

Liberty or Death FAQ/Strategy Guide

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Liberty or Death

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Selecting a game to play

The Game Menu

- New Game - This option allows a player to begin a new game.
- Load Game - This option allows a player to load one of up to two saved games.

Setting Up a New Game

- Human vs Computer
- Human vs Human - When one C&C is defeated, the human is replaced by a Computer player for the duration of the game.
- Computer vs Computer

Choosing Your Side

- American - George Washington C&C
- British - Thomas Gage C&C

Districts & Government

There are 53 districts in liberty or death, taking up what today we consider most of the east coast of the U.S.A. and a few parts of Canada. Each district may only be controlled by either the Colonists or the British. The highest ranking officer in that district will assume command.

The game can only be won by the British if they or loyalists to them control all 53 of the districts. The Colonists may win in the same manner, but can

also win if they hold out until 1820, when the King of England goes insane.

Here is a list of the Districts, in brackets is the side which starts out the game with control of the district in question, and with how many officers stationed there. Most districts start with no one in control.

1. St. John
2. Penobscot Bay
3. Waterville
4. Fort Western
5. Boston [British, 7]
6. Springfield [American, 11]
7. Quebec [British, 2]
8. Three Rivers [British, 2]
9. Montreal [British, 2]
10. Berlin
11. Portsmouth [American Allies, 2]
12. Norwich
13. Ticonderoga [American, 2]
14. Bennington [American, 1]
15. Albany [American, 2]
16. Fort Stanwix [British Loyalist, 2]
17. Fort Niagara
18. White Plains [American, 2]
19. Long Island [American, 2]
20. Newport [American, 2]
21. New London [American, 2]
22. Hartford [American Allies, 3]
23. Monmouth
24. Trenton
25. Wyoming
26. Venango
27. Philadelphia * - This is where the Continental Congress meets.
28. Susquehanna
29. Pittsburgh
30. New Castle
31. Head of Elk
32. Baltimore
33. Alexandria [American Allies, 1]
34. Winchester
35. Norfolk [American Allies, 1]
36. Richmond
37. Roanoke
38. Warrenton
39. Guilford
40. New Bern [American Allies, 2]
41. Wilmington [British Loyalist, 2]
42. Charlotte
43. Georgetown
44. Camden
45. Ninety-Six
46. Charles Town [American Allies, 1]
47. Atlanta
48. Augusta
49. Savannah
50. Columbus
51. St. Augustine [British, 2]
52. Apalachee [British, 1]
53. Mobile [British, 1]

The American Government is made up of Representatives and the Continental Congress. William Vernon and John Adams will always have about the highest support. If it gets to the mid 50s though, you must be doing quite poorly.

Representative of Canada Ben Franklin
Representative of Massachusetts Samuel Adams
Representative of New Hampshire Josiah Bartlette
Representative of Connecticut Roger Sherman
Representative of New York John Jay
Representative of Pennsylvania John Dickinson
Representative of Maryland Samuel Chase
Representative of Virginia Patrick Henry
Representative of Georgia Lyman Hall
Representative of South Carolina Edward Rutledge
Representative of Florida Button Gwinnett
Representative of North Carolina William Hooper
Representative of Delaware Caesar Rodney
Representative of New Jersey Richard Stockton
Representative of Rhode Island Stephen Hopkins
Superintendent of Finance Robert Morris
Secretary of Foreign Affairs Silas Deane
Board of War Chairman John Adams
Marine Committee Chairman William Vernon
President of Congress John Hancock

The British Government is made up of Governors and Parliament. The War Secretary and the Lord of Admiralty will almost always have the highest trust level for a player. If that trust with those two drops under 65, look out, it is bad news.

Governor of Canada Frederick Haldimand
Governor of Massachusetts Thomas Hutchinson
Governor of New Hampshire John Wentworth
Governor of Connecticut Jonathan Trumbell
Governor of New York William Lord Tryon
Governor of Pennsylvania John Penn
Governor of Maryland Robert Eden
Governor of Virginal John Lord Dunmore
Governor of Georgia James Wright
Governor of South Carolina William Lord Campbell
Governor of Florida Patrick Tonym
Governor of North Carolina Josiah Martin
Governor of Delaware John McKinly
Governor of New Jersey William Livingston
Governor of Rhode Island Joseph Wanton
Secretary of the Treasury George Greville
Secretary of State for Colonies William Legge
Secretary of State for War Lord Barrington
Lord of the Admiralty Lord Sandwich
Prime Minister of Parliament Lord North

Continental Congress and The House of Commons

The Colonists have a Continental Congress, which is their so called governing body throughout the game. They provide funding, additional troops, promotions, and fleets. In the first meeting, there will be 1534 gold to be spent for a three month cycle [6 Turns]. The navy in this cycle will be unable to aid a player at all. The ground based troops will be able to send a few regiments to Northern, Central or Southern areas of the map. Officers demand money for their services at every congressional meeting. It's recommended to stay with the "normal" pay, or else they may begin to lose loyalty. But, do not be afraid to give them a bit less than usual, especially when times are tight. A request to build up a fleet will follow. Each fleet power [100 max] costs 50 gold. Money given to regiments is the final step of the process. If a player controls 10 regiments and gives 100 gold, each regiment will receive 10 gold of that. There is not much point in savings, so do not bother.

The British House of Commons functions in more or less the same way as the Continental congress. However, in the first stage of the game the British player will have a much larger budget, 4257 gold to play with. They can ask for ground support in the same way as the Continental Congress can. However, the British will be able to use their navy on the first meeting. A player may ask for an attempt to gain command of the sea, which on the first turn the British have about a 100% chance to command any waters they choose to. A Joint attack is also an option, as is transportation of men, which will place a fleet on any water accessible town controlled by allies. Troops may be moved or carried into battle against other water accessible locations with this command. The British pay their officers in the same way as the colonists. The British can also hire mercenary regiments to aid their cause. Each mercenary regiment costs 100 gold. The British also end their meetings of Parliament by distributing money to each of the regiments in the same way as the Colonists can.

