the Light Infantry and 16th Foot tried to hold the north and east walls against the regiments of the First Brigade. Some Indians ran up the hill to engage the Spanish from the rear, but most of the Indians remained down by the river, reluctant to join in a "white-man's" set piece battle.

The Howitzer gunners tried to get their guns to the Prince of Wales redoubt but did not make it; the guns falling into Spanish hands. At the last second—possibly due to Indian attacks from behind—the remainder of the Queen's Redoubt defenders who were not wounded took advantage of a sudden weakness in the Spanish attack from the east, disengaged and retreated back to the Prince of Wales redoubt—which was still under heavy fire from Spanish siege guns. General Campbell waited until his retreating men had gotten past his guns and then opened fire on the pursuing Spanish, tearing great holes in the pursuing Spanish regiments, which withdrew back behind the shattered walls of the Queen's Redoubt.

Giron called for field guns to be brought up, which began a murderous fire down on both the Prince of Wales and Ft. George positions—causing many casualties. The British return fire caused very few casualties among the Spanish as their superior height made direct fire against them impossible.

As British casualties mounted, General Campbell called together his senior officers, including Franchimastabe who had brought some 50 warriors with him to help defend the forts from inside. Campbell gave the Indians as much shot and powder as they could carry and detached 300 men—mostly sailors, loyalists, negroes, marines and the King's Florida Rangers—to make it overland to Georgia. They departed at roughly noon carrying Campbell's last dispatches to Lord Cornwallis.

At 3:00 PM, just as the French began to move forward for the final assault, General Campbell raised a white flag over the fort and proposed a 24-hour truce, during which time the wounded were gathered and attended to. The next day Major General Campbell surrendered not only Pensacola, but the entire colony of West Florida to the Spanish. In return, all 900 of the remaining British and Waldeck forces were rendered full honors of war as they marched out and laid down their arms. On 11 May, the 139 defenders of the Red Cliffs Forts laid down their arms and surrendered as well.

General Campbell and his men were paroled and permitted to return to New York. Don Bernardo de Galvez was accorded great honors by the King of Spain, remaining the Governor of Luisiana and de facto governor of West Florida until 1783. As the war against Britain was coming to a close, de Galvez was back in Havana, pestering Captain General Navarro once again to give him the forces to invade and take Jamaica from Britain — one of the few remaining British seaports in the Gulf of Mexico.

De Galvez returned to Spain in 1783, briefly fought in the Netherlands and returned to New Spain in 1785 to become the new governor of Mexico. It was around this time Galvez Towne was founded, which subsequently became the city of Galveston, Texas.

It would be difficult to overstate de Galvez's contributions to the success of the American Revolution. His expeditions not only drove the British from the Mississippi River basin and the Gulf Coast, his operations also tied down both British land and naval forces as the critical end-game was being played in the Carolinas and Virginia. Moreover, the British crown had forbidden westward expansion by the American colonists past the Appalachian Mountains. The Spanish, by contrast, would welcome American settlers and trappers as they moved to the Mississippi River area. Had de Galvez not succeeded at Pensacola in May, 1781, it is possible to see a completely different outcome to the War of 1812 as well as the eventual westward expansion of the United States from the Atlantic Seaboard all the way to California. What is abundantly clear is that de Galvez and the Siege of Pensacola deserve much more than a mere footnote in the history of the American Revolution.

Battle of Pensacola

May 7th, 1781

Orders of Battle

SPANISH FORCES

General Headquarters – Lieutenant General de Galvez –

120 men

Carbineers	13
Sappers	107

First Brigade – Brigadier General Don Geronimo Giron –

1,592 men

Regiments:

Del Rey (The King's Own)	419
Principe (The Prince's Own)	257
Navarra	672
Habana	244

Second Brigade – Colonel Don Manuel de Pineda – 1,386

men

Regiments:

Soria	495
Hibernia (Irish)	467
Flandes (Flemish)	424

Third Brigade – Colonel Don Francisco Longoria – 1,343

men

Regiments:

Guadalajara	328
Espana (Spain)	482
Aragon	287
Luisiana	149
Dragoons	97

Fourth Brigade – Felipe Lopez Carrizosa – 1,323 men

Naval and attached personnel (mostly gunners, boatmen, construction).

First Division “Flying Camp” – 741 men

Regiments:

2 nd Cataluna	228
Fusiliers de Habana	78
Militia of Color – Habana	262
Militia of Color – New Orleans	173

Second (French) Division – Naval Captain Boiderout – 725

men

Third Division – Corps of Artillery – 471 men

BRITISH FORCES

British

16th Foot – Lt. Colonel Alexander Dickenson – 151 men

60th Foot (Royal Americans) – Lt. Colonel William Stiell – 173 men

Royal Artillery – 42 men

Royal Navy (estimated)

HMS Mentor – 54

HMS Port Royal – 52

Marines – 43

Naval Gunners – 45

Germans

3rd Waldeck Regiment – Lt. Colonel Albrecht von Horn – 310 men

Loyalists

Maryland Loyalists – Major John McDonald – 137 men

Pennsylvania Loyalists – 63 men

King's Florida Rangers – Adam Chrystie – 41 men

Militia

Pensacola Militia – 107 men

Civilian Volunteers – (assorted)

Negro Volunteers – 50 men

Indians – Franchimastabe – 400-500 warriors

Choctaw – 200-250

Chickasaw – 80-100

Creek – 120-150

Mixed Detachment (Germans & Naval Personnel) at Red

Cliffs Fort:

Major Freidrich Pentzel – 139 men











































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LT Infantry +1 1-4 LT	Gravelers +2 1-4	16 Foot 0 1-4	3 Ry Artillery +2 1-4	Ry Marines 0 1-4	HMS Porter 0 1-4	Rpt Royal 0 1-4	Pastal +1 1-4
Headlines +1 4-4	Garrison A 2-0 heavy	Garrison B 2-0 heavy	Garrison C 2-0 heavy	Garrison D 5-0 heavy	Garrison E 10-0 heavy	Garrison F 3-0 heavy	Cammy 0-2-5
McDouals 1-1-6	16 Foot 1-2-6	16 Foot 1-1-6	16 Foot 1-1-6	16 Foot 1-1-6	16 Foot 1-1-6	16 Foot 1-1-6	16 Foot 1-1-6
King's Fl Rangers (+1) (-1) 5-1 LT	Peninsula -1 1-4	Gulfian Val -2 1-4	Neige Vpl -2 1-4	Neige Vpl 0 1-4	Creeks 0 1-5 LT	Chickaw 0 1-5 LT	Chickaw -1 1-5 LT
Chickaw (1) 0 1-5 LT	Chickaw (2) 0 1-5 LT	Chickaw (3) 0 1-5 LT	American POWs (-1) 2-4	American Vols (-1) (1-4)	Raid 0 1-5 LT	Destroyed 0 1-5 LT	Magazine 0 1-5 LT
Destroyed 0 1-5 LT	Destroyed 0 1-5 LT	Destroyed 0 1-5 LT	Destroyed 0 1-5 LT	Destroyed 0 1-5 LT	Destroyed 0 1-5 LT	Destroyed 0 1-5 LT	Destroyed 0 1-5 LT
Clear+1 Weather	Storm Weather	CONTROL Weather	CONTROL Weather	Breach Weather	Breach Weather	Breach Weather	Breach Weather
Turn Turn	Fired Turn	CONTROL Weather	CONTROL Weather	Breach Weather	Breach Weather	Breach Weather	Breach Weather
MORALE MORALE	MORALE MORALE	MORALE MORALE	MORALE MORALE	MORALE MORALE	MORALE MORALE	MORALE MORALE	MORALE MORALE
2 Franch's H +1 5-4	1 Franch's H +1 5-4	5 SP 5 SP	4 SP 4 SP	2 SP 2 SP	Unarmed Unarmed	Unarmed Unarmed	Unarmed Unarmed
Crash -1 (1) 5-1 LT	Royal H. C. -1 1-4	King's Fl. Ry 0 2-4 LT	Martinsburg -1 1-4	De Cap Facilities -1 1-4	1 Franch's H +1 5-4	2 Franch's H +1 5-4	2 Franch's H +1 5-4

