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REAL LIFE GAMEBOOKS

REDCOATS AND MINUTEMEN

The American War of Independence

Simon Farrell and
Jon Sutherland

*Illustrated by
A. Paul Cotticutt*



DRAGON

To John Francis Sutherland,
his knowledge, humour and library!

Dragon

An imprint of the Children's
Division of the Collins Publishing Group
8 Grafton Street, London W1X 8SLA

First published in paperback by Dragon Books 1987
First published in hardback by Andre Deutsch Limited 1987

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Books 1987

British Library Cataloguing in Publication Data
Farrell, Simon

Redcoats and minutemen : the American War
of independence.—(Real life gamebooks)

I. Title II. Sutherland, Jon III. Series
823'.914 [J] PZ7

ISBN 0583 31119 9

Printed and bound in Great Britain by
Collins, Glasgow

Set in Times

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REAL LIFE GAMEBOOKS

This is a different kind of role-playing gamebook. *Real Life Gamebooks* take you into the past and allow you to experience great moments in history for yourself. You become a character of the time, faced with a series of important decisions which plunge you deep into the events and life of the period. You will meet and talk with major historical figures and become privy to their thoughts and actions, and perhaps even influence their decisions yourself!

Think carefully before you make your choices. Danger waits for the unwary in these troubled times and the wrong decision could mean the end of your adventure before it has properly begun.

There are instructions on how to play *Real Life Gamebooks* (you will need a pencil, an eraser and two six-sided dice or the Random Number Table on page 20), a description of the events which are taking place in the world at the time, and a full personal background about your character and what may be expected of you.

You may not complete the story first time; you may wish to go back and try again, seeing what would happen if you made different choices. So fill in the character Sheet on page 18 in pencil, and you can rub everything out when you want to have another try.

AMERICA IN THE EIGHTEENTH CENTURY

In 1775 America is a British colony, ruled over by King George III and his Government. But relations between the colonial settlers and the Government have become increasingly strained over the previous decade, since a number of laws were passed to tax the American people. The settlers thought these were unfair, as the laws were imposed by a parliament which had no American representatives in it, and they showed their disapproval by rioting, particularly in Boston.

In 1770 a mob approached the Customs House in Boston to demonstrate against new Customs Duties which had been imposed. British guards opened fire on the crowd, killing five people, and open revolution was only narrowly avoided at that time.

Then, in 1773, the British Government passed the unpopular Tea Act. This was designed to help the East India Company, which was in financial difficulties, by allowing them to send tea to America without paying their usual taxes. The Americans, however, still had to pay tax on the tea, and this infuriated them. On 16th December 1773, one hundred patriots, disguised as Mohican Indians, boarded three tea-ships in Boston Harbour and threw all the cargo overboard into the water.

The British were furious and sent General Gage to Boston in 1774 with four regiments of British troops, called Redcoats because of their scarlet uniforms, to restore order. But tension continued to mount. The

Americans began to arm themselves, forming bands of soldiers known as Minutemen, because they were supposedly ready to march at a minute's notice. By April 1775, when your adventure begins, the Americans are ready to oppose the British by force.

The American War of Independence

1765

22 March: The British impose Stamp Duty on America.

7 October: The Americans set up the Stamp Act Congress and vote against using or allowing distribution of the Government stamps.

1766

18 March: Britain repeals the Stamp Act, but passes the Declaratory Act, asserting sovereignty over the American colonies.

1767

13 May: The British Parliament passes the Revenue Act, imposing new customs duties on American imports including glass, paper and tea. These taxes are mainly to be collected in Boston.

28 October: The Boston town-meeting launches a non-consumption agreement which pledges its subscribers to boycott imported goods. Tea is not officially boycotted, but it becomes a patriotic duty not to buy it.

1770

5 March: A crowd of people approach the Boston Customs House, and British soldiers guarding it fire into the crowd, killing five people. This becomes known as 'The Boston Massacre'.

1773

10 May: The Tea Act is passed by Parliament. It is designed to help the East India Company's financial

problems by allowing them to send tea to America without paying their usual taxes, but the Americans must still pay duty on the tea.

16 December: 'The Boston Tea-Party'. One hundred and fifty American patriots board three tea-ships in Boston Harbour and empty the cargoes into the water.

1774

31 March: King George III signs the Boston Port Act, forcing the port to close until the citizens of Boston pay compensation for the tea they destroyed.

17 May: General Gage lands at Boston with four regiments of British troops to restore order in the colonies.

5 September: The First Continental Congress opens in Philadelphia, made up of representatives of all the American colonies except Georgia.

1775

18 April: General Gage sends out a secret night expedition to capture a military store at Concord, twenty miles from Boston.

19 April: The British force meets a force of Minutemen at Lexington. A shot rings out and the Redcoats open fire, driving the Minutemen from the field. The British continue to Concord, but the arms have been removed before they arrive. On their return march to Boston, the troops are attacked by American sharp shooters and snipers, and suffer heavy casualties.