After the legislative bodies have met, a brief event will show which power in the game gained control of the Northern, Central and Southern seas. Any world event will also take place at this time.

In subsequent meetings of the Continental Congress, the colonists will be able to choose where to use their navy. Both the House of Commons and the Continental Congress will be able to promote various members of their armies to higher ranks. Promotions increase the reputation and loyalty of the officers they are given too, and also boost the moral of the regiment that officer commands. Promotions are given out in larger numbers when the government is more favorable to your work. With higher rank comes a higher paycheck, though.

It is also possible to release prisoners for money in this stage of the game. Other tasks both sides can do are; repay loans, have a possible impeachment / vote of no confidence of their respective C&Cs.

Taking a Turn

Each district controlled by a player gets two turns per month. This amounts to six turns, per district, per meeting of the governments. The highest ranking officer in any district is put in charge of a turn. Almost every action requires "Body", a stat which all officers have. 1/4th of all body is returned at the end of a turn in preparation for the next. Most officers have between 90 and 100 body, so it may take about five turns to replenish from 0 body to 100 body. The other thing necessary for most actions is gold. Each District has its own gold supply. The main menu of a district looks like:

```

Date                State|          |Domestic |
#: District Name   Fleet|          |Materials|
-----|          |          |Personnel|
|          |          |          |Military |
Portrait|Officer   |          |Info      |
|Name          |          |-----|
|          |          |          |
-----|          |          |
Troops          Gold   |          |
Officers        Food   |          |
Support          Gun Powder|          |
-----|          |          |

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if the right arrow key is hit, another menu appears near the bottom

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-----|          |
Infantry        Economy| <--- How probable investors are to help you
Calvary         Prices | <--- from 50% to 200% the normal cost of goods
Guerilla        Cannons|
Engineers       Boats  |
-----|          |

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From the smaller menu to the right, a player may select which category of actions she or he wishes to select from. I will list what the action does and how much body and gold performing such an action takes.

Domestic - This entire category pertains to actions which are done on behalf of the district. These actions are generally done to improve economic well being of the district or to make the officers commanding it more popular.

Parade - A parade is a way to raise support in a district. Every soldier in the district may participate in the parade. Parades are free of charge, but cost 40 body to perform. Officers with a higher reputation stat generally get a better response from a parade. Multiple officers in the parade also gives a better public opinion rise.

Gazette - A gazette passes out pamphlets to the local civilians. Unlike a parade, doing a gazette costs 100 gold. It takes less body, only 20, and only one officer may be in charge of giving out the gazette. The positive effects are based on tactics. Reputation may also be a minor factor. This is far more useful than a parade, provided you can afford it.

Send - Allows an officer to send supplies to an adjacent district by ground. This action requires 30 body. Rations, Powder and Gold may be sent. Goods may also be sent by sea if a fleet is located in the sending district.

Borrow - Borrowing allows an officer to obtain a decent amount of gold from local investors. All borrowed funds have interest which must be repaid at some point. Borrowing does require 20 body to perform, although the game does not tell you that. If public support is low, or if a player is doing quite poorly, local investors may not lend any gold at all. Investors will also not offer gold to borrow of the economy in the district is poor.

Materials - This menu is for the maintenance aspect of a district. Through this menu, a player may buy all the necessities, and some of the luxuries that

an officer will need.

Buy Food - Soldiers need food to live. Every ten soldiers eat 1 food in the time span of one turn. If a district runs out of food, soldiers will leave their regiments to go live off of the land. Because of this, having a supply of food is needed. Buying food requires an officer to use 20 body. Food is very cheap, generally ranging from 16 food for one gold, all the way up to a few hundred food for one gold.

Buy Powder - Gun powder is needed for muskets and cannons to shoot. Without powder, any firefight will result in many more casualties for the player with no powder. Powder is quite cheap, though usually not quite as cheap as food is. It requires 20 body to buy powder. Exercises such as training troops do not use up gunpowder.

Buy Arms - Soldiers require guns to fight effectively. The stat every officer has known as ARMS, is a percentage based figure of how many of that officers soldiers are equipped with guns. If the regiment has 500 troops and the ARMS number is 60, only 300 troops are actually armed. When soldiers are killed, and new ones drafted in their place, the ARMS number goes way down. Anyway, it takes 20 body to go shopping for guns, a license also... just kidding. Arms are quite expensive compared to other things you more or less need. Few regiments start with over 60% of its soldiers armed, so buying guns will be very costly in bulk. The standard rate is one arm for one gold.