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2nd Cataluña -1 1-4 Naval Artillery 0 2-2	Aragon -1 2-4	Guadalquivir -1 2-4 Seamap -1 1-4	Castalia -1 3-4	Seoia 0 3-4	Principe 0 2-4	Del Rey +1 2-4	Havarrs 0 3-4	Grenadiers +1 2-4	Flinders -1 2-4
Expelisa on Galvitz 0 2-3	Hibernia +1 3-4	2nd Brigade (B) 0 1-3 Habana Garrison -1 1-4	2nd Brigade (A) 0 1-3	1st Brigade (B) 0 1-3	1st Brigade (A) 0 1-3	Mortar 0 m-2	Das Glock		
				Delano 0 1-4	Aguahe 0 1-4	Peters 0 1-4			
				Boisrout					
TACTICS 	TACTICS 	TACTICS 	TACTICS 	TACTICS 	TACTICS 	TACTICS 	TACTICS 		
TACTICS 	TACTICS 	TACTICS 	TACTICS 	TACTICS 	TACTICS 	TACTICS 	TACTICS 		
Markers									
Shattered 	Shattered 	Shattered 	Cavalry Withdrawal 	 Pin	 Pin	 Pin	 Pin		
Shattered 	Shattered 	Shattered 	Shattered 	 Pin	 Pin	 Pin	 Pin		
Markers									
 Momentum	 Momentum	 Momentum	 Momentum	 Momentum	 Momentum	 Momentum	 Momentum		

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PENSACOLA 1781

Sequence of Play

SIEGE TURN SEQUENCE

A. Spanish Player Segment

1. Weather or Random Events Phase
2. Garrison Violation Phase
3. Coup de Main Declaration Phase
4. Construction Completion Phase
5. Siege Bombardment Phase
6. Movement Phase
 - A. Reinforcements
 - B. Build Corduroy Road
 - C. Place Construction Markers
7. Rally Phase
8. Defensive Artillery Fire Phase
9. Mortar Fire Phase
10. Rifle Fire
11. Close Combat Phase
12. Advance Game Turn Marker

B. British Player Segment

1. Movement Phase (Including to/from Raid Box)
 - A. Reinforcements (Roll for POWs)
2. Rally Phase
3. Raid Movement
4. Defensive Artillery Fire Phase
5. Offensive Howitzer Fire Phase
6. Rifle Fire Phase
7. Close Combat Phase (Including Raid Combat)

C. End of Turn Segment

1. Automatic Victory Check
2. Advance Game Turn Marker

COUP DE MAIN TURN SEQUENCE

A. Coup de Main Declaration Segment

1. Move Turn & Weather Markers
2. Breach-Check
3. Raid Termination
4. Reinforcements; Current Turn Only
[Do not roll for POWs]

B. Initiative Determination Segment

(Spanish have Initiative on Turn-1)

* Random Events: Turn 3 only

C. Initiative Player Segment

1. Movement Phase
2. Rally Phase
 - A. Spike Garrison Artillery; British Only
3. Defensive Artillery Fire Phase
4. Mortar Fire Phase (Spanish Only)
5. Offensive Howitzer Fire (British Only)
6. Rifle Fire Phase
7. Close Combat Phase

D. Second Player Segment

1. Movement Phase
2. Rally Phase
 - A. Spike Garrison Artillery; British Only
3. Defensive Artillery Fire Phase
4. Mortar Fire Phase (Spanish Only)
5. Offensive Howitzer Fire (British Only)
6. Rifle Fire Phase
7. Close Combat Phase
8. Victory Determination
9. Advance Game Turn Marker



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Pensacola

Player Aid Card I

Army Morale Adjustment

<i>Event</i>	<i>Gain/Loss</i>
Rally	+1/-0
Suffer "D"	+0/-1
Suffer "AM"	+0/-1
Inflict/ Suffer "1" result	+1/-1
Inflict / Suffer "2" result	+1/-2
Capture unit / Have unit captured	+1/-1
Remove Pin during Movement Phase	+0/-1
Leader casualty (see Leader Summary Table)	+?/-?
Destroying Stockades (Spanish only)	-1
Destroying Governor's Plantation (British only)	-1
Control/Loss of Decisive Victory Hex (Sp. only)	+1/-1
Loss/Recovery of Well (hex 2225; British only)	-1/+1
Garrison Violation (British only) ¹	-1/hex/turn
Coup de Main; Failure to Breach	-2/-1 ²
Spiking Garrison Artillery (British only)	-1/turn ³
Indian Combat Units	N/A

¹ Indians and Negroes cannot garrison.

² -2 if no breaches; -1 if only one breach

³ -1 each turn any guns are spiked

Additional Movement Modifiers

+1 Mortar moving with infantry

+2 Mortar moving with Sapper

Raid Movement: 7 MPs or 8 with KFR

Construction Rates

Conduroy Road - Infantry¹: 2 hexes

Corduroy Road - Sappers: 4 hexes

Spanish Redoubt - Infantry²: stationary

- Sappers: can move 2 hexes
prior to construction

¹ Exception: Indians and Grenadiers

² Exception: Indians



Leader Summary Table

<i>Leader</i>	<i>Army Morale Adjustment</i>	<i>Victory Points</i>
Maj. General Campbell	+2/-2	2
Colonel von Hanxledan	+1/-2	1
Colonel von Horn	+1/-1	1
Major McDonald	+0/-1	½
Franchimastabe	+1/-0	½
Lt. General de Galvez	+2/-2	3
Maj. General Ezpeleta	+1/-1	1
Brigadier Giron	+1/-1	1
Captain Boiderot	+0/-1	½

Victory Point Schedule

<i>VPs</i>	<i>Description</i>
2	Each enemy 2-step unit eliminated
1	Each enemy 1-step unit eliminated
1	Each enemy unit captured
½	Each enemy 2-step unit reduced at end of game
½	Each enemy unit shattered at end of game
½	Each Indian combat unit eliminated
#?	Leader casualty (see Leader Summary Table)
1	Each Spanish Stockade destroyed (British only)
1	Governor's Plantation destroyed (Spanish only)
N/A	Spiking Garrison Artillery

French Morale: Impact Table (1-time Event)

<i>Die Roll</i>	<i>Result</i>
0-2	No Effect
3-5	-1 to Spanish Morale
6-7	-2 to Spanish Morale
8-9	Roll Again:
0-3	-1 to Spanish Morale
4-6	-2 to Spanish Morale
7-9	French Division quits the field*

* Remove French units. Reduce Spanish Morale -2. Increase British Morale +1.

Close Combat DRMs (cumulative)

Attacker Benefits

- +1 Cavalry attacking solely disrupted or shattered units.
- +1 Any defending unit is disrupted or shattered.
- +1 Defender occupies swamp hex and attacker does not.
- +1 All defending units are militia attacked by at least one non-militia unit.
- +1 Defender is surrounded.
- +1 Defender has rifles (British only).
- +1 Raider attack bonus (British only).
- +1 Defenders are stacked Spanish and French units (British only).
- +? Adjusted unit morale of attacker's lead unit.
- +? Close Combat DRM of attacker's commanding leader.

Defender Benefits

- 2 Defender attacked across unbreached Fort George hexside.
- 1 Defender attacked across unbreached Stockade, Redoubt, or Earthworks hexsides.
- 1 Defender occupies Governor's Plantation or Red Cliffs Fort.
- 1 All attacking units are attacking across stream, slope, or stream/slope hexsides.
- 1 All attacking units are militia attacking at least one non-militia unit.
- 1 Attacker is surrounded.
- 1 Attacker has rifles (British only).
- 1 Attackers are stacked Spanish and French units (British only).
- ? Adjusted unit morale of defender's lead unit.
- ? Close Combat DRM of defender's commanding leader.

General Benefit

- /+ Result of Tactics Chit play.

Unit Morale DRMs

- +1 KFR bonus.
- +1 Indians defending village.
- +1 Units rallying behind un-breached fortified hexsides.
- +? Leadership modifier of commanding leader.
- +?/-? Individual unit morale as adjusted by Army Morale.