10 May: American forces capture Fort Ticonderoga and its artillery.

June: Colonel George Washington is made commander of all the Patriot forces by Congress.

17 June: The Battle of Bunker Hill. The British capture the hill, but suffer heavy casualties.

1776

March: The artillery from Fort Ticonderoga arrives, and the British withdraw from Boston.

4th July: Congress passes the Declaration of Independence.

July-December: British forces under William Howe drive Washington's patriot army out of New York, and the Redcoats advance towards Philadelphia.

December: The patriot army defeat the British at Trenton and Princeton.

1777

Howe captures Philadelphia.

17 October: Patriot forces under General Gates take Saratoga.

Winter '77-78: Washington's army camps at Valley Forge where it suffers badly from lack of food and from the extreme weather. Many men desert.

1778

France joins the war against the British, followed soon afterwards by Spain. The main battlefield of the war now moves away from America.

1781

Washington moves his troops away from New York and besieges Yorktown in Virginia.

19 October: The British, led by Cornwallis, surrender unconditionally.

1783

3 September: The treaty of Paris is signed, in which the British recognize American independence.

REAL LIFE GAMEBOOK RULES

THE SEVEN SKILLS

There are seven main types of skill in which a character would be proficient in these turbulent times. The degree of ability in any one of these skills will fall between 2 (the worst) and 12 (the best).

The choice of skills is entirely up to you. To start the game you are given a pool of 50 skill points which you should allocate amongst the seven skills. You must give at least 2 points to each of them, and you may not give more than 12 to any one.

The skills in *Redcoats and Minutemen* are: Strength, Agility, Luck, Persuasion, Firearm, Swordsmanship and Horsemanship. Read the information about each skill below and examine the sample character at the end of this section before you allocate your points and fill in the totals on your Character Sheet on page 18.

Strength:- This is your character's basic ability to withstand or inflict damage. When you have chosen the amount you wish to give to Strength and filled in the appropriate box on the Character Sheet, halve it (round up if necessary: e.g. if Strength is 7 then halving and rounding up gives 4) and put the result in the Wounds box on your Character Sheet.

Agility:- This skill enables your character to avoid dangerous situations by leaping out of windows, avoiding sword thrusts or diving for cover.

Luck:- In certain situations, the only option you will have is to place your character's life in the hands of fate. It is often useful to be very lucky!

Persuasion:- In sticky circumstances you will need to be able to talk your way out of a problem. If you are caught cold with no weapon and nowhere to run, a bit of gentle persuasion will often pay off.

Firearm:- This skill means the difference between shooting someone or being shot yourself.

Swordsmanship:- A determined man with a reasonably high skill in fighting with sword or bayonet is devastating.

Horsemanship:- In tricky situations a good rider can always get out of trouble. A bad one will probably fall off. This is your ability to ride hard and fast with the minimum of danger.

HOW THE SKILLS WORK

Combat

There will be times in the course of the adventure when your character will have to fight. Although this can sometimes be avoided by making the correct choices, it is not always to your advantage to run from combat. In such cases, the paragraph at which the fight takes place will give you all the information you need. You will be told three things: what weapon you must use (if you have a choice you will be told so), what kind of opponent you

are facing, and which numbered paragraphs to turn to if you are victorious or if you are beaten.

Your opponent will be described like this:

Redcoat Swordsmanship 7 Wounds 4

Included on your Character Sheet are a number of Combat Boxes. Each time you are about to enter a fight, you should use one of these Combat Boxes to fill in the details about yourself and your opponent. These details include your opponent's weapon skill and his number of wounds, your own skill (if this is not specified, then you must use the same weapon as your opponent, e.g. if he is using a sword or bayonet you must use your own Swordsmanship skill), your current Wounds total and - most important! - the number of the paragraph where the fight is taking place.

The way you decide the outcome of a battle is simple. Throw two dice, and if the number you roll is *equal to or less than* your own score then you have hit your opponent and will wound him accordingly. If you have no dice, use the Random Number Table on page 20 and follow the instructions on its use. With a sword or bayonet (Swordsmanship skill) or with your bare hands (Strength skill) you inflict one wound every time you successfully hit your opponent. With a pistol or a musket you inflict two wounds. Reduce your opponent's Wounds total by the amount of damage you have inflicted.

Once you have rolled the dice for your own attack, you must do the same for your opponent(s). If the number you roll is *equal to or less than* his skill score, he hits you and inflicts the appropriate number of wounds on you.

You must then reduce your own Wounds total by the corresponding amount.

The battle continues in this way, with you rolling the dice for yourself and your opponent alternately, until either you or he is killed by taking sufficient hits to reduce the Wounds score to 0.

Either combatant dies instantly their Wounds score is reduced to 0, so it is important to adjust this score immediately after a hit has been obtained.

In most cases you will get the first attack. If you do not, it will be clear from the paragraph.