Build Cannon - Cannons allow for siege attacks on enemy regiments or forts. However, only officers with tactics higher than 70 can build them. Building a cannon requires 40 body. Any infantry or engineering unit may use the the cannon, but it is best left for engineers, as they get the full range. Cannons are also very expensive, often costing in excess of 500 gold just for one. They are very nice to have though, since using barrage will hurt enemy troops, but none of your own.

Build Boats - Any officer may use his [that is not sexist, there is not a single female officer in the entire game] regiment to construct small boats. These boats are used primarily to cross rivers. Some battlefields require the use of boats or fleets to attack. It takes 40 body to build a boat. Any regiment may use the boat. Boats are also very expensive, often costing over 300 gold to build. The officer must have at least 50 tactics to build boats.

Personnel - This menu applies mostly to officers and keeping them happy. It will probably be the least used menu of them all.

Recruit - Recruiting allows an officer to recruit a loyalist officer, and thus its entire regiment so that a player may directly control that unit. This is important, many loyalists, while they may aid a players side, will often not perform certain tasks. In addition, most loyalists are very poorly armed and train, and falter quickly in battle. Recruiting takes 30 body and must be done by the district commander. Recruiting can cost money. The district commander may offer up to 100 gold to the officer. This is rather pointless. Most officers who will join at 100 gold, will also join for 10 gold. There are some loyalist officers who seem to be impossible to recruit. Also, un-recruited allies will only fight in the state in which they are from, and any adjacent district to that state, making their range quite limited.

Bribe - This command tries to pay off an enemy officer into bringing his regiment to your side. The district must be adjacent to yours, and this

option is only available after spying on the district in question. This takes 40 body.

Bonus - A bonus gives an officer extra gold. This is done to boost the loyalty of the officer and the morale of the soldiers in that officers regiment. It takes 20 body to institute a bribe and the bribe may be of any sum of gold, up to 100. This command is pretty useless, as the increase in loyalty generally returns to its previous level in three or four turns, especially on officers such as Benedict Arnold. A bonus may be instituted for any officer in a district, by that districts commander. Additionally, the C-C may give a bonus to any officer in any district.

Furlough - A furlough sends a unit on an extended leave of absence. It costs 20 body for the district commander to institute a furlough. The action lasts 1 to 3 turns, user selectable. This is a cheap way of giving a bonus, but at the cost of not having the furloughed regiments for a few turns.

Authorize - This option is available to the Commander in Chief only. It allows any district controlled by a players army to conduct its turns on its own. Essentially, the district becomes commanded by loyalists until the C-C cancels the authorization. This feature has pros and cons. The good news is, when you control half of the districts, you need not control the ones way off of your lines. The bad news, is of course, districts can do whatever they want. Often, the computer will move the officers into other districts, send supplies until it runs itself dry. If a higher ranking allied officers enters the district which is authorized, the authorization will be automatically cancelled. This action requires no body and takes effect immediately.

Military - Ah, the menu I'm sure you have been waiting for. This is the menu which allows you to do various thing required to kick ass and take names.

Move - This option allows regiments to move from one district to another. By sea, regiments can move up to half of the map away, provided the intended district is sea accessible. By land, regiments may move one adjacent district away. Moving requires 30 body for every officer who is moved. The officers may take Food, Powder and Gold with them. This is a great way to reinforce the front lines.

Draft - Drafting is a quick way to get a lot of soldiers replenished. The Officer chosen to lead the will need 20 body. The cost to draft soldiers varies, but it is often about 2 soldiers for every 1 gold. If enough soldiers are drafted to fill every regiment, they will automatically be put in regiments. If not, the player gets to decide who goes where. It is important to know drafted soldiers are neither trained well or equipped with weapons, so getting them battle ready is a fairly long process.

Re-Form - This command takes 20 body from the district commander. It allows any regiment which is not fully staffed to run off and get in battle ready status. It costs no money to do this, but, it requires an obscene amount of turns. Also, regiments which are re-forming can not help the district while they are doing so. The regiment will eventually return fully manned.

Drill - Soldiers who are well trained are better than soldiers who are not. Drilling takes 40 body per officer who participates. Officers with higher leadership stats are better able to increase the Training stat than officers who are not good leaders. The tactics stat may also play a minor role, but I do not have conclusive evidence of that. Aside from buying arms, training is the best way to increase a regiments battle abilities.

