

# SARATOGA 1777



## INTRODUCTION

**Saratoga 1777** simulates the victory of the American Insurgents against British troops during the War of Independence, an event which led to the Kingdom of France declaration of war against Britain. The British objective is to capture Albany, using small but professional troops. The American Insurgents must imperatively block the opposing advancing columns.

Saratoga 1777 lasts 14 turns each representing about 10 days between the 10th of June and the 20th October 1777. It opposes the Rebel American forces to the British in Upper New York.

Forces of both sides are heterogeneous in quantity and quality.

- The **British** have professional troops, German mercenaries and a numerous artillery, but their columns are separated and relatively few in numbers.
- The **American Insurgents** have numerous militias and subsequent reinforcements, but their morale is low and their leaders quarelling.

The game event cards allow full replay ability thanks to the numerous various situations that their create on the diplomatic, military, political or economical fields.

## DURATION

Average Duration: 1h30

Favored Side: None

Most Difficult Side to Play: British

The scenario lasts 14 turns (between June 10th and October 20th, 1777), each turn being equivalent to 10 days.

The **British player** always plays first, followed by the **American player**.



## FORCES

The **British player** controls the **British units (red)**, German Hessian (purple) and **brunswick (black)** allies, and some **Indians (orange)**.

The **American player** controls the units of the **Continental Army (blue)**, **Militias from the northeastern states of NY, NJ, CT, MA, NH, VT (green)** and **Oneida Indians allies (violet)**.

## MAPBOARD

The map shows the state of New York and neighboring areas.

It is divided in a few theaters, such as Canada, New York, or New England.



## VICTORY

### IMMEDIATE VICTORY

When one of the players reaches or exceeds 20 VP at the end of a turn.

else the player with most VP at the end of the scenario wins the game.

### VP BONUS

- The **British player** earns 1 VP when controlling for the first time the following towns or sites: Crown Point / West Point.
- The **British player** earns 10 VP when controlling for the first time the city of: Albany.
- The **American player** earns 1 VP when controlling for the first time the town of: Oswego.
- The **American player** earns 5 VP when controlling for the first time each of the following cities: Montréal / New York.

### VP LOSS

- The **British player** losses 5 VP if he does not control all the following structures at the end of the scenario: Albany / New York / Oswego / Crown Point / West Point.

# SPECIAL RULES

## ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), there is an economic phase to collect money, pay maintenance and purchase new units, replacements or cards.

### Cost of Units and Cards

- Supply Wagonss / Indians: \$1
- Card, Artillery, Cavalry: \$3
- All other units, except a few boats\*: \$2.

*\*the British river boats cannot be rebuilt.*

## SUPPLY SOURCES

**British:** Québec

**American :** Center Valley.

**Common to both sides:** Albany / Manhattan.



**Beware!** the Wilderness terrain does not allow supply (you need a supply wagon to survive there, except irregular units - see next).

## PETTY WAR

The pro-British **Indians**, the pro-American **Indians** and the “Morgan’s Rifles” **American** units are petty war irregular units. There must be a discovery test to find and engage them if they are under camouflage. But they must un-camouflage if they wish to attack.

In addition, they never require supply.