Tactical Matrix

Defender ▼	Attacker							
	Skirmish	Attack en Echelon	Stand Fast	Withdraw	Frontal Assault	Commit Reserve	Turn Flank	Refuse Flank
Skirmish	0	-1	+1	NC	+2	-1	-1	0
Attack en Echelon	+1	0	-1	-1	0	0	+1	-1
Stand Fast	-1	+1	0	NC	-1	-1	+2	0
Withdraw	NC	+1	NC	NC	+2	0	0	NC
Frontal Assault	-2	0	+1	-2	0	+1	+1	0
Commit Reserve	+1	0	+1	0	-1	0	-1	-1
Turn Flank	+1	-1	-2	0	-1	+1	0	+2
Refuse Flank	0	+1	0	NC	0	+1	-2	0

NC = No combat ☐ Requires Leader ☐ Requires Leader and Open Flank

Close Combat Table

DR	Odds Ratio						
	1-3	1-2	1-1	3-2	2-1	3-1	4-1
-2 ■	2/-	AC/-	AC/-	AC/-	AC/-	1*/-	D/-
-1 ■	AC/-	1*/-	1*/-	1*/-	1*/-	D/-	D/-
0	1*/-	1/-	1/-	1/-	1/-	D/-	R/-
1	1/-	D/-	D/-	D/-	D/-	R/-	R/-
2	1/-	D/-	D/-	D/-	R/-	R/-	PIN
3	D/-	D/-	R/-	R/-	PIN	PIN	R/R
4	D/-	R/-	R/-	PIN	R/R	R/R	-/R
5	R/-	PIN	PIN	R/R	-/R	-/R	-/D
6	PIN	R/R	R/R	-/R	-/R	-/D	-/D
7	R/R	-/R	-/R	-/D	-/D	-/D	-/1
8	-/R	-/R	-/D	-/D	-/D	-/1	-/1*
9	-/R	-/D	-/D	-/1	-/1	-/1*	-/DC
10 ●	-/D	-/D	-/1	-/1*	-/1*	-/DC	-/AC
11 ●	-/D	-/1*	-/1*	-/DC	-/AC	-/AC	-/2

- Odds of less than 1-3 are resolved as 1-3 with a -1 DRM.
- Odds of greater than 4-1 are resolved as 4-1.
- Shift the Odds on Close Combats where any attacking units are adjacent to Diversion defending units 1 column to the left (i.e., 2-1 becomes 3-2).
- Die rolls less than -2 are treated as -2. Die rolls greater than 11 are treated as 11.

Close Combat Table (for Fire and Close Combat)

-	No Effect	DC	Captured, Defender's Choice
AM	Army Morale Loss	AC	Captured, Attacker's Choice
R	Retreat	PIN	Pinned
D	Disruption	*	Leader Casualty—Modified die roll must equal this number exactly
1	One Step Loss	■	Defender gains momentum
2	Two Step Loss	●	Attacker gains momentum

To Hit Tables

Fire To Hit

SPs Firing	Adjacent	2-3 Hexes	4 Hexes
1	2	9	9
2	6	8	9
3-5	4	7	8
6-9	2	6	7
10+	1	5	6

Fire Combat DRMs (cumulative)

-2	Target fired upon across un-reached Fort George hexsides.	-1	Target is Light Infantry.
-1	Target fired upon across un-reached Stockade, Redoubt, or Earthworks hexsides.	-1	Target occupies Governor's Plantation or Red Cliffs Fort.
-1	Target occupies Light Woods, Heavy Woods or Palmetto Scrub.	+1	Target is artillery.
		+1	Target is mounted cavalry.
		+1	Rifle unit firing for the first time in the game.

Siege Bombardment Fire To Hit¹

SPs Firing	1-4 hexes	5-8 hexes	9 hexes
1-2	8	9	9 ²
3-4	7	8	9 ²
5-6	6	7	8
7-8	5	6	7
9-10	4	5	6

¹ Spanish Redoubt must be in supply to fire.

² -1 DRM on Siege Fire Damage Table.

RCF Fire To Hit

Die Roll*	Results
0-5	Miss: +1 Sp. Army Morale
6-7	1 unit hit
8	2 units hit
9	3 units hit

* -1 DRM during storm or rain.

Damage Tables

Artillery Fire Damage

Die Roll	vs. non-Arty	Die Roll	vs. Arty
0-3	R	0-4	R
4-6	D	5-7	D
7-8	1	8	-1 AM
9	1*	9	1

Rifle Fire Damage

Die Roll	vs. non-Arty	Die Roll	vs. Arty
0-3	-1 AM	0-4	R
4-6	R	5-7	D
7-8	D	8	1
9	1*	9	1*

Siege Fire Damage

Die Roll	Damage
0-3	NE
4-6	-1 Army Morale
7-8	Breach
9	Breach*

* Step-loss to Garrison Artillery

Howitzer Fire Damage

Die Roll	vs. Arty & Non-Arty
0-3	-1 AM
4-5	R
6-7	D
8	1
9	1*

RCF Fire: Damage

Die Roll	Results
0-3	Delay 1 turn
4-6	Delay 2 turns
7	Delay 3 turns
8	Step Loss* & 2-turn delay
9	Step Loss,* 2-turn delay, and Leader casualty

* Normal AM & VP adjustments

Mortar Fire Tables

Mortar Fire Damage Table

(Note: If the mortar has a step-loss, apply -1 DRM on this table. A result of -1 is treated as 0.)

Die Roll	Result
0	Miss Fire; roll again on the "Miss Fire Table" below.
1-2	NE
3-5	-1 AM
6	One unit, owner's choice, performs a morale check. If it fails it is disrupted.
7-8	One unit, owner's choice, performs a morale check. If it fails it is disrupted. One adjacent hexside, Spanish player's choice, suffers a breach.
9	Roll again on the "Mortar Fire Secondary Effects" table.

Miss Fire Table

0-3	Premature detonation; firing mortar suffers a step-loss.
4-9	Short round; shells land two hexes from firing mortar.

* Trace a line from the center of the mortar's hex to the center of the original target. If any units are present in the hex where the shells landed, the owning side suffers -1 AM.

Mortar Fire Scatter & Drift

DRMs:

- 0 Firing from Clear, Road or Redoubt.
- +1 Firing from Palmetto, Trail or Corduroy Road

Note: A modified roll of "10" results in "No Fire."

Mortar Fire Secondary Effects

Die Roll	Result
0-2	-1 AM
3-5	Step-loss, owner's choice.
6-8	Step-loss, owner's choice, & breach one adjacent hexside, Spanish player's choice.
9	Magazine detonation <i>only</i> if mortar fire lands inside, otherwise treat as roll of 6-8.

* 2 step-losses, owner's choice

* Place "Magazine Explosion" marker in the hex. Treat every hexside as breached.

* Roll 1 die for each leader; on a roll of 9 the leader is eliminated.

Artillery Range Summary

Gun Type	3	4	5-6	9
Field Guns				
Howitzer				
Garrison Arty (British only)				
Naval Arty (Spanish only)				
Mortar (Spanish only) ¹				
Intrinsic Arty (Spanish only) ²				

¹ Mortar range is 6 when firing from a supplied Redoubt.

² Spanish Intrinsic Artillery may only fire at fortified enemy hexsides. Combat units do not block Line of Sight.

TERRAIN EFFECTS CHART

ATTACKER MODIFIERS

HEXES	Leader	Inf.	Lt. Inf	Indian	Cav.	Sapper	Art.	Fire	Combat	LOS	ZOC
Clear / Crops	1	1	1	1	1	1	1	-	-	-	Yes
Light Woods	1	1	1	1	1½	1	2 ¹	-1	-	Blocked	Out Only
Heavy Woods	1	1½	1	1	2	1	2 ¹	-1	-	Blocked	Out Only
Palmetto Scrub	1	1½	1	1	2	1	2	-1	-	-	Yes ²
Swamp	2	3	2	2	P	P	P	-	+1 ³	-	Out Only
Trail	1	1	1	1	1	1	1	-	-	-	-
Road ⁴	half	half	half	half	half	half	half	-	-	-	-
Corduroy Road	1	1	1	1	1	1	1	-	-	-	-
Governor's Plantation	1	1	1	1	1	1	1	-1	-1	-	Out Only
Indian Village	1	1	1	1	1	1	1	-	-	-	Yes
Lake / Deep Water	P	P	P	P	P	P	P	-	-	-	-
Pensacola City	P	P	P	P	P	P	P	-	-	Blocked	-
Individual Buildings	N/E	N/E	N/E	N/E	N/E	N/E	N/E	-	-	-	-

HEXSIDES

Stream ⁵	+1	+1	+1	+1	+1	+1	+1	-	-1 ⁶	-	Yes
Up / Down Slope ⁵	+1	+1	+1	+1	+1	+1	+1	-	-1 ⁷	See Series Rules	Yes
Bridge / Ford	N/E	N/E	N/E	N/E	N/E	N/E	N/E	-	Treat as stream	-	-
Navigable River	P	P	P	P	P	P	P	-	P	-	No

P = Prohibited; N/E = No Effect

Notes:

- ¹ Mortar prohibited.
- ² Lt. Inf. and Indians only.
- ³ Defender occupies swamp and attacker does not.
- ⁴ Units that begin on a road, remain on connected road hexes, and never move adjacent to enemy combat units may use Strategic Movement at double MPs.
- ⁵ There is no additional movement penalty for crossing stream/slope hexsides.