Battle - Ah, the one command this game most certainly needs. Any regiment going into battle on offense requires 40 body to do so. Up to eight regiments may attack from a district. Adjacent districts, up to two, may also send up to six regiments to aid. Defending districts may also request aid from neighbors as well. When attacking, the officers must bring with them; rations and powder. They also have the option to bring gold with in the event they capture the district they are attacking. The nice advisor will tell you how much food you need, but that does not take into account the neighboring aid, so if you intend to use aid make sure to bring extra food. Powder is another story. In my own experience, there's very little reason not to bring it all, as long as you think you can win. Running out of gunpowder is an almost assured way to lose a battle.

Organize - Allows you to swap cannons and boats around the regiments located in the district. This is useful at times, I suppose.

Info - This menu is... well, informative. Because of that, you will probably use it quite infrequently, but it does have some useful commands.

Officer - This choice allows you to review all of the information of any officer under you command. It shows all of their main stats and any temporary status if they apply.

District - This option allows a player to view the status of any allied or empty district. It shows rations, powder, gold, as well as the terrain of what the battlefield looks like. One may also view all officers in the district. However, a player may not view any information on a district which is controlled by the enemy.

Government - This option shows the representatives or royal governors of all the states. One may also view the heads of the congress and parliament. This is pretty useless, aside from seeing how much support you have, but that should be determinable from how much of the map you control

States - This option shows how well controlled a state is by either the British or American side. The bluer the state name, the more control the colonists have over it. The more reddish that it is, designates how much control the British have over it. This determination seems to be made by the amount of troops in that state, not the land area occupied.

Spy - The spy option is one of the trickiest in the game. It requires an officer other than the district commander to use 30 body and anywhere from 0 to 100 gold in an attempt to bribe someone in an enemy territory for information on that district. If successful, the information views the same way in which the "District" command does. If the command fails, the officer sent to spy is taken prisoner. Generally, it is bad to send someone who is inept and carrying no money. The loyalty of the opponents officers also play a big role. If they are very loyal, the spy command will almost never succeed. Depending on the distance from the district one spies from, will determine how many turns it takes to find out the outcome of the action.

Battle

Battles are the main way of getting new districts under your control. Battles may be initiated from land or by sea. By land, the range is any adjacent district, by sea, the range is about half of the entire map. The attacker may

bring up to eight regiments into the district which is being attacked. That attacker may also ask for backup from up to two districts, bringing as many as six regiments a piece. The defender may have up to twenty regiments defending it and may request assistance from two neighboring districts, each able to send six regiments. Each player may also bring up to two fleets. When it is all said and done, a battle could realistically have 52 regiments and 4 fleets in massive combat. All assisting districts may not bring in fleets, nor may they bring their district commanders.

Battles last for up to 15 days, all food and powder needs are taken from the lead attacking district and the defending district. So be sure to bring enough food and powder for your allies.

There are four types of units in battle; Infantry, Cavalry, Guerillas and engineers/artillery. Each unit has different properties and attacks. All unit types have 250 soldiers, except for infantry which have 500 of them.

Infantry - The most common type of unit. They are simple ground soldiers who carry their muskets into battle. If they run low on gunpowder, or if you want to, the infantry units may use their bayonets to attack. Bayonet charges were particularly bloody, and often cause enemy regiments to run backwards. This command may not be done against units located in a fort or town. Infantry units have a low movement range as well.

Cavalry - These units are comprised of soldiers on horseback. They are the most mobile unit type in the game. Cavalry can move through forests and if they stop inside of one when an enemy can not see them, they will become invisible until they leave the forest or a unit gets too close. They can use this hidden ability to use an ambush attack, which generally creams any unsuspecting unit. Cavalry may also use a charge attack which will run them right through an enemy unit. This attack may not be used on units in forts or towns though.

Guerilla - These are ground units trained specially for night and surprise combat. They have decent movement ranges and may traverse even the tallest of mountains. Like cavalry, guerilla units have the ability to ambush other units. They are much more effective at night, than they are in the day.

Engineer/Artillery - These units are great. They sadly move poorly and are ill suited to get in a close firefight. When an engineering unit has a cannon in its possession, it will gain the ability to barrage the enemy. This attack has a range of two squares in the day time, but only one at night. This attack is very nice because it kills enemies without any lost life to the engineering regiment itself. This is a great way to get a few free kills on an enemy unit before sending in the meat. This is also a great way to attack forts. These units can also build bridges across small rivers, or knock down bridges. This is a very valuable tool on many of the battlefields.