If at any time in the combat, your character rolls a double-one (i.e. both dice end up with a 1 showing) or you score a 2 in the Random Number Table, then you automatically kill your opponent. Unfortunately, the reverse applies also. If you roll a double-one or score 2 on the Random Number Table for your opponent's skill, then you are killed.

If you are fighting at close quarters, with a sword, bayonet or with your bare hands, you may take advantage of an optional rule. You may choose at the beginning of your attack to halve your own skill score (round up). This makes it harder for you to hit your opponent, but it means that his own next attack must be halved also, making it more difficult for him to hit you. This can be an advantage if he is better than you.

Other Skills

In the course of your adventure, there will be times when you must use some of your other skills. For example, you

may need to talk your way past a sentry (Persuasion skill), or you may need to try your luck in a sticky situation.

Whenever you are asked to test any of your other skills, you must throw two dice and try to roll a number *equal to or less than* your score in that particular skill. If you have no dice, use the Random Number Table on page 20 and follow the instructions on its use. If you succeed, you will be asked to turn to one paragraph. If you fail, you will have to turn to a different one.

Sometimes you will have to make rolls to test several different skills to accomplish a task.

SAMPLE CHARACTER

Strength:	12 Not much is going to be able to stand in this character's way if it comes to a brawl or if he needs to smash a door down.
Agility:	5 Not terribly agile. Do not count on this skill if you are in a fix.
Luck:	8 Reasonably high. Quite a lucky character.
Persuasion	6 Average skill - might be able to talk his way out of a problem.
Firearm:	8 Not quite a crack shot, but should hit things more often than not.

Swordsmanship: 7 Average. Will be able to look after himself in a fight with sword or bayonet.

Horsemanship: 4 Rather low. No leaping on and off horses for this character.

Wounds: 6 By having a high strength, this character has a large capacity for taking damage. He should survive a long while.

CHARACTER SHEET

SKILLS

RATINGS (2-12)

Strength

Agility

Luck

Persuasion

Firearm

Swordsmanship

Horsemanship

WOUNDS (1/2 x Strength, rounded up)

Fill in your Character Sheet in pencil so that you can rub out the totals and use the sheet again another time.

COMBAT BOXES

Paragraph you
came from:

Paragraph you
came from:

Your Skill:

Your Skill:

Opponent's:

Opponent's:

Your Wounds Opponent's

Your Wounds Opponent's

Paragraph you
came from:

Paragraph you
came from:

Your Skill:

Your Skill:

Opponent's:

Opponent's:

Your Wounds Opponent's

Your Wounds Opponent's

Paragraph you
came from:

Paragraph you
came from:

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Your Skill:

Opponent's:

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Your Wounds Opponent's

Paragraph you
came from:

Paragraph you
came from:

Your Skill:

Your Skill:

Opponent's:

Opponent's:

Your Wounds Opponent's

Your Wounds Opponent's

REAL LIFE GAMEBOOKS RANDOM NUMBER TABLE

If you do not have access to any six-sided dice, you may use this table instead. Simply place the book open in front of you and close your eyes. Point with your pencil until you touch the page and then open your eyes to read what number you have 'rolled'.

If any paragraph asks you for a number between one and six, then repeat the above instructions, but halve the number you 'roll', rounding down.

Random Number Table

10	7	11	4	7	9	9	5	4	12	10	8
5	5	6	3	6	10	7	7	8	8	7	3
6	8	11	7	9	5	2	4	8	6	6	9
11	6	7	11	8	3	5	7	10	6	12	9
7	9	7	3	10	6	5	4	8	8	7	5
6	6	9	8	2	10	5	4	8	7	4	9
5	4	8	9	7	7	7	8	6	12	5	6
7	11	8	6	4	7	8	3	9	2	8	7
5	6	11	9	9	3	10	4	6	5	10	10

PERSONAL BACKGROUND

Your name is Nathan Deane, and you are the owner of a small farm just south of Lexington in Massachusetts. Your parents and sister have travelled west to California in search of new land and opportunities, but your love for this part of the country has made you stay. Your farm runs smoothly with six hired hands to help you.