⁶ All attacking units are attacking across stream.

⁷ All attacking units are attacking up slope.

Important: A unit may always move 1 hex unless prevented by Prohibited terrain. Exception: Mortars and Naval Artillery must always be able to pay the cost of a space in order to enter it.

Cavalry/Dragoons: The terms cavalry and dragoons are used interchangeably.

WEATHER TABLE

Die Roll: 0: Gale*

Exception: Ignore on T-16; treat as rain instead.

- A. -2 DRM to rally
- B. Raid termination
- C. "Pins" broken w/o penalty
- D. Breach one Ft. George hexside**
- E. -1 AM, both sides
- F. No other game functions allowed
- G. Automatic rain next turn

1-2: Storm*

Exception: Ignore on T-16; treat as rain instead.

- A. Spanish may complete construction but may not build
- B. -1 MP (no mortar)
- C. -1 DRM to rally
- D. Raid termination
- E. -1 Fire combat (no mortar)
- F. -1 Close combat
- G. No other game functions allowed
- H. Automatic rain next turn

3-4: Rain

- A. Spanish may declare Coup de Main but rain remains in effect
- B. Siege bombardment rate of fire halved [2=1; 1=0]
- C. -1 MP
- D. Corduroy Road construction rates halved
- E. -1 Fire combat (no mortar)
- F. -1 DRM next weather roll

5-9: Clear

- A. All functions normal
- B. +1 DRM next weather roll

* Gale/Storm may only happen once per game. Remove the marker, ignore modified die rolls of 0-2 & roll again.

** To determine breached hexside, roll on the Mortar Scatter & Drift Diagram. On a roll of 0-3, Br. player may choose any hexside.

Note: Hexsides on the Ft. George earthwork extension may not be chosen.



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Pensacola

Player Aid Card II

The Struggle for Florida *in the* American Revolution, 1781

Fortified Hexes & Hexsides Matrix^{1,2}

	Movement Modifiers ³							ZOC ⁴	Fire	Com- bat	Gar- rison	Morale Check ⁵	Art. Stacking	Breach or Destroy	Supply Required to Fire	Mandatory Close Combat ⁶	Advance After Combat ⁷	Auto Retreat ⁸	Auto Disrupt ⁹
	Leader	Inf.	Lt. Inf.	Indian	Cav.	Sapper	Art.												
Sp. Stockade	Plus 1	Plus 1	Plus 1	Plus 1	N/A	Plus 0	P ¹⁰	Out of	-1	-1	No	Plus 1	Yes ¹¹	D	N/A	No	No	No	No
Sp. Redoubt	Plus 1	Plus 1	Plus 1	Plus 1	N/A	Plus 0	Plus 2	Out of	-1	-1	No	Plus 1	Yes ¹¹	N/A	Yes ¹³	No	No	No	No
Br. Redoubt¹²	Plus 1	Plus 1	Plus 1	Plus 1	P ¹⁰	Plus 0	P ¹⁰	Out of	-1	-1	Yes	Plus 1	Yes ¹⁴	B	N/A	No	No	No	No
Fort George¹²	Plus 1	Plus 2	Plus 1	Plus 1	P ¹⁰	Plus 1	P ¹⁰	Out of	-2	-2	Yes	Plus 2	Yes ¹⁴	B	N/A	No	No	No	No
Br. Earthwork¹²	Plus 1	Plus 1	Plus 1	Plus 1	Plus 1	Plus 0	Plus 2	Out of	-1	-1	No	Plus 1	Yes ¹⁴	B	N/A	No	No	Yes	Yes
Red Cliffs Fort	Plus 1	Plus 1	Plus 1	Plus 1	P ¹⁰	Plus 0	P ¹⁰	Out of	-1	-1	No	Plus 1	N/A	N/A	N/A	No	No	No	No

¹ Fortified hexsides provide a defensive advantage to whichever side occupies them.

² Cavalry may not attack across unbreached fortified hexsides.

³ Movement costs are for enemy units that cross fortified hexsides. Crossing breaches or open flank hexsides involves no penalty.

⁴ Also "into" fortified hexes across breached hexsides.

⁵ Does not apply across breached hexsides or open flanks.

⁶ No unit is required to attack out of a fortified hex unless in an enemy ZOC due to a breach or an open flank or unless pinned.

⁷ Required if separated from the vacated hex by a breach or if lead unit in a combined attack.

⁸ If fired upon or attacked solely across unbreached hexsides. Remaining units do not check morale.

⁹ If fired upon or attacked solely across unbreached hexsides. Unit makes morale check instead. Remaining units do not check morale.

¹⁰ Cavalry or artillery may only cross if hexside is breached.

¹¹ Only one artillery unit can fire. Intrinsic Artillery in armed Spanish redoubts is not restricted.

¹² Units inside British fortified hexes are never considered surrounded for close combat DRM determination if they are adjacent to at least 1 unbreached hexside.

¹³ Intrinsic Artillery may only fire at fortified British hexsides. Units do not block LOS. Mortar range is increased to 6 hexes when firing from a supplied Spanish redoubt.

¹⁴ Waldeck Artillery or Howitzer can stack with Garrison Artillery but not with each other. Waldeck Artillery can combine fire with Garrison Artillery.

Special Notes About Breaches:

1. Breaches are repaired by the play of Random Events.

2. Garrison Artillery cannot fire across breached hexsides.

3. Garrison Artillery is reduced once two fortified hexsides in its hex are breached. Exception: see 3.10.2



SIEGE TURN SEQUENCE

A. Spanish Player Segment

1. Weather or Random Events Phase
2. Garrison Violation Phase
3. Coup de Main Declaration Phase
4. Construction Completion Phase
5. Siege Bombardment Phase
6. Movement Phase
 - A. Reinforcements
 - B. Build Corduroy Road
 - C. Place Construction Markers

7. Rally Phase
8. Defensive Artillery Fire Phase
9. Mortar Fire Phase
10. Rifle Fire
11. Close Combat Phase
12. Advance Game Turn Marker

B. British Player Segment

1. Movement Phase (Including to/from Raid Box)
 - A. Reinforcements (Roll for POWs)
2. Rally Phase
3. Raid Movement
4. Defensive Artillery Fire Phase
5. Offensive Howitzer Fire Phase
6. Rifle Fire Phase
7. Close Combat Phase (Including Raid Combat)

C. End of Turn Segment

1. Automatic Victory Check
2. Advance Game Turn Marker

COUP DE MAIN TURN SEQUENCE

A. Coup de Main Declaration Segment

1. Move Turn & Weather Markers
2. Breach-Check
3. Raid Termination
4. Reinforcements; Current Turn Only
[Do not roll for POWs]

B. Initiative Determination Segment

(Spanish have Initiative on Turn-1)

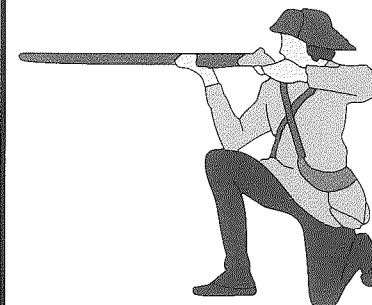
* Random Events: Turn 3 only

C. Initiative Player Segment

1. Movement Phase
2. Rally Phase
 - A. Spike Garrison Artillery; British Only
3. Defensive Artillery Fire Phase
4. Mortar Fire Phase (Spanish Only)
5. Offensive Howitzer Fire (British Only)
6. Rifle Fire Phase
7. Close Combat Phase