Fleets - Navies of all the countries are powerful. Fleets range in strength from 1 boat to 100. A player can not directly control its fleet, but the computer will move it for them. Fleets have enormous guns and can cause massive casualties to any ground unit too close to the shore. Fleets will often combat each other when possible. Attacking a fleet with a ground unit is generally a good way to lose the battle in a fast hurry.

Any unit with boats may set one on fire and attempt to crash it into enemy water vessels to inflict massive damage. This attack is not very practical, but it does come in handy sometimes.

While units are very important in battle [duh], the terrain can be equally as

useful. There are several terrain types in Liberty or Death, each which requires a certain amount of movement points to get through, and various offensive/defensive advantages to the unit standing on it.

Normal - This ground is just plain open grass. Movement cost is three and it offers no special bonuses for being on it.

Forest - This type of land can only be moved on by cavalry and guerilla. This type of land allows for ambush attacks and provide a bit of cover for any unit stationed inside.

Hill - Hills are hard to get over, taking five movement points. They do however represent the high ground, which gives a slight bonus from being on one.

Mountain - Only guerillas can move into mountains. They take a lot of movement and allow for ambush attacks. They are very high ground and offer some protection because of that.

Water - Only units with boats can move in water. It requires five movement and offers no protections to speak of.

Shallow - Shallows may only be moved on by boats. They take four movement and offer no defensive advantages.

Bridges - These are constructed over rivers or very small lakes. While on a bridge, a unit is an easier target. If the bridge is destroyed while a unit is on it, that unit is lost.

Sea - Large bodies of water. Fleets and boats may move in them. They take up five movement and offer no defensive advantages.

Town - Towns defensive bonus seems to reflect the popular support the district has for the unit inside of it.

Forts - There are two types of forts, both give huge defensive bonuses to the units which are inside of them. These are often placed right in the heart of an area where a defender puts its troops.

Officers

There are 250 officers in Liberty or Death. With the French and Spanish aid, the colonists will have access to more of these officers. Officers have many stats which are crucial to their performance. Body is the most important, it is the stat on which all actions are based. Body recovers 25% of its maximum value per turn, unless the officer is injured or the regiment is ill or under the influence of bad weather. Leadership is the next stat, it determines how well the regiment follows the orders of the officer. It is critical to get faster training and also helps out in battles. Tactics is another very important stat. It determines many important factors in combat which are directly related to unit losses. Tactics is also useful in building boats and cannons. Discipline is the least useful of the primary stats, it is good for keeping morale of the regiment up, but not much else. All four of these stats will remain the same for an officer all game long. Reputation switches around, but I have listed the starting reputation for officers. It will rise if they are heroes on the battlefield, promoted, or if the army they represent is doing well in the war.

Ranks signify who is in command of a district. The highest ranking officer is in command. Higher ranking soldiers also get paid more than lower ranking officers. If an officer is promoted in the congressional phase, his reputation and loyalty will increase. In addition, troop morale in that regiment will go up. Another attribute is the officers home. This information only matters on Revolutionary Militia and Loyalist Army units, but I have listed it on some Continental Army ones as well. If a unit is home in New York, it may only be used to do tasks in the state of New York and one district adjacent to any side of the state. If the officer is recruited into the directly controllable army, this will change and the officer will be able to go anywhere. Regiment types of the officer have also been listed by the first three letters of the type. Infantry, Cavalry, Guerilla and Engineers.

There's 213 of the 250 officers listed here, I've kinda given up on finding the other ones, so, MEH :P. If you have any of them completely, please email them to me :).

Continental Army

Name	Rank	Body	Ldr	Tac	Dis	Rep	Type	Home
George Washington	Gen	100	97	58	98	80	Inf	VA
Horatio Gates	Gen	96	95	90	91	76	Inf	VA
John Thomas	Gen	100	94	74	87	80	Inf	NY
Artemas Ward	Gen	82	92	64	95	80	Inf	MA
Israel Putnam	Gen	72	89	75	60	62	Inf	CT
Charles Lee	Gen	80	78	80	48	76	Inf	PA
William Washington	Col	98	89	76	97	80	Cav	VA
Henry Knox	Col	100	83	72	92	70	Eng	MA
John Cadwalader	Col	89	70	65	67	51	Inf	NY
Tench Tilghman	Maj	90	59	59	94	80	Inf	MD
David Mason	Maj	60	30	30	30	30	Eng	MA
Return Meigs	Maj	85	73	99	86	80	Inf	NY
Ethan Allen	Col	100	95	69	51	75	Gue	NH
Benedict Arnold	Col	99	75	81	40	60	Inf	CT
Richard Montgomery	Gen	96	100	87	98	80	Inf	NY
Daniel Morgan	Col	51	66	99	89	80	Gue	NY
Phillip Schuyler	Gen	75	72	66	74	54	Inf	NY
William Alexander	Col	90	82	71	81	67	Inf	SC
William Thompson	Gen	95	81	94	100	80	Inf	PA