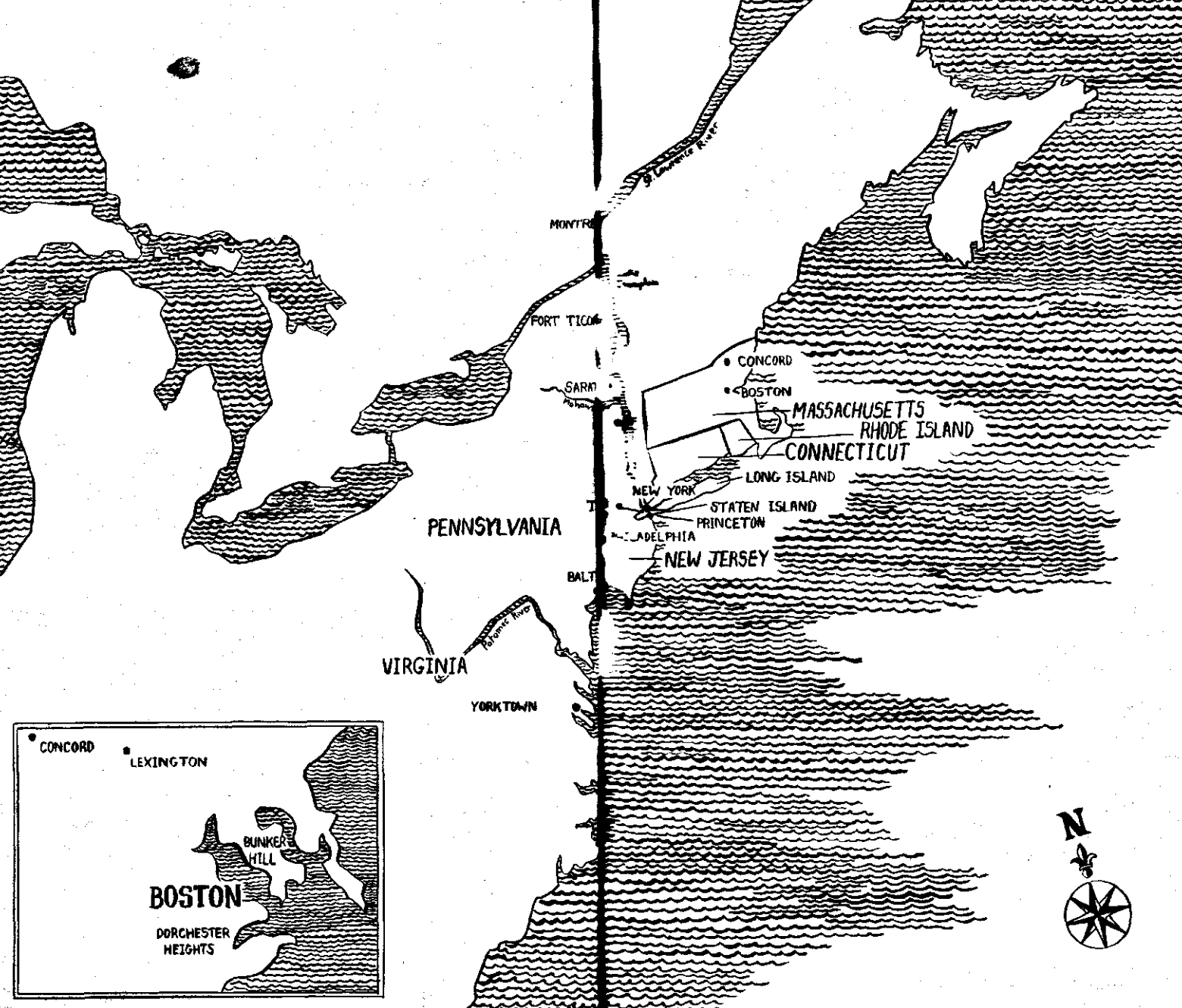
Rumours of rebellion worry you, and when you discover that a cache of arms is being built up in nearby Concord, you realize that the British must soon make a raid to seize them. So far you have fended off the call to assist your neighbours in the struggle against the King, preferring to concentrate on the needs of your farm.

You are a peaceful man, but vow to defend your land against any that would seek to take it from you, rebel or Redcoat. Your allegiance lies with the King, but those who govern here in America act more like an army of occupation than one which is in the country to defend your rights as citizens.

It is April 19th 1775, just before dawn, when you hear a rider approaching fast. Hurriedly you pull on some clothes and step outside into the cold of early morning.

It is Captain Parker, the local militia commander. He looks agitated and, judging from the state of his horse, he has covered many miles in the last few hours. It looks as if you will not be able to avoid the war much longer after all...

Now turn to paragraph 1 to begin your adventure.



MONTREAL

FORT TICONDEROGA

SARATOGA

CONCORD

BOSTON

MASSACHUSETTS
RHODE ISLAND
CONNECTICUT

LONG ISLAND

NEW YORK

STATEN ISLAND

PRINCETON

PHILADELPHIA

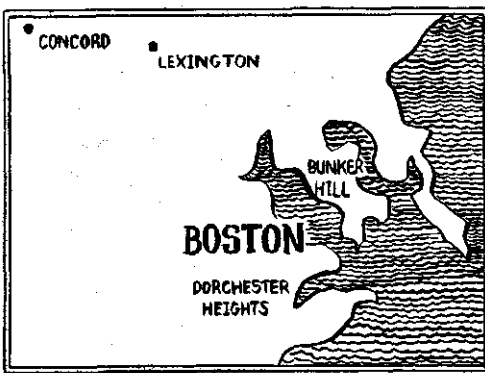
NEW JERSEY

BALTIMORE

PENNSYLVANIA

VIRGINIA

YORKTOWN





'Good morning, Nathan,' says the captain as he dismounts. 'I bring grave news. The British have left Boston, and we think they'll be in Lexington at first light.'

'What do you expect of me?' you ask, knowing exactly what he wants you to do.