D. Second Player Segment

1. Movement Phase
2. Rally Phase
 - A. Spike Garrison Artillery; British Only
3. Defensive Artillery Fire Phase
4. Mortar Fire Phase (Spanish Only)
5. Offensive Howitzer Fire (British Only)
6. Rifle Fire Phase
7. Close Combat Phase
8. Victory Determination
9. Advance Game Turn Marker



Pensacola

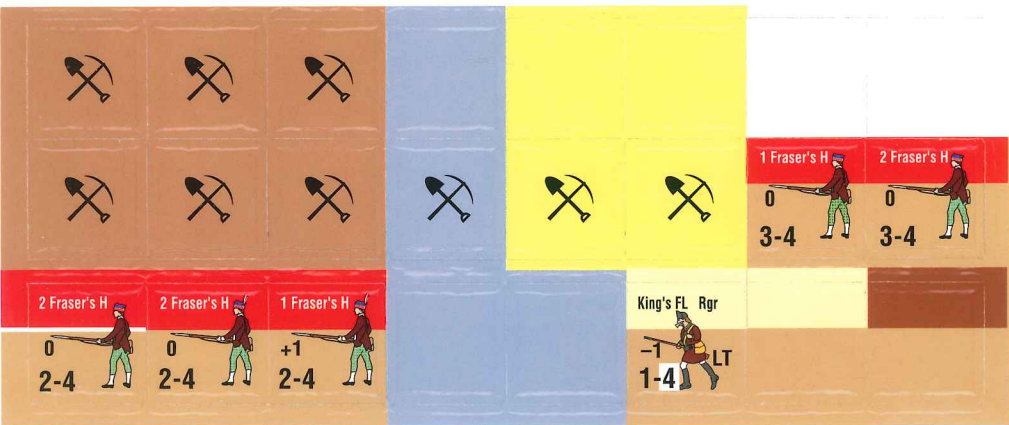
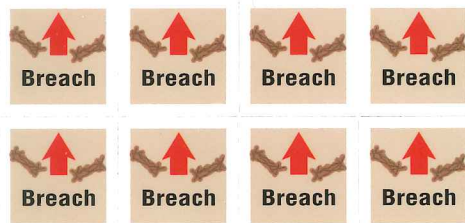
Sequence of Play

Navarra T-1 +1 6-4	Del Rey T-1 +1 4-4	Principe T-1 +1 3-4	Soria T-1 +1 5-4	España T-1 0 5-4	Guadalajara T-7 0 3-4	Aragon T-7 0 3-4	2nd Cataluña T-7 0 2-4
Flanders T-7 0 4-4	Grenadiers T-1 +2 3-4	Lt. Infantry T-1 +1 1-4 LT	1 Co. Skirmishers RE 0 1-4 LT	2 Co. Skirmishers RE 0 1-4 LT	Seamen StR 0 2-4	Sappers ScR +1 (1)-4	Naval Artillery StR +1 4-2
Mortar T-1/2409 +1 m-2	1st Brigade (A) T-1 +1 2-3	1st Brigade (B) T-1 +1 2-3	2nd Brigade (A) T-7 +1 2-3	2nd Brigade (B) T-7 +1 2-3	3rd Brigade T-7 +1 4-3	de Galvez T-1 2-3-6	Ezepeleta T-1 1-1-6
Don Giron T-1 +1 1-1-6	Luisiana Gren. 2611 +2 1-4	Luisiana Rangers 2611 +1 1-4 LT	Fus. de Habana T-1 0 1-4	Habana Garrison T-1 0 2-4	Luisiana Drag. 2313 +1 1-5	Hibernia T-7 +1 5-4	Choctaw T-5C -2 1-5 LT
Chasseurs RE +1 LT 1-4	Poitou T-7 0 2-4	Agenois T-7 0 2-4	Gatinois T-7 0 2-4	Marines RE +2 1-4	Indian Withdrawal ↓	Habana T-7 -1 3-4	New Orleans 2011 -1 2-4
Battery A T-7 +1 1-3	Battery B RE +1 1-3	Du Cap Fusiliers RE 0 1-4	Boilderout T-1 0-1-6	Indian Withdrawal ↓	Indian Withdrawal ↓	Indian Withdrawal ↓	Indian Withdrawal ↓
Turn Flank	Stand Fast	Skirmish	Frontal Assault	Turn Flank	Stand Fast	Skirmish	Frontal Assault
Refuse Flank	Withdraw	Attack Echelon	Commit Reserve	Refuse Flank	Withdraw	Attack Echelon	Commit Reserve
Markers	Markers	Markers	Markers	Markers	Markers	Markers	Markers
Momentum	Momentum	Momentum	Momentum	Momentum	Corduroy Rd Trail Head	Corduroy Rd Trail Head	Corduroy Rd Trail Head

Counter Art by Rodger B. MacGowan, Mike Lemick and Mark Simonitch

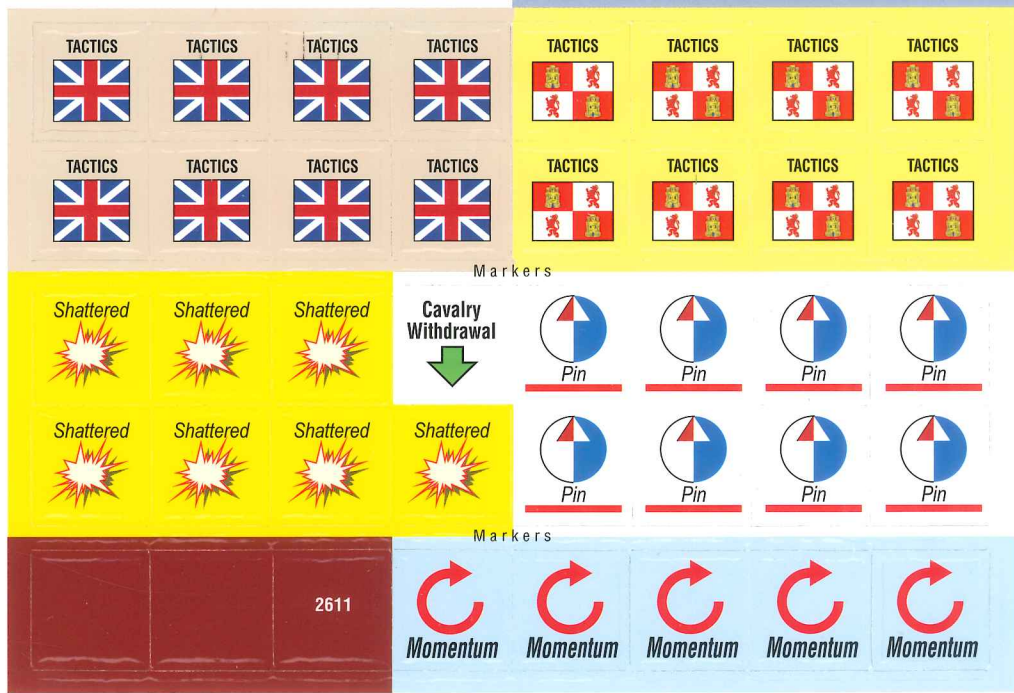
Lt. Infantry QR +1 1-4 LT	Grenadiers 2524 +2 1-4	16 Foot QR +1 1-4	3 Ryl Americans 2524 +1 2-4	Ryl Marines FtG +2 1-4	HMS Mentor 2524 0 1-4	HMS Port Royal 2524 0 1-4	Pentzel 1103 +1 1-4
Howitzers QR +1 4-4	Garrison A 2825 +1 2-0 heavy	Garrison B 2724 +1 2-0 heavy	Garrison C 2826 +1 2-0 heavy	Garrison D 2524 +1 5-0 heavy	Garrison E 2325 +1 10-0 heavy	Garrison F 2225 +1 3-0 heavy	Campbell FtG 0-2-6
McDonald QR 1-1-6	von Hanxleden Optional 1-2-6	von Horn FtG 1-1-6	Franchimastabe Indians Only 1-1-6	3 Waldeck FtG +1 3-4	Waldeck FtG +1 1-3	Maryland Loyalist QR 0 2-4	Penn. Loyalist QR 0 1-4
King's FL Rangers **** (+1) (+1)-5 LT	Pensacola RE -1 1-4	Civilian Vol. 1824 -2 1-4	Negro Vol. FtG -2 1-4	Negro Vol. RE 0 1-4	Creeks T-2E 0 1-5 LT	Chickasaw T-11E 0 1-5 LT	Choctaw RE -1 1-5 LT
Choctaw (1) **** 0 1-5 LT	Choctaw (2) **** 0 1-5 LT	Choctaw (3) T-5E 0 1-5 LT	American POWs (T-9) -1 2-4	American Vols. RE -1 (1)-4	Raid 7MP/8KFR	Destroyed Plantation	Magazine Explosion
Destroyed Stockade	Destroyed Stockade	Destroyed Village	Destroyed Road	Destroyed Road	Destroyed Road	Destroyed Road	Destroyed Road
Clear+1 Weather	Storm Weather	CONTROL	CONTROL	Breach	Breach	Breach	Breach
Turn	Fired	CONTROL	CONTROL	Breach	Breach	Breach	Breach
MORALE	MORALE	Battery Destroyed	Battery Destroyed	Battery Destroyed	Unarmed Redoubts	Unarmed Redoubts	Unarmed Redoubts
2 Fraser's H 3A +1 5-4	1 Fraser's H 9E +1 5-4	5 SP	4 SP	2 SP	Unarmed Redoubts	Unarmed Redoubts	Unarmed Redoubts
Creeks R.E. -1 (1)-5 LT	Royal N.C. 1402 -1 1-4	King's FL Rgr 1501 0 2-4 LT	Martinique 2015 -1 1-4	Du Cap Fusiliers 1209 +1 1-4	1 Fraser's H 2004 +2 3-4	2 Fraser's H 1604 +1 4-4	2 Fraser's H T-4 +1 3-4
Brandywine	Savannah	Guilford					