John Sullivan	Col	100	68	73	92	80	Inf	NH
Aaron Burr	Cap	50	62	58	86	46	Inf	CT
Nathan Hale	Cap	70	77	57	61	41	Inf	CT
Nathanael Greene	Gen	95	91	100	90	66	Inf	RI
Christopher Greene	Maj	83	72	51	44	36	Inf	RI
Benjamin Talmadge	Maj	70	51	99	63	80	Inf	CT
Henry Lee	Maj	86	90	81	83	60	Cav	NY
John P. Muhlenberg	Col	85	88	71	98	61	Inf	Special
Johann de Kalb	Gen	79	69	85	72	48	Eng	Special
Moses Hazen	Maj	80	72	22	43	47	Inf	NY
Thomas Conway	Col	74	63	41	30	60	Inf	Special
Peter Gansevoort	Col	83	80	64	66	49	Inf	Special
Friedrich von Steuben	Gen	84	64	60	91	47	Inf	Special
Louis DuPortail	Gen	89	78	95	92	42	Eng	Special
Joseph Laffayette	Gen	67	98	76	84	97	Inf	Special
James Ewing	Col	56	41	25	48	24	Inf	NY
Tadeusz Kosciuszko	Col	88	75	80	78	61	Eng	Special
Enoch Poor	Cap	85	64	78	65	47	Inf	NY

Kazimierz Pulaski	Col	87	66	84	91	58	Cav	Special
James Livingston	Col	79	50	60	52	41	Inf	NY
George Clinton	Col	76	59	31	50	41	Inf	NY
Samuel Forman	Col	87	65	55	55	56	Inf	NJ
Robert Kirkwood	Cap	70	81	78	84	10	Inf	DE
John Brown	Maj	85	70	73	65	45	Inf	PA
John Laurens	Col	82	87	78	88	40	Inf	SC
Lachlan McIntosh	Col	93	61	87	61	80	Inf	SC
Allen McLane	Cap	80	71	83	53	42	Cav	PA
Alexander Hamilton	Cap	90	72	43	81	64	Eng	NY
Alexander McDougall	Col	92	84	65	48	80	Inf	NY
Walter Stewart	Col	87	58	38	68	35	Inf	VA
Nicholas Herkimer	Col	85	67	61	68	50	Inf	NY
William Douglas	Col	87	74	54	64	45	Inf	NY
David Franks	Maj	77	59	45	80	40	Inf	CT
Benjamin Lincoln	Col	95	86	91	88	67	Inf	NY
John Jameson	Col	86	84	56	75	41	Cav	NY
John Lamb	Cap	66	73	65	69	48	Eng	NY
Timothy Bedel	Col	74	63	56	65	46	Inf	CT
James Wilkinson	Maj	61	21	54	22	80	Inf	NY
Josiah Harmar	Col	57	54	97	54	21	Inf	PA

Revolutionary Militia

Name	Rank	Body	Ldr	Tac	Dis	Rep	Type	Home
John Glover	Gen	86	80	60	52	50	Inf	CT
John Stark	Col	72	68	67	61	54	Inf	NH
William Heath	Col	79	60	65	50	37	Inf	NH
Thomas Knowlton	Cap	68	65	97	65	45	Gue	CT
David Wooster	Col	68	54	34	62	80	Inf	CT
George Clark	Col	99	67	72	38	65	Gue	VA
William Woodford	Col	46	74	68	94	80	Inf	VA
John Lillington	Col	57	58	57	54	47	Inf	NC
Richard Caswell	Col	78	63	41	72	22	Inf	NC
William Moultrie	Col	66	61	69	43	80	Inf	SC
John Lillington	Col	57	58	57	54	47	Inf	NC
William Campbell	Col	71	53	35	27	18	Inf	NC
Philemon Dickinson	Col	70	72	77	66	51	Inf	VA
Nathan Denison	Col	55	38	20	73	13	Inf	PA
Zebulon Butler	Maj	68	62	28	70	35	Inf	PA
Thomas Proctor	Col	78	64	63	59	60	Eng	PA
Daniel Brodhead	Col	95	40	25	48	40	Inf	PA
Robert Magaw	Col	50	20	37	17	38	Inf	PA
Robert van Rensselaer	Col	56	43	23	48	22	Inf	NY
Ichabod Alden	Col	60	67	44	91	31	Inf	NY
Thomas Boyd	Cap	50	35	28	43	20	Gue	NY
William Popham	Maj	74	62	40	46	40	Inf	NY
William Davie	Col	95	87	80	75	61	Inf	NY
Hugh Mercer	Col	67	70	87	64	80	Inf	NJ
Mordecai Gist	Maj	56	52	51	65	40	Inf	VA
Richard Butler	Col	80	78	55	81	45	Inf	PA
Seth Warner	Col	70	47	43	50	38	Inf	NY
James Williams	Col	57	35	35	69	65	Inf	SC
John Sevier	Col	84	79	75	64	41	Inf	NC
Thomas Sumpter	Col	61	62	32	41	24	Gue	SC
Isaac Huger	Col	50	31	37	80	35	Inf	SC
George Weedon	Col	59	61	55	100	81	Inf	VA
Charles McDowell	Col	70	61	44	69	44	Inf	NC
Henry Dearborn	Cap	90	68	47	88	31	Inf	NY

Joshua Huddy	Cap	72	45	40	44	32	Inf	NY
Anthony Wayne	Col	87	90	68	45	80	Inf	PA
James Wadsworth	Col	100	21	54	22	80	Inf	NY
William Maxwell	Col	49	54	59	46	45	Inf	NJ
David Waterbury	Col	84	65	45	64	45	Inf	NH
Francis Barber	Maj	55	37	26	11	10	Inf	NJ
Elias Dayton	Col	85	84	65	77	47	Inf	NJ
John Armstrong	Col	62	69	44	70	50	Inf	PA
Arthur St. Clair	Col	97	68	52	87	80	Inf	PA
Isaac Shelby	Col	57	32	40	81	34	Inf	NC
James Bedlock	Cap	57	65	45	75	54	Inf	PA
Robert Howe	Col	85	80	61	58	58	Inf	NC
Francis Marion	Col	92	82	95	80	56	Gue	SC
Benjamin Cleveland	Col	70	57	65	41	45	Inf	NC
Issac Hayne	Col	50	36	36	47	10	Inf	SC
William Ledyard	Col	62	40	20	50	35	Inf	CT
Stephen Olney	Cap	63	32	74	42	42	Inf	RI
Hezekiah Maham	Col	52	47	57	34	15	Eng	SC
Andrew Pickens	Col	89	78	76	30	80	Inf	SC
John Ashe	Col	73	48	32	70	46	Inf	NC
Joseph McDowell	Col	92	84	65	47	80	Inf	NC
Gold Silliman	Col	88	65	49	56	10	Inf	NY
Marinus Willett	Cap	97	91	85	94	80	Eng	NY
John Gunby	Col	77	62	74	85	45	Inf	MD
William Smallwood	Col	53	40	58	95	80	Inf	MD
Richard Caswell	Col	78	65	41	72	22	Inf	NC
John Haslet	Col	54	61	16	42	18	Inf	DE
William Barton	Col	71	79	79	66	46	Inf	RI
William Moultrie	Col	66	61	69	43	80	Inf	SC
James Varnum	Col	100	62	60	63	80	Inf	RI
Edward Hand	Col	84	80	78	90	43	Inf	NY

French Army

Name	Rank	Body	Ldr	Tac	Dis	Rep	Type
Louis de Lauzun	Col	68	65	35	95	40	Cav
Jean Rochambeau	Gen	79	85	84	86	81	Inf
Donatien Rochambeau	Col	83	62	69	75	62	Inf
Claude de Choisy	Gen	65	54	44	53	56	Inf
Christian Deux-Ponts	Col	77	76	64	75	78	Inf
Fancoise Chastellux	Gen	77	45	39	44	34	Inf
Claude-Anne St. Simon	Gen	78	65	45	75	57	Eng
Louis de Noailles	Col	75	63	68	50	55	Inf
Claude Blanchard	Maj	86	53	67	56	46	Inf

Spanish Army

Name	Rank	Body	Ldr	Tac	Dis	Rep	Type
Prudencio Cotes	Maj	99	46	65	35	61	Inf
Rodrigo Aguilar	Cap	87	57	76	47	49	Inf
Bernardo de Galves	Maj	87	84	98	65	51	Inf
Francisco Bouligny	Cap	75	45	64	57	85	Inf
Ricardo Montenegro	Cap	70	67	71	55	66	Cav

Due to some accidental confusion on my part, some members listed under "Royal" Army might actually be members of the "Loyalist" army.

Royal Army

Name	Rank	Body	Ldr	Tac	Dis	Rep	Type
Charles Cornwallis	Gen	98	88	80	91	79	Inf
John Burgoyne	Gen	60	80	60	75	60	Cav
Guy Carleton	Gen	96	94	95	98	72	Inf
John Andre	Cap	89	88	51	93	57	Inf
Thomas Gage	Gen	75	45	25	30	30	Inf
Henry Clinton	Gen	97	90	99	93	40	Inf
William Howe	Gen	82	92	90	89	79	Inf
Robert Pigot	Gen	69	65	78	84	80	Inf
James Fitzwalter	Col	68	55	30	45	35	Inf
Hugh McKenzie	Maj	88	70	65	70	40	Inf
Charles Asgill	Cap	75	35	56	67	46	Inf
Simon Fraser	Gen	60	75	69	72	51	Inf
Alexander Leslie	Cap	95	50	38	47	50	Inf
George Turnbull	Col	65	65	48	66	56	Inf