'Ride with your men and join us on the green. We shall defy the King and turn his men back. They shall not terrorize us,' he replies.

This is the moment that you have been dreading all these long weeks. You fear that the militia have no chance against professional soldiers who are the best in the world. All of those who stand against the Redcoats stand against the King - the most powerful and awesome symbol of strength in the world. You know that retribution would be swift and merciless. On the other hand, if you refuse, your neighbours will spurn you and make life here intolerable.

What will you choose? To ride with Captain Parker to Lexington and stand against the army (turn to **103**) or refuse and stay out of the war for now (turn to **254**)?

Deploying your men, you lie in wait for the troop of horsemen. There are seven of them. They are oblivious of you and are talking amongst themselves as they canter along. The riders, like you, are Americans and it occurs to you that the war would have been far simpler had you just needed to defeat the Redcoats. The reasons for the war now seem so blurred that in some ways it is more

difficult than ever to see an end to all this. How can the cause hope to win the hearts of your fellow Americans who choose to stand with the King?

Abruptly your mind jars back to the situation before you; fellow Americans or not, they must die. You give the signal, then fire. Throw three dice and add up the total. If it exceeds eleven, go to **163**. If not, go to **118**.

3

You grab your musket, then turn tail and run. Several Minutemen jeer at you as you flee; they are determined to stand and fight. You leap the trenches amidst the hooting and cat-calling, your mind trying to shut it out. They do not understand that they will die if they stay on the top of the hill. What good will it do, to throw away your life?

Blindly you run on, the men now well behind you. Below you can see the safety of the woods. Suddenly, you collide with another man. It is an officer, broad-shouldered, a cocked hat hiding his eyes, but with his features set in an angry, determined scowl.

The momentum of your run is still with you, but will you stop (go to **273**) or will you try to dodge past him (go to **107**)?

4

Your regiment deploys in an orchard beside a Quaker Meeting House. You watch as the British advance continues. The steady rattle of musket fire does little to slow them and despite your best efforts they are upon you. Two Redcoats from the 17th Leicesters charge at you with their bayonets fixed, eager to avenge the comrades they have lost in their advance. You must fight them.

1st Redcoat	Bayonet 5	Wounds 2
2nd Redcoat	Bayonet 7	Wounds 3

If you win, go to **168**. If you lose, go to **212**.

5

Your shot goes well wide, but two of the other patriots hit their mark. The two Redcoats are bowled over like skittles. Cautiously you walk up to the prostrate soldiers as Tobias emerges from the cover. One of the Redcoats is only wounded. Tobias kneels down, takes the soldier's head in his hand, produces a pistol and blows his brains out.

Sickened, you vomit. Tobias is a murderer, not a patriot. Turning on your heels, you hear them laugh as you run. Only when you reach the safety of a wall do you stop and take stock. You allowed one of Tobias's men to take your wagon for the wounded. But where did they go? It is too late now to follow on foot and find out.

With a confused mind still spinning from what you have seen, you finally reach your farm. You could very easily have died today, from a rebel's bullet or a Redcoat's, or even shot by Tobias!

Now go to **171**.

6

You leave the wounded hidden in the trees and with your remaining men you continue towards the camp.

The British are ready and waiting for you; a volley welcomes you as you come into view.

Make a Luck roll. If you succeed, go to **128**; if you fail, go to **279**.

The British fleet has sailed into New York harbour, but there is no clue as to where else Howe will land his troops.

You wait a whole month bivouacked outside New York, but still the British make no move on the city. Finally, on the 21st August they sail for Long Island where they disembark. You prepare for the worst. On the 27th the Redcoats attack.

With the army advancing in strict European style you confront the British once more. This time things go from bad to worse. Completely outclassed and outmanoeuvred, you are compelled to run. Luckily the weather prevents the whole army from being captured. Your regiment makes its way to New York, but it looks as if you will have to abandon the city. On the 1st September the British land fresh reinforcements near the city. The Redcoats are closing in for the kill.

Six days later you do retreat, and by October you are in White Plains, north of New York. The British follow your retreat, scenting victory over Washington. Again the Redcoats defeat you; steadily you are being forced away from New York. With the Hudson at the army's back, you are detached from your regiment to help guide a force to harry the advancing enemy.

Now go to **195**.

From behind the loyalist sentry spots you. He fires. Make an Agility roll. If you succeed in avoiding his musket ball, go to **229**; if you fail, go to **279**.

Your headlong flight sends you crashing into another Minuteman. In seconds the Redcoats are on you.

Clutching your sword you leap up, determined to defend yourself.

Redcoat Bayonet 8 Wounds 4

If you win, go to **213**. If you lose, go to **212**.

Like devils your men fall on the loyalists. Forced back by the ferocity of your charge, born out of the pent up frustrations of weeks of marching, retreating and starving, the loyalist soldiers prove to be no match.

Rapidly, you have them surrounded, and they surrender. You have no facilities for looking after prisoners. After you have disarmed them all, you lock them up in the barn and continue your journey towards Princeton and Philadelphia. Now go to **166**.

