



# 1775: Rebellion (2013)

2-4 Players Designer: Beau Beckett, Jeph Stahl

Duration: 3-8 rounds. 60-120 minutes.

Alt Scenario: Siege of Quebec (2p game for experienced players, not covered here)

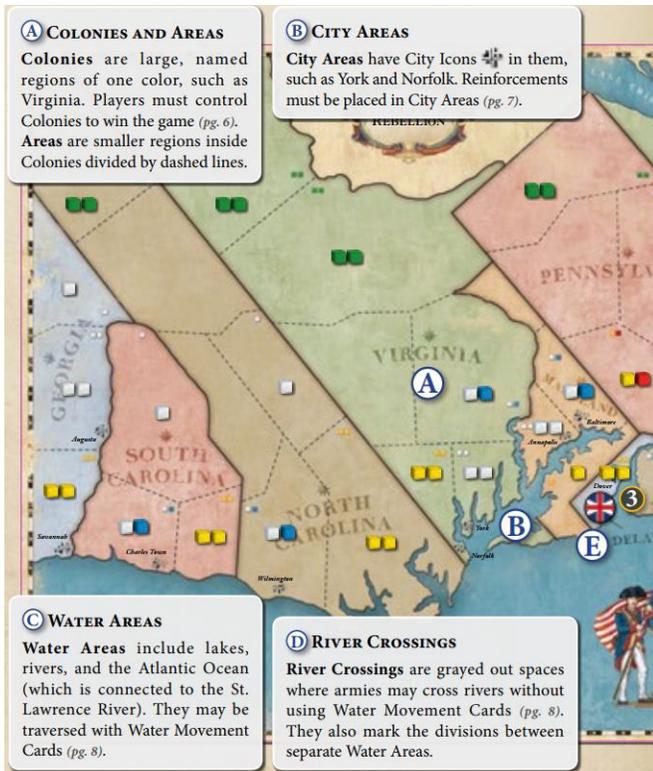


## Setup

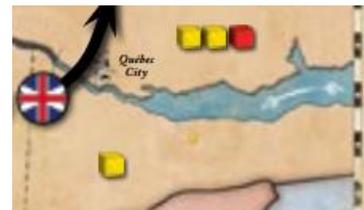
- Each player chooses a faction and takes resources. The factions on a side will win or lose together. All factions must be played. For **2p/3p**, players can play both factions on their side. Players on same side can show their cards and discuss strategy with their ally.
- British Side Factions:**
  - British Regulars:** 15 Red Faction Cards , 35 Red Unit Cubes, 2 Battle Dice 
  - Loyalist Militia:** 13 Yellow Faction Cards , 45 Yellow Unit Cubes, 3 Battle Dice 
- Colonies Side Factions:**
  - Continental Army:** 14 Blue Faction Cards , 40 Blue Unit Cubes, 2 Battle Dice 
  - Patriot Militia:** 12 White Faction Cards , 45 White Unit Cubes, 3 Battle Dice 
- Put **Units** on the map matching the colored squares printed in corner of each **Area**
- Put **British Control Flags**  on DE, Nova Scotia, Quebec, **American Control Flags**  on RI and CT
- Players sort out **Factions Cards** 01-12, shuffle and draw a starting hand of 3 cards (above 12 not used). If no Movement cards in hand, show it, and shuffle hand back into deck, draw 3 new cards.
- Place **4 Turn Cubes** [blank dice] in bag and draw 1. The faction drawn and ally faction each place 4 Units on any Areas where their side has units, then the opposing side does the same.
- Create **stockpiles:** 4 Native American Units [green, independent], 12 Hessian Units [orange, allied with British], 12 French Units [purple, allied with Americans] and remaining faction cubes.
- Put the **Round Pawn**  on the 1 space of the **Round Track**

## End Game & Scoring

- Starting in **Round III** and all subsequent Rounds, check whether either side has played both of its **Truce Cards** . If either side has, the game ends.
- The side that controls the most **Colonies** wins.
- Tie: no tiebreaker, America becomes a southern province of French Canada



The St. Lawrence Seaway is considered directly connected to the Atlantic Ocean



Virginia consists of 7 Areas total



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## Game Play

- Put all 4 Turn Cubes in bag, draw 1 and place on 1<sup>st</sup> space of turn track. Player completes a full **turn** [4 phases], then draw another cube, place on track and that player takes **turn**, etc. The round ends when all factions have taken a turn. Advance Round Pawn, check for end game, and start new round.
  - You **control** a Colony if: your side [including allies] has Units in at least 1 Area **and** there are no opposing Units or *independent* Native American Units in any area of the colony. Add a **Control Flag** to a Colony you control. Remove Control Flag if opposing faction has Units in Colony at end of turn, or if your side moves all Units out of the Colony.
  - To ally with **Native American** units, move your units into an Area with only Native American units present. If left alone, they return to being independent.
  - **Event Cards** can be played in **Reinforcement**, **Movement** or **Battle** phases, depending on card text.
- 1 Reinforcement:** put 4 Units from stockpile [if available] to 1 or more City Areas in Colonies your side controls. If your Faction has Fled Units at the start of Reinforcement, put them in 1 or more City Areas your side controls. If no Colonies controlled, can't place Reinforcements or Fled Units.
  - 2 Movement:** play 1 **Movement card**. May form 1 Army per icon  [move together]. Includes some or all Units in an Area, can include Faction, partner Faction, and Allies. Must include at least 1 of active Faction's Units. May move up to distance shown under arrow . Each Army can move 1x in phase, can't pick up or drop off Units. Must stop if enters an Area with opposing Units or independent Native Americans. May cross at River Crossing. A **Water Movement** card  lets you move from any Area by water to another Area by same water. Can't move past River Crossings. **Warship** cards  allow 2 Armies to move across any Water Area. **Boat** cards  let you move 2 Armies of 3 Units each across same Water to same Area. St. Lawrence River is part of Atlantic during Water moves. **Truce** cards are also movement cards – if you only have 1 movement card in hand must play it!
  - 3 Battle:** if Units from both sides in an Area after movement, battle [Active player chooses order if multiple]. Play Battle Event cards 1<sup>st</sup>. Then Defending Factions roll 1 die per Unit up to max [including Allies], then Attacking Factions roll. Each Faction rolls own dice. If both sides have units, repeat.  
**Native American** Units can't fight each other – they flee 1-by-1 from both sides until only on 1 side [or none].
    -  **Hit** – opposing side removes 1 Unit of choice from battle to Reinforcements
    -  **Flee** – remove 1 of that Faction's Units to Fled Units space on board
    -  **Command** – Faction player may make a Command Move with 1 Unit of that color
  - 4 Draw Cards:** discard played Movement card and any Event cards played. If Truce card was played, place face-up by board. Draw back up to 3 Faction cards [if available]. If no Movement cards in hand, show it, and shuffle hand back into deck, draw 3 new cards.