Augstine Prevost	Col	86	92	73	80	80	Cav
Francis Rawdon	Col	77	59	37	65	74	Inf
Elias Durnford	Cap	75	75	56	56	74	Eng
Charles DuBuysson	Maj	60	50	61	67	39	Inf
William Sutherland	Cap	65	32	32	62	38	Inf
Wilhelm von Knyphausen	Gen	93	85	73	89	57	Inf
Leopold von Heister	Gen	85	79	74	74	57	Inf
Carl von Donop	Col	65	62	69	64	46	Inf
Christian Breymann	Col	65	54	65	45	46	Inf
Friedrich Riedesel	Col	70	66	53	45	58	Inf
James Paterson	Col	72	60	42	53	42	Inf
Johann Holder	Maj	79	79	77	72	42	Eng
Tomas Futter	Maj	98	54	65	57	35	Cav
James Wemyss	Maj	65	34	54	54	65	Inf
Alexander Stewart	Cap	71	41	36	65	40	Inf
Mattias Fermoy	Gen	70	65	60	65	46	Inf
Nisbet Balfour	Col	80	76	80	63	40	Inf
Johann Rall	Col	75	64	62	55	41	Inf
Friedrich Baum	Col	88	62	30	79	32	Inf
Alexander Dickson	Col	75	64	45	35	54	Inf
Karl Josef Jaegerman	Cap	97	54	74	64	54	Gue
Johann von Krafft	Cap	78	42	54	84	54	Inf
Meier Roth	Cap	84	57	45	75	25	Inf
Helmut Wolf	Cap	88	25	54	84	56	Inf
Johann Ewald	Cap	76	36	46	76	56	Inf
Abraham d' Aubant	Cap	64	43	56	43	65	Eng
John Barker	Cap	74	64	43	63	34	Inf
George Garth	Gen	75	59	51	55	12	Inf
Nicolas Sauber	Maj	85	32	43	64	12	Eng
Gunter Tubussing	Cap	88	68	46	68	15	Cav
Thomas Dundas	Col	66	58	56	32	28	Inf
Paston Gould	Col	65	70	57	74	67	Inf
Richard Prescott	Gen	71	47	44	72	70	Inf
Patrick Ferguson	Maj	50	75	48	79	56	Cav
William Erskine	Gen	88	82	60	59	37	Inf
John Carden	Maj	45	55	23	44	35	Cav
Allen Jones	Gen	48	41	36	43	31	Inf
George Matthews	Gen	97	86	69	74	18	Inf
Henry Hamilton	Maj	63	71	67	42	35	Eng
James Armstrong	Maj	70	66	78	61	45	Inf
Chapple Norton	Col	69	59	62	68	58	Inf
Charles Preston	Maj	75	67	50	81	30	Inf

Charles Mawhood	Col	68	65	84	54	51	Inf
Allen Maclean	Col	98	75	76	54	24	Inf
John Maitland	Col	47	61	68	73	84	Inf
James Rugely	Col	86	68	51	68	55	Inf
John Hill	Col	73	63	43	32	18	Inf
Alexander Ross	Cap	84	68	88	62	55	Inf
Robert Rogers	Maj	60	67	48	68	14	Eng
John Moore	Gen	60	66	61	81	62	Eng
Banastre Tarleton	Maj	92	65	60	38	80	Cav
Thomas Pringle	Cap	65	43	51	48	16	Inf
Andrew Lewis	Gen	64	65	40	40	27	Inf
Samuel Graham	Maj	60	66	59	52	37	Inf
Francis MacLean	Col	87	87	51	46	14	Inf
Edmund Eyre	Col	76	65	46	54	54	Inf
James Craig	Maj	72	57	53	73	58	Inf
Charles O'Hara	Gen	89	81	69	78	20	Inf

Loyalist Army

Name	Rank	Body	Ldr	Tac	Dis	Rep	Type	Home
Donald McLeod	Col	91	80	74	54	63	Inf	NC
Archibald Campbell	Col	67	45	55	79	34	Inf	NC
John Butler	Col	62	78	64	56	68	Gue	NY
Walter Butler	Cap	90	67	56	10	70	Gue	NY
William Macpherson	Maj	94	78	84	54	87	Cav	SC
Thomas Browne	Maj	75	70	20	68	51	Inf	SC
David Fanning	Col	90	70	60	50	40	Inf	NJ
Abram van Buskirk	Maj	50	23	27	44	10	Inf	NJ
La Corne St. Luc	Col	78	64	87	56	45	Inf	CD
John Johnson	Col	81	64	59	37	47	Gue	NY
James Logan	Maj	44	46	60	32	30	Inf	NY
James Baird	Cap	74	73	82	54	54	Inf	GA
John Grierson	Col	58	42	41	46	17	Inf	GA
Beverly Robinson	Col	60	67	54	31	39	Inf	MD
Guy Johnson	Col	88	87	78	72	52	Gue	NY
William Tryon	Gen	56	68	22	45	54	Inf	NY
Joseph Brandt	Cap	91	72	86	43	60	Gue	NY
John Graves Simcoe	Col	60	55	52	51	75	Gue	NC

Officers: 224

Remaining: 26

World Events

There are many events which will forever shape the world. Some events only help or hurt one side, others effect both the British and the Americans.

Turn Events - These events can happen at the beginning of every turn. They do not always occur though.

Attrition - Some values in the district will change, see the Seasonal Event attrition for a better understanding of this.

Resignations - Officers with low loyalty may try to resign at the start of a new turn. Sometimes you can talk them into staying, other times they will

request 50 to 250 gold from that districts reserve. If you can not, or do not wish to pay that officer, he will leave.

Mutiny - Caused by low morale in a regiment, soldiers will leave the unit during the night. The first time a unit mutinies, the regiment will lose 50% of its troops, 50% more the next time, and on the third it will entirely disband, assuming you do not replenish the soldiers.

Foreign Aid - If playing as the Americans, other countries may aid you in the way of Rations, Powder, Arms and Money.

Bored Foreigners - These officers seem to be bored with their own lives and wish to aid the Americans in their struggle. They will be given a regiment should you decide to take any on. This is the Americans counter to the British being able to hire German mercenaries.

New Regiments - These will appear. Usually, each side gets at least one new regiment per turn. The German [Hessian] units and the British units can only appear in districts which have access to sea.

Dutch Merchant - Appears in the early stages in the game in American controlled areas. He [Sorry women, you were not Dutch merchants at this point in history either ;_ ;] will sell goods at literal steals. Stockpile for cheap. He will not appear after Britain declares war on the Dutch.

Prisoner Escape - Jail break! Officers who were imprisoned manage to escape. Is more common in Hard difficulty games or if the jails are overflowing with enemy officers.

Seasonal Events - These events begin right after the Continental Congress ends. They can last for many turns. There is not always a seasonal event, except for command at sea and attrition, but the harder the difficulty, the more likely bad events will happen.

Command of the Sea - This phase determines which power controls the three parts of the Atlantic Ocean. Whoever controls the waters controls what ships can move around there. While important, it is not absolute.

Attrition - Districts lose guns and some training every now and again. The ARMS goes down by about 2% or so per regiment, training about the same. This is hardly noticeable, but it is annoying to keep buying guns for the five troops who do not have any.

