



Historical Conquest™:

The American Revolution Expansion Game

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American Revolution Expansion Game Rules

Summary: The American Revolution Expansion is a competitive game where you and your opponent command opposing armies from the historic American Revolution. Each player begin the game with half of the Lands involved in this conflict (thirteen colonies and seven territories from during the war). Through combat you may take these Lands from your opponent as you fight to take all twenty into your possession. During these battles your opponent may retreat, fortify, and fight back until only one opponent survives. The victor is the player that gathers all 20 Lands from their opponent.

Setup:

1. Lay the play mat (Battlefield) between you and your opponent so each of you have a Morale counter in front of you. The Morale counter is made up of numbers from 0 - 3000 on one of the long sides of the mat.
2. Select the Nation you would like to command including British or Colonial Forces (additional Forces will be released very soon), each will have their advantages and disadvantages.
3. Take that Nation's Forces pack and remove the cards from their box. Each pack contains 20 Characters from the American Revolution who served either the king's crown (British) or the colonies (Patriots). All cards are specific to your chosen Nation. Place these cards, shuffled, to your right, off the mat. This pile is called your Forces Pile and should be face down.
4. Take the American Revolution: Events and Land deck and separate the Land cards from the Events. Place the Events on the center of the short side of the play mat under the title "American Revolution".
5. Take the Land cards and deal them between the two players. Each player will start the game with 10 Lands. In this same box you will find the Land Coins in card form. These are thicker cards with punch out pieces (coins). Each coin is double sided, though both sides should have the name of a specific Land, each side is either Red (for British) and Blue (for Patriots). Separate the coins from their holder and for each Land you received place a coin on that corresponding Land with your color face up. If you are the Patriots, all your Lands will contain Blue coins. Place your coins until all Lands are marked.
6. Keep your Land cards and place them in front of you. Here is where you need to start being Strategic. Place all the Land cards you believe are safe or undesirable to your opponent in a pile face up, called the Stationary Land Pile, to the side, next to your Forces Pile, keeping them in your possession. Though these Lands still belong to you, you see no reason to defend them currently.
7. Those Lands you keep in front of you need Forces to protect or attack your opponent's adjacent Lands. Simply line them up in front of you left to right. Characters that you play, during the game, will be placed between you and the Land cards they occupy in even columns.
8. Lastly, draw 5 cards from your Forces Pile and hold them in your hand so your opponent can not see them.
9. Now with the coins on the play mat marking your Lands, the corresponding Land cards either in a pile to your right next to your Forces Pile or in front of you in a row left to right, the Event cards on the side of the play mat under the title "American Revolution", your Forces Pile to your side (off the mat) near to your Stationary Lands pile, and five Forces cards in your hand, you are now ready to being.

Game Play – First and Second Round

This is a Turn-based game where one player takes their Turn, then the second player takes theirs, and so on. The youngest player goes first. A Round is defined when the first player of the Round flips over an Event card and its Abilities are read out loud. The abilities of the Event tell how it effects either Nation. Player One begins their Turn by placing up to three Characters cards in the Lands they choose to defend or ones that are Strategic in attacking their opponent. Only four Characters may occupy the same Land or one Army and three Characters per Land. Round One and Two are world peace and you may not attack your opponent's Land, Morale, or their Characters. When the Forces are placed the Player may draw enough Forces cards so there are 5 in their Hand at the end of the Turn (Gathering Reinforcements). Gathering Reinforcements signals to their opponent that it is then their Turn.

Morale Points

You start the game with 1000 Morale points and may increase your points through Character or Land's Abilities. You may also lose Morale through Character's Abilities or losing in battle, whether attacking or defending. Each time a battle ensues, and you lose, you lose 100 Morale. Each time you take a Land you gain the points shown in its Ability section. You may only gain up to 3000 Morale points but if you decrease your Morale below 800, you may not Attack your opponent's forces, though you may still claim unoccupied Lands (Stationary Land) in hopes of gathering their Morale.

Game Play – Third Round and Beyond

Like Rounds One and Two, Player One begins their Turn by placing up to three Characters in the Lands they choose to defend or ones that are Strategic in attacking their opponents. When the Forces are placed the Player is now allowed to attack their opponent's Forces if their Morale is 800 or above. They may also confiscate their unoccupied Lands. A player may only attack or try to confiscate up to two times collectively. After all attacks and confiscation are complete, the player may Gather Reinforcements to end their turn.

How to Attack (Land to Land)

The attacking player may declare an attack on any of the opponent's Lands that are touching the Land from which their Forces are attacking. First declare an attack by telling your opponent which Land they are attacking. The opponent must then count all the Defense points on their Character cards (second number on the bottom right-hand corner) defending the Land being attacked. The attacker then counts all the Attack points on their Character cards (first number on the bottom right-hand corner). The player with the highest points wins. OPTIONAL: You may also choose to add a little more chance by rolling a single die (dice) and multiplying the number by 100. The player with the lower points loses 100 Morale points. If the defender has lower Strength points (defense), they also lose one Character or Army, of their choice, defending that Land. If the Land is unoccupied after the battle, the Attacker may take the Land for themselves and place it in their Stationary Pile or in front of them and defend it with anyone from the attacking Land.

How to Confiscate Land (Forces Moving into Unoccupied Territory)

Taking a Land from your opponent when it is unoccupied is not considered an attack. The opponent trying to confiscate a Land simply needs to declare which Land he intends to confiscate. This Land must be adjacent to a Land with Forces which will be moved into the new Land. The player must then roll a single die. If the number is 4, 5, or 6, the Player may confiscate that Land. If the number is 1, 2, or 3 nothing happens.

Retreating

If you are defending a Land and lose the first battle, you may choose to retreat the rest of your Characters/Army to an adjacent Land you already own. If you choose to retreat to another Land, you automatically forfeit the Land you abandoned during battle and your opponent may then take it for their own.

Transportation

Any player may transport one or many cards from the same Land to an adjacent Land once per their turn. The player must simply move one or multiple cards from one Land to an adjacent Land before they Gather Reinforcements.

How to Win the Game

To win the game you must simply gather all 20 Land cards from your opponent or your opponent must surrender.