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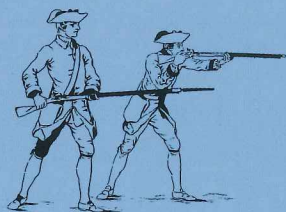
[BACK](#)

2nd Cataluña	Aragon	Guadalajara	España	Soria	Principe	Del Rey	Navarra
-1 1-4	-1 2-4	-1 2-4	-1 3-4	0 3-4	0 2-4	+1 2-4	0 3-4
Naval Artillery		Seamen				Grenadiers	Flanders
0 2-2		-1 1-4				+1 2-4	-1 2-4
		3rd Brigade	2nd Brigade (B)	2nd Brigade (A)	1st Brigade (B)	1st Brigade (A)	Mortar
Espeleta	de Galvez	0 2-3	0 1-3	0 1-3	0 1-3	0 1-3	0 m-2
	Hibernia		Habana Garrison				Don Giron
	+1 3-4		-1 1-4				
				Gatinois	Agenois	Poitou	
				0 1-4	0 1-4	0 1-4	



TACTICS CARDS

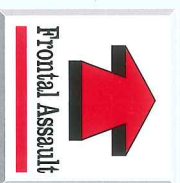
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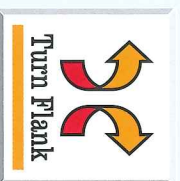
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Tactic	Attack	Defend
Skirmish	+2	-2
Attack en Echelon	0	0
Stand Fast	-1	+1
Withdraw	+2	-2
Frontal Assault	0	0
Commit Reserve	-1	+1
Turn Flank	-1	+1
Refuse Flank	0	0



Tactic	Attack	Defend
Skirmish	-1	+1
Attack en Echelon	+1	-1
Stand Fast	+2	-2
Withdraw	0	0
Frontal Assault	+1	-1
Commit Reserve	-1	+1
Turn Flank	0	0
Refuse Flank	-2	+2



Tactic	Attack	Defend
Skirmish	-1	+1
Attack en Echelon	0	0
Stand Fast	+1	-1
Withdraw	+1	-1
Frontal Assault	0	0
Commit Reserve	0	0
Turn Flank	-1	+1
Refuse Flank	+1	-1



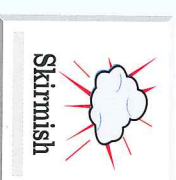
Tactic	Attack	Defend
Skirmish	-1	+1
Attack en Echelon	0	0
Stand Fast	-1	+1
Withdraw	0	0
Frontal Assault	+1	-1
Commit Reserve	0	0
Turn Flank	+1	-1
Refuse Flank	+1	-1



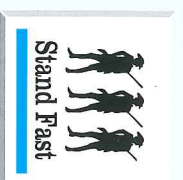
Tactic	Attack	Defend
Skirmish	NC	NC
Attack en Echelon	-1	+1
Stand Fast	NC	NC
Withdraw	NC	NC
Frontal Assault	-2	+2
Commit Reserve	0	0
Turn Flank	0	0
Refuse Flank	NC	NC



Tactic	Attack	Defend
Skirmish	0	0
Attack en Echelon	-1	+1
Stand Fast	0	0
Withdraw	NC	NC
Frontal Assault	0	0
Commit Reserve	-1	+1
Turn Flank	+2	-2
Refuse Flank	0	0



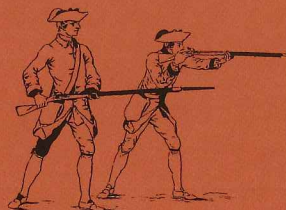
Tactic	Attack	Defend
Skirmish	0	0
Attack en Echelon	+1	-1
Stand Fast	-1	+1
Withdraw	NC	NC
Frontal Assault	-2	+2
Commit Reserve	+1	-1
Turn Flank	+1	-1
Refuse Flank	0	0



Tactic	Attack	Defend
Skirmish	+1	-1
Attack en Echelon	-1	+1
Stand Fast	0	0
Withdraw	NC	NC
Frontal Assault	+1	-1
Commit Reserve	+1	-1
Turn Flank	-2	+2
Refuse Flank	0	0

TACTICS CARDS

*Battles of the
American Revolution
Series*



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GAMES

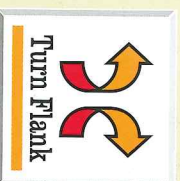




Tactic	Attack	Defend
Skirmish	-1	+1
Attack en Echelon	0	0
Stand Fast	+1	-1
Withdraw	+1	-1
Frontal Assault	0	0
Commit Reserve	0	0
Turn Flank	-1	+1
Refuse Flank	+1	-1



Tactic	Attack	Defend
Skirmish	NC	NC
Attack en Echelon	-1	+1
Stand Fast	NC	NC
Withdraw	NC	NC
Frontal Assault	-2	+2
Commit Reserve	0	0
Turn Flank	0	0
Refuse Flank	NC	NC



Tactic	Attack	Defend
Skirmish	-1	+1
Attack en Echelon	+1	-1
Stand Fast	+2	-2
Withdraw	0	0
Frontal Assault	+1	-1
Commit Reserve	-1	+1
Turn Flank	0	0
Refuse Flank	-2	+2



Tactic	Attack	Defend
Skirmish	-1	+1
Attack en Echelon	0	0
Stand Fast	-1	+1
Withdraw	0	0
Frontal Assault	+1	-1
Commit Reserve	0	0
Turn Flank	+1	-1
Refuse Flank	+1	-1



Tactic	Attack	Defend
Skirmish	0	0
Attack en Echelon	-1	+1
Stand Fast	0	0
Withdraw	NC	NC
Frontal Assault	0	0
Commit Reserve	-1	+1
Turn Flank	+2	-2
Refuse Flank	0	0



Tactic	Attack	Defend
Skirmish	+2	-2
Attack en Echelon	0	0
Stand Fast	-1	+1
Withdraw	+2	-2
Frontal Assault	0	0
Commit Reserve	-1	+1
Turn Flank	-1	+1
Refuse Flank	0	0



Tactic	Attack	Defend
Skirmish	0	0
Attack en Echelon	+1	-1
Stand Fast	-1	+1
Withdraw	NC	NC
Frontal Assault	-2	+2
Commit Reserve	+1	-1
Turn Flank	+1	-1
Refuse Flank	0	0



Tactic	Attack	Defend
Skirmish	+1	-1
Attack en Echelon	-1	+1
Stand Fast	0	0
Withdraw	NC	NC
Frontal Assault	+1	-1
Commit Reserve	+1	-1
Turn Flank	-2	+2
Refuse Flank	0	0

PENSACOLA

*The Struggle for Florida
in the American Revolution*



EVENT DECK



Siege Game Turns Only

Enhanced French Commitment

Play on Siege Turn 7 Only.