Your men are slaughtered by the crack shooting of the Redcoats; the few that remain turn tail and flee. Will you follow them (turn to **263**) or will you remain and defend the crossing (turn to **269**)?

The operation is planned to begin soon. Before it does you are given a couple of days to rest and prepare for the long, arduous march.

You spend most of the time sitting and thinking about your farm, many miles away. There is little chance that you will see it for at least another year.

The two brief days pass quickly, and at dawn you are mustered to hear the plan of attack. The whole force will advance down the Mohawk Valley, destroying all rebel strong points it finds. The element of surprise is paramount. No traitors must be allowed to escape and warn the rest of the valley. If the plan works, then Albany will be defenceless, and British regulars will be waiting to take it.

This is a bold move; if it works the war could be won swiftly.

Volunteers are needed to operate more closely with the Indian scouts. Will you offer (go to **148**) or do you prefer to stay with the bulk of the regiment (turn to **255**)?

13

Your shot hits one of the Redcoats; as he tumbles down, his companions fire back again. The smoke from the gunfire all but blinds you, and you have no idea what is going on. Ahead of you, though, you can hear the steady advance of the Redcoats. The firing from your comrades is dying down; the Redcoats' fire-power has taken a heavy toll already. Will you stand and reload (go to **265**) or run (go to **15**)?

14

The shot hits the man and he tumbles over into the undergrowth, then several other shots ring out behind you. Will you stand up to get a better view of what is



happening (go to **201**) or will you remain hidden and wait (go to **267**)?

15

You fall back with the others away from the town. The Redcoats behind have stopped at the edge of Lexington and mounted officers are recalling the soldiers. As the drums begin to beat out orders, they fall back into column.

Crouching behind a wall you watch as the column of Redcoats heads towards Concord. The battle for Lexington has been lost, there are too many of them, and too few of you.

'Fall back, men, we'll catch them as they return,' shouts a Minuteman officer.

Glancing one last time at the slowly disappearing Redcoats, you follow the man away from the town. King George may have won here, but you are sure that the rest of his army's journey will not be easy. Now go to **131**.

16

When your farm hands wake up, you tell them what Captain Parker has told you.

'Men,' you tell them, 'I leave the decision entirely up to you. I have guns for all of you and, no matter what you decide, I promise that it will not affect your place here.'

To a man, they decide to ride with you to join the rebellion. You order them to gather up provisions, and at the head of your own small force, you drive the wagon towards Lexington.

Now go to **140**.

17

Your first shot sends a man crashing down from his saddle. As you reload, the others dismount and scatter, returning fire. All the shots fall wide of you; it is obvious that they have not seen you yet.

Three of them are trying to work their way up the hill. Make another Firearm roll as you try to pick another one off. If you succeed, go to **30**; if you fail, go to **176**.

18

Keeping to the woodland you try to head for Philadelphia, constantly aware of your perilous position. Loyalist patrols are out looking for stragglers; it is certain that they would show little mercy if they found you.

Your scouts report that a small group of riders are about to pass by along the track. The horses would be useful; you could make much better time on horseback.

Will you decide to ambush them (go to **2**) or will you let them pass unmolested (go to **109**)?

19

Pulling your horse around, you gallop back towards the British lines, but this time they are ready for you.

Make a Luck roll as you see a Redcoat level his musket at you. If you succeed, go to **235**; if you fail, go to **258**.

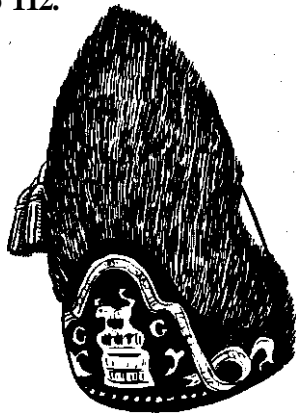
20

'What is your business on the road at this time?' demands a moustachioed corporal.

'I have come to offer my services to the King,' you say.

'I see,' he replies, then, turning to one of his men, adds, 'take this mail to the Adjutant's office.'

Now go to **112**.



21

There does not appear to be any activity along the road although, just visible in the half-light, you can see a wagon that has been pulled across the road.

Thinking quickly, you realize that you will have to dismount to get your horse past the obstacle. That leaves you as a perfect target for anyone lying in wait. It is too late to turn back now; anyone watching the road must have already seen you. Will you approach the wagon on foot (go to **80**) or will you attempt to jump it (go to **256**)?

22

As you rapidly turn your horse around, you fall off. Take one wound because your shoulder is very painful. As you stagger to your feet, two civilians and an officer run up the road towards you.

You manage to get back on your horse as the front two men grab hold of the bridle.

Now go to **92**.

23

You wait until the leading unit of Redcoats is about to cross the ford, then order your men to fire.