Fever - Fevers will effect a few districts at the same time. While infected with a fever, officers body recovers very slowly, loyalty and morale both go down as well. Fevers will continue for many turns.

Smallpox - Smallpox are very similar in effects to the fever. The only difference is that troops will decline slowly as they die off because of the infection. No district may have both the smallpox and the fever at the exact same time. Smallpox also last for many turns.

Storms - Heavy rains will prevent ships from moving through the district. In addition, body recovers slower than usual and morale suffers. Some soldiers also die in storms, so regiment populations will decrease.

Heat Wave - In the summer, districts in the southern areas of the map tend to get hit by extreme temperatures. Officers will recover body points slower

than usual, Morale will decrease as well. District supplies, particularly food, may also be taken. Troops also die because of high temperatures.

Severe Winter - The Northern regions are hardest hit by the winters. Fleets are unable to move, body recovers slowly and morale goes down. In addition, supplies are exhausted and soldiers die because of the cold. This is probably the worst of the disasters.

Historical Events - These events closely resemble what really happened in the American Revolution. Granted, you can screw them up and have them occur real late, or even early. But, many of them will happen. For the most part, the American player is benefited by this category of events.

Common Sense - This pamphlet was written by Thomas Paine. It questions the Divine Right of Kings. If it is able to be published, support in all districts for the Americans will increase dramatically.

Declaration of Independence - Will be declared if the British are removed from all districts excluding 7,8,9 [Canada] and 51, 52, 53 [Florida]. This will greatly increase popular support in all districts for the Americans. Sadly, the game is usually won by the time this happens. A quick note, it appears if at any point the British controlled none of these districts, that the Declaration can be written at any point there after, even if the British regain control of some regions.

Anglo-Dutch War - British forces attack St. Eustatias, a Dutch port in the Caribbean during this war, which will end the visits of the Dutch Merchant.

British take Philadelphia - If this happens, the Continental Congress will be exiled [presumably to New York], and support for Washington will falter. If the Americans manage to take it back quickly, support for him will rise immensely.

French joins the war - The Americans need to win a BIG battle for this to happen. It seems to be an offensive battle too, not sure though. Anyway, a month or two after a major victory is scored, the French will join the war if they feel the Americans have a chance of winning. Rather than just donating aid, they will actively send troops to help.

Spain joins the war - Everyone wants to get involved now, because someone is standing up to those mean British. Spain will join shortly after France and will send members of its army to help out as well. The Spanish navy is the greatest... well, provided you do not have 8 100 power fleets at this point.

Nathan Hale Executed - If Hale is caught spying, or captured in battle, the British may try to execute him. If they do, he will give a great speech before being killed which will elevate him to the status of Martyr. Support for America will rise all over the place. It is not often a bad idea to intentionally get Hale captured.

Benedict Arnold Defects - If Arnold's loyalty is low, there is a good chance he will join the side of the British if they are doing well in the war. Unlike the real revolution, his defecting in the game really is not that big of a deal as any soldier can defect.

Conway and Gates screw Washington - After a series of defeats, or just not accomplishing anything at all, Thomas Conway and Horatio Gates will band together with many representatives to try and remove Washington from power.

If it gets to this point, it will almost always succeed and Gates will become C-C... incidentally, you will lose the game. If it fails, which is very rare, Washington's support in the government will still take an enormous hit. One way to avoid this is to just let Conway and Gates resign if they ever offer it up.

Advantages of Each Side

American Advantages

- Start out with a few more regiments than the British
- Start out with a few more districts than the British
- Get Foreign Aid
- European Officers offer their services
- France and Spain can join
- Can receive new regiments on any districts
- Officers usually have higher stats than British ones

American Disadvantages

- Virtually have to beat the British alone, as foreign powers join far too late to be of any real use.
- Only start with districts in the north, green allies in the south quickly lose control of their territories.
- Start with no fleets.

British Advantages

- Get much larger budgets in the first several phases of the game
- Regiments are usually armed better when they arrive
- Can hire German Mercenaries [up to 20 all game] to greatly swing the officer balance to their favor very early.
- Get direct control over Northern and Southern districts on the first turn.
- Start with great naval superiority.

British Disadvantages

- Can only receive new regiments on sea accessible districts.
- Get harder and harder to win with as the game progresses.
- Automatically lose in 1820 when the King dies.
- Regiments take months to arrive, whereas American ones may come the very next turn.
- Loyalist Army [pink] is no match for the Revolutionary Army [Green].

Credits

GameFAQs - For hosting.

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