Ignore Spanish/French stacking restrictions.

Receive French Battery B.

Increase Spanish Army Morale +1.

If drawn after Turn 7, discard and draw again.



Siege Game Turns Only

HMS Hound Receives Faulty Intelligence

Remove the American POW unit *immediately after* the British Player successfully rolls for POW arrival.

No VP or AMI adjustments.

If drawn after POWs are already in play, discard and draw again.



Siege Game Turns Only

Allied Naval Victory

Move all Spanish units on Santa Rosa Island to S-1 or S-2.

This card cancels *British Fleet Sorties* for the remainder of the game.



Siege Game Turns Only

British Fue de Joi

*British celebrate victory
at Guiford Courthouse.*

Increase British Army Morale
by +1.



Siege Game Turns Only

Spanish Fue de Joi

*Spanish celebrate victory
in Nicarragua.*

Increase Spanish Army Morale
by +1.

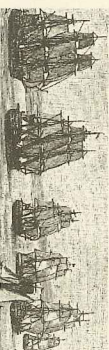


Siege Game Turns Only

British Fleet Sorties

Spanish player must immediately send one unit of Spanish Regulars and one artillery battery from the main map to Santa Rosa Island.

This card is CANCELED for the remainder of the game if *Allied Naval Victory* has been played.



Negro Volunteers Capture Spanish Officers

Increase Negro Volunteers unit morale to 0. (Replace the counter with the random event unit.)

If Negro Volunteers are already a casualty, discard and draw again.



Siege Game Turns Only

Spanish Brig Fires On Fort George

Spanish player rolls one die.

0-2 = Shells fall on Pensacola; reduce Spanish Morale by 1

3-7 = No effect

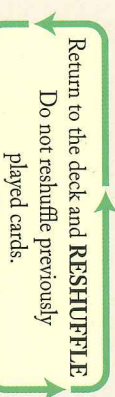
8-9 = Breach one Fort George hexside facing Pensacola Bay, Spanish players choice



Siege Game Turns Only

Picks & Shovels

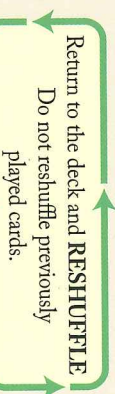
Remove a breach from one damaged hexside.



Siege Game Turns Only

Picks & Shovels

Remove a breach from one damaged hexside.



Siege Game Turns Only

False Alarm

Spanish react to rumors of British raid on Mobile.

Spanish player rolls one die and removes the following units:

0-5 = Four SPs of Inf. or Militia

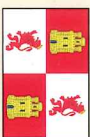
6-9 = Four SPs of Inf. or Militia plus one dragon unit, one artillery unit and one leader.

Place selected units two turns ahead on the Game Turn Track. They re-enter play on entry hex "C".



French Elan!

French Units receive a one time +1 DRM when attacking in close combat. DRM is cumulative if card #21 *Furia Francea!* is in effect.



Siege Game Turns Only

Siege Artillery Bonus

Play during clear weather only.

One supplied Sp. redoubt may fire once against a fortified enemy hexside during Br. defensive artillery fire. This is in addition to normal Siege Bombardment fire.

This card is canceled by the *Spanish Ammunition Shortage* card.



Siege Game Turns Only

Ransom

General Campbell ransoms a Spanish prisoner from the Indians for pesos & rum.

One Indian unit, Spanish players choice, is immediately placed in the Indian village. Indians in the Raid Box cannot be chosen.



Siege Game Turns Only

To Arms!

Place Pensacola Militia at Gov's Plantation or Ft. George. Move normally on turn of arrival.

If in play, discard and draw again.

OR

Coup de Main Only



Antonio Garcon spies for de Galvez inside Pensacola.
+1 DRM to Spanish attacks this turn.

Superior British Indian Policy



The Spanish Chocotaw perform morale check with a -1 DRM.

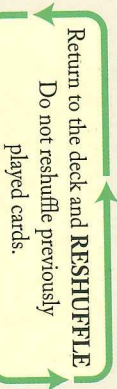
Fails = Remove from game with no VP or AM adjustments. If alone, and 0 or less is rolled, they switch sides.

Replace with the Br. Chocotaw unit. Place on Governor's Plantation or Indian village during next British Movement Phase.

Decrease Spanish Army Morale -1. No VPs awarded. If the unit is already a casualty ignore this card.

Spoiled Rations

Reduce enemy Army Morale by one (-1).



Minor Espionage Event

Draw one card at random from the opposing player's hand. After review, return it to the owner.

If the opponent has no cards this event is ignored.



Major Espionage Event (A)

Draw one card at random from the opposing player's hand and discard it.

If the opponent has no cards, discard and draw again.



Major Espionage Event (B)

Draw one card at random from the opposing player's hand and add it to your hand. That card may not be played this turn.

If the opponent has no cards, draw top card from deck and add it to your hand.



Furia Francese!

French units receive a +1 DRM when attacking in Close Combat for the remainder of the game. DRM is cumulative if card #12

French Elan! is in effect.



Siege Game Turns Only

The Way is Clear

Units building Corduroy Road add two hexes to construction rates.

OR

Skirmishers

Permanently replace España, Aragón or Guadalupe, if at full strength, with 1st & 2nd Skirmishers.



Siege Game Turns Only

The Way is Clear

Units building Corduroy Road add two hexes to construction rates.

OR

Siege Game Turns Only

Volunteers

Place the American Volunteer unit on or adjacent to de Galvez. When alone they may only defend. When stacked they cannot be the Lead Unit.

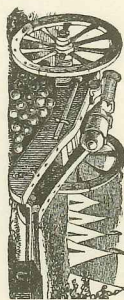


Siege Game Turns Only

Heavy Spanish Guns

Spanish add +1 DRM to each roll on the Siege Fire Damage Table during remaining Siege Game Turns.

This card is canceled by the *Spanish Ammunition Shortage* card.



Spanish Scalps

Missing Spanish officers found mutilated and scalped.

Decrease Spanish and British Army Morale by one each.



Siege Game Turns Only

Indian Atrocities in Louisiana

New Orleans Militia Desert

Remove the New Orleans Militia and reduce Spanish Army Morale by one.

No VP adjustments.

If the Louisiana Militia is already a casualty, discard and draw again.



Siege Game Turns Only

Capture of the Santo Servanto

British capture Spanish payroll

Increase British Army Morale by one and reduce Spanish Army Morale by one.



Siege Game Turns Only

Spanish Ammunition Shortage

Choose either of the following:

- A) No Siege Bombardment this turn; OR
- B) Cancel "Siege Artillery Bonus" card; OR
- C) Cancel "Heavy Spanish Guns" card.



Siege Game Turns Only

Failed British Reconnaissance

Play during Clear Weather only.

Reduce British Army Morale by one.



Siege Game Turns Only

French Demand Coup de Main

Play during the Coup de Main Declaration Phase of turn 7 or later.

Reduce Spanish Army Morale by one if Coup de Main is not declared in the current Coup de Main Phase.



Siege Game Turns Only

Allies Quarrel

Spanish Disregard French Advice During Council of War

Roll one die:

0-4 = French units do not move this turn

5 = Adjacent Fr/Sp units do not move this turn.

6-8 = French units do not move for 2 turns.

9 = Adjacent Fr/Sp units do not move for 2 turns.



Intelligence Coup

Look at the top 3 cards in the Random Events deck and add one to your hand. It may be played this turn.

Return to the deck and **RESHUFFLE** Do not reshuffle previously played cards.



Siege Game Turns Only



French Frigate L'Andromaque Runs Aground

If not yet in play, this event prevents the French Marines from entering the game.

No VP or AM adjustments are made.

If the French Marines are already in play, discard and draw again.



Fate & Fortune

The player drawing this card discards it. The other player then draws a free card from the deck.



Siege Game Turns Only

Light Infantry Sortie

Designate a Lt. Infantry unit within four hexes of a British Fortified hexside and roll a die:

- 0-4 = No Effect
- 5-6 = Step Loss to Garrison Artillery
- 7 = Step Loss to Garrison Artillery and Lt. Inf unit Disrupted
- 8 = Garrison Artillery and Lt. Inf unit both lose one step
- 9 = Step Loss to Garrison Artillery and Lt. Inf unit captured

Normal VP and AM adjustments.

If no Lt. Inf. unit is available, ignore this event.



Coup de Main Only



Yo Solo!

Spanish units commanded by de Galvez receive a one time Close Combat modifier of 3, whether attacking or defending.

This card may not be combined with the *Follow Me* card.



Coup de Main Only

Once More into the Breach!

+1 DRM when attacking across a breached fort or redoubt hexside.

British must attack out of, or Spanish must attack into, the fort or redoubt.



Coup de Main Only

Hibernia Forward!



For the rest of the game, when the Hibernia Regt is the lead unit in an attack against at least one unit of British Regulars, Seamen or Marines, it receives a +1 DRM.

If the Hibernia Regt. is no longer in play, discard and draw again.



Coup de Main Only

Confusion

One enemy leader of your choice, other than de Galvez, is ignored for all combat purposes during the enemy's Close Combat Phase this turn.

This card also cancels the *Follow Me* card.



French Bateaux

Play on or after Siege Turn 7.

Place the French Marines, Chasseurs and Du Cap Fusiliers on any shore hex or a hex adjacent to navigable river hexides. Cannot land on the Governor's Plantation or adjacent to Pensacola. May move no further this turn.

If not yet in play, the British player places the Pensacola Militia at either the Governor's Plantation or at Fort George.



Chaos on the Battlefield

All attacking enemy units make a pre-attack morale check. Units that fail are withdrawn one space by their owner. Also: -1 DRM to all remaining attack die rolls this turn.

Units stacked with de Galvez are exempt from the play of this card.



Follow Me!



+1 DRM in an attack if an eligible leader is stacked with the Lead Unit.

This leader may not affect Tactics Chit pulls for adjacent Close Combat this turn.

This card may not be combined with

the *Vol Solo!* card

This card is canceled by the

Confusion card.



Spanish Plans Discovered

The Spanish plan of attack is found on a dead Engineer following a skirmish.

Play after Spanish player has declared all Close Combats.

-1 DRM to all Spanish attacks this turn. French units attacking alone

are exempt.



Spanish Navy Raids

HMS Mentor is captured and burned up the Escambia River. Spanish liberate 60 POWs

One reduced 2-step Spanish unit other than artillery may be flipped to full strength.

Reduce British Army Morale by one (-1)

Increase Spanish Morale by one (+1)



Musket Fire



During Close Combat, Regulars and/or Marines in 1 stack combine SP's as musket fire against the enemy's adjacent lead unit. Roll 1 *unmodified* die. If a hit is achieved, roll a second time for results.

SP's Firing	To-Hit	Die Roll	Result
1	9	0-1	NE
2-4	8-9	2-4	R
5-6	7-9	5-7	D
		8	1
		9	1*



Close Combat between this Br. stack and units in the targeted stack is waived, the units remain adjacent.

Local Superiority

Use this card to trump the play of one Random Event card played by your opponent. The effects of that card are ignored.

Cards printed in red may not be trumped.



Exhaustion

This card may only be played against an army that is Fatigued or Wavering. Designate any Disrupted unit in that army and cause it to Shatter. No die roll is made and leaders are ignored. The Shattered unit retreats 3 hexes normally.

This card may never be played against a unit stacked with de Galvez.



Sniper!

Choose any enemy leader that is adjacent to a friendly combat unit.

Roll one die:

0-5 = No Effect

6-8 = Leader Retreats

9 = Leader Killed

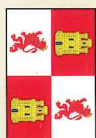
Normal VP and AM adjustments.



French Siege Train

Play on or after Siege Turn 7.

Add the French armed redoubt to the counter mix. It is treated like a Spanish redoubt for all game purposes.



Initiative Shift

May not be played on Coup de Main Turn 1.

The owning player may take initiative this turn. May be played before or after Initiative Die Roll.

Return to the deck and **RESHUFFLE** Do not reshuffle previously played cards.



Spanish Troops Killed by Friendly Fire

Decrease Spanish Army Morale by one (-1).



Commander's Initiative

Choose double MP's or +1 DRM to the Rally die roll this turn for all units that begin stacked with a leader.

Individual leaders may choose separately.

This benefit cannot be applied to British units stacked with a Raid Marker.

If played by the Spanish on or after Turn 7, roll one die.

0-8 = Spanish leaders

9 = French leader



Damaged Caisson

No British Offensive Howitzer Fire this turn.

If the Howitzer is not in play, ignore this card.



Red Cliffs Fort Receives Additional Guns

+1 DRM to Red Cliffs Fort "To Hit" and "Damage" die rolls.

May only be played if Major Pentzel occupies the Red Cliffs Fort.

If drawn after Turn 7, discard and draw again.



British Frigates Sortie

British player rolls one die:

0-4 = No Effect

5-6 = +1 to British Army Morale

7 = Remove *HMS Mentor* Seamen, then either +1 to Br. Army Morale or -1 to Sp. Army Morale.

8 = Remove *HMS Port Royal* Seamen, then either +1 to Br. Army Morale or -1 to Sp. Army Morale.

9 = Remove both the *HMS Mentor* and *Port Royal* Seamen, then +1 to Br. Army Morale AND -1 to Sp. Army Morale

No VP or additional AM adjustments.



ARMY MORALE TRACK KEY

Demoralized
Wavering Initiative -1, Unit Morale -2
Fragged Initiative 0, Unit Morale -1
High Morale Initiative +1, Unit Morale Normal

Demoralized
Wavering
Fragged
High Morale

0 DEMORALIZED
1 WAVERING
2 WAVERING
3 WAVERING
4 WAVERING
5 WAVERING
6 WAVERING
7 WAVERING
8 WAVERING
9 FATIGUED
10 FATIGUED
11 FATIGUED
12 FATIGUED
13 FATIGUED
14 FATIGUED
15 FATIGUED
16 FATIGUED
17 FATIGUED
18 FATIGUED
19 FATIGUED
20 FATIGUED
21 FATIGUED

Siege Turn Track

1 April 7-8	2 April 9-10	3 April 11-12	4 April 13-15	5 April 15-16 <i>Spanish Relief</i>	6 April 17-18	7 April 19-20 <i>Spanish Relief</i>	8 April 21-22	9 April 23-24	10 April 25-26	11 April 27-28	12 April 29-30	13 May 1-2	14 May 3-4	15 May 5-6	16 May 7	Mandatory <i>Coup de Main</i>
Clear Weather	Event Card <i>British Relief</i>	Weather Check	Event Card	British Relief Weather Check -1	Event Card	Weather Check	Event Card	Begin POW Roll: 0-1 Weather Check	Event Card	British Relief Weather Check -1	Event Card	Weather Check	Event Card	Weather Check -2	Event Card	

Coup de Main Turn Track

1 7:00 AM May 7	2 8:00 AM	3 9:00 AM	4 10:00 AM	5 11:00 AM	6 12:00 PM	7 1:00 PM	8 2:00 PM	9 3:00 PM	10 4:00 PM
Historical Scenario Clear Weather		Event Card							

Game Designers: Mark Miklos & Don Hanle

Map Artist: Charles Kibler

The Battle of
Pensacola
March-May, 1781



*Spiked Garrison
Artillery*

Knight Box
Indigible Units: Campbell, Samson, Marines,
Negroes, Pensacola Militia, Indian Vols,
POW and Wildcat Artillery
Maximum stacking allowance is 6 SP
(or 2 SP for Indian Vols)
plus bow/rate and any number of eligible leaders.

Map Key

Rail Entry/Exit Hex
Surveyed Path
Cordon Road
Inlet
Deep Water
Swamp
Palmetto Scrub
Heavy Woods
Lake
Light Woods
Slope
Indian Village
Crops
Clear
City

Decisive Victory Hex
Well
Earthworks
Stockade
Ft. Pensacola
Governor's Plantation