The volley is spectacular. The Redcoats retreat across the ford in disorder, leaving their dead and dying floating in the waters of the Brandywine. A few minutes pass, then a second group attempts the crossing, obviously determined to force their way across. Your men have held the ford long enough to allow the rest of the army to escape and are bone weary. They have no stomach for another fight and want to retreat before it is too late, yet you must try to buy as much time as you can.

Make a Persuasion roll to convince your men to stay. If you succeed, go to **85**; if you fail, go to **286**.

24

The bear's claws rip deep into your flesh. The pain is brief but terrible. If only you had been a better shot.

Your adventure ends here.

25

Whipping the horses, you smash through the Redcoats and gallop up the road.

Initially stunned, they recover quickly then swing around and fire. Make a Luck roll. If you succeed, go to **251**; if you fail, go to **258**.

(illustration on following page)



26

As you approach the farmhouse, you can see no sign of life. Abruptly, to your left, you hear a twig snap, someone is moving near you. You may have been followed, perhaps by a loyalist and, if so, you must not be seen. Make an Agility roll to dive to cover in time. If you succeed, go to **173**; if you fail, go to **8**.

27

You manage to dodge the shots, but not so several of the others. This attack was a failure, but surely it is only a matter of time before Yorktown will fall. Now go to 136.

28

You deploy the men into a skirmish line and wait for the approaching rider. As he gets closer, you can see that he is wearing trapper's clothes and has a hunting rifle cradled in his arms. Will you shoot him (go to **266**) or let him pass, allowing the column to deal with him if they need to (go to **37**)?

29

Just the sort of mad heroics that legends are made of. Great shooting! You leave the scene quickly in case there are any more soldiers in the vicinity.

After you have received the congratulations of the two wounded men in the back of the wagon, you ride on for a few more minutes until you come across a group of armed civilians marching along the road. They look like Minutemen.

'Halt!' shouts one of them. 'Where are you headed?'
'These men need a doctor. We ran into a few Redcoats back along,' you explain. 'Seen any further on?'
'No. Did you get them?' asks the leader.
'Yes. I had to shoot in self-defence,' you say.
'I see. You killed some of the King's soldiers,' he snarls. 'We're loyalists - and you are a rebel and murderer.'
'I told you, I was just defending myself,' you stammer.
'Get him down off there. Leave the wounded, they can't harm anyone,' he commands.

Roughly they drag you down from the wagon and tie your hands.

'What are we going to do with him now?' one asks.

'Hang him, of course,' replies the leader. 'In the name of King George and those murdered men, I sentence you to death.'

There is nothing more you can do to save yourself, as they sling a rope over the bough of an overhanging tree and put it around your neck.

Mercifully, death comes quickly. Your adventure ends here.

30

You hear a cry as your shot finds its mark. Their aim, though, is getting better by the second. You must make a break for it. Your horse is tethered not far behind you.

Make a Luck roll as you dash for your horse. If you succeed, go to **288**; if you fail, go to **227**.

31

After you suffer another defeat at Germantown in 1777,



Philadelphia falls into British hands, although the members of the Congress and Government were swift enough to escape before the town was captured.

You find yourself encamped in Valley Forge, only twenty miles from Philadelphia, in desperate need of food. The whole army has been fighting now without decent supplies for months.

The winter is hard; your body, accustomed to the hardship, is nevertheless battered and bruised. Starvation threatens, but hope keeps you going.

Everything seems to be going badly wrong for the rebel cause and the hardships of Valley Forge take a heavy toll on the army. The men, dispirited and exhausted, are deserting in droves, nearly 3,000 so far. Too late, news reaches the camp that the Redcoats were defeated at Saratoga on the 17th October. General Gates, the patriot commander, has turned the tide of the war. Anything is possible now. Then, as if to reinforce your joy, the French declare war on Britain.

In spite of the good news, the call of your farm is strong.

If you want to desert, go to **165**. If not, go to **252**.

32

You dodge the shots from the rebels and reach the stockade. An Indian has got there too, and boosts you up onto the parapet. A rebel, rigid with fear, is too slow to stop you from pummeling him with the butt of your musket. A second one, gun still smoking, lunges at you with a knife. You must fight him using your Swordsman-ship skill.

If you win, go to **249**; if you lose, go to **33**.

33

The blade of your enemy bites deep into your flesh. You keel over in your death throes. There is no escaping your destiny.

Your adventure ends here.

34

They believe you and throw down their weapons. As they do so, you realize that there are only eight of them left.

'We are not supposed to take prisoners,' says one of your men. 'We should kill them now.'

Will you let him kill them (go to **295**) or will you refuse (go to **93**)?

35

'They'll do no more harm,' you plead.

'Oh no? They were quick enough to fire on us at Lexington and Concord,' replies Tobias.

'I can't let you kill them,' you say as you level your musket at the Minutemen, prepared to defy Tobias and save the Redcoats.

'You won't be able to stop us all,' Tobias sneers.

The group of men point their muskets at you. What will you do? Let them slaughter the Redcoats (go to **193**) or try to stop them (go to **106**)?

36

Now miles away from the village, you head on north, still not knowing what to do. You stumble across an encampment of Volunteer riflemen who are engaged in attacking Redcoat supply wagons in the area. You join them, for the promise of regular food if nothing else. Your uniform is enough for them to accept you without any question.

For what seems like an eternity you play cat and mouse with the local loyalists and the few regulars in the area, until orders come for you to move towards Virginia. Washington is mustering every available man at Yorktown for a major assault on Cornwallis's Redcoats.

Now go to **292**.

37

The rider passes by and disappears into the trees in the direction of the column. Where did he come from and where is he headed? Perhaps there is a settlement up ahead somewhere, or a trading post. You ask one of the Indians, for they know this country much better than you do.

'Yes, there is a town not far from here, but it's on the other side of the river,' answers an Indian.

Now go to **204**.

38

Stunned but otherwise unhurt, you manage to recover your breath and crawl clear of the log cabin before it

disintegrates with the force of the explosion. The traders in the post have been flung to the ground and, as you struggle to your feet with the detonation still echoing in your ears, you know that now is your chance to get some support and take the town.

'Charge!' you scream at the top of your voice, although you can barely hear yourself for the ringing in your ears. The men hear you and run into the smoke and dust.

The attack is swift and effective. Quickly all the remaining rebels are captured. The stores are either confiscated or destroyed. You took a big risk there in the cabin, but it paid off. Nevertheless, you decide to be a little more careful next time.

Now go to **204**.

39

The sentry dies and luckily none of the Redcoats hear the noise. You drag the body into the trees and signal your men to advance.

Bayonets are fixed, nothing can stop you. Now go to **65**.

40

For many miles your progress goes unseen. You are getting more and more hungry as the hours go by, and cannot remember the last time that you had a decent hot meal, let alone a comfortable night's sleep. You have slept in the clothes on your back for months. Heaven knows what you must smell like. You are by now in Connecticut, a state that has hardly been touched by the war.

Risking all, you walk boldly into the next village to find some food. No sooner have you entered the place than three horsemen ride up with their muskets pointing right at you.

'We don't want any trouble here. Are you a rebel?' one demands.

'A patriot,' you reply.

'I think we ought to string him up now as a lesson to all of them,' says another kindly soul.

'I guess so,' agrees the third.

Now go to **287**.

41

You sleep fitfully for another hour, your thoughts continually concentrating on the friends and neighbours who have mustered on Lexington Green. Fools, you think, to stand against the King. But what of your future here? If the British do not burn your farm, the Minute-men will. Will your workers stand by you?

Pushing aside your worst fears, you get up and set about the tasks of the day. The lower paddock needs ploughing and there are cattle to milk. Perhaps the whole thing will blow over and things will return to normal again; but deep down you doubt it.

Now go to **116**.

42

Cautiously you begin to stalk whatever is making the noise. You must be very quiet so make an Agility roll. If you succeed, go to **224**; if you fail, go to **201**.



43

What is left of the ammunition is distributed between you. Below, the British are re-forming. More Redcoat soldiers are being brought across the river from Boston. They will be all the more determined to dislodge you after the bloody nose they got last time.

As they slowly begin to ascend the hill again you fire, but this time the volley from your comrades is less spectacular. Still the British come on. Make a Firearm roll. If you succeed, go to **164**; if you fail, go to **294**.

44

The ball comes nowhere near you, but the rebels must be firing at something. Suddenly you realize it is the other column! They must have seen your fellow loyalists on the far side of the river. If you do not act quickly the rebels will be able to send a rider to warn their friends that you

are in the valley. Without hesitation you rise and give the signal to charge. Responding to your action, the others sense the danger, too, and follow. Now go to **194**.

45

For a few tense seconds, nothing happens. The Redcoats advance a few more paces. Then suddenly, a shot rings out from behind you. One of the Minutemen must have lost his nerve, then panicked and fired. In response the leading company of Redcoats level their muskets and send a crashing volley towards you. Make a Luck roll to avoid the shot. If you succeed, go to **111**; if you fail, go to **258**.

46

You have only managed to get a few yards nearer the campfires, when suddenly you are discovered.

'Alarm! Alarm! Someone's trying to get through the picket,' shouts a Redcoat.

Will you halt and try to explain yourself (go to **260**) or will you make a bolt for it (go to **119**)?

47

Your men come off better in the ensuing melee. Battered and bloody the cavalry are beaten back, seven of them dead. You have lost five dead and have a further three wounded, so your casualties are quite high. Will you abandon the attack (go to **246**) or will you continue and leave the wounded until you can get back to them (go to **6**)?

48

The men in the post have not seen you yet, but as you emerge from cover, one instinctively spins around and spots you. Swiftly he whips out his pistol and fires. Make a Luck roll to avoid the shot. If you succeed, go to **188**; if you fail, go to **289**.

49

The soldiers do not fire at you as you turn your horse around and gallop off. You must have been too quick for them.

What will you do? Ride to Lexington (go to **153**) or to Boston across country (go to **296**)?

50

Cautiously, with your men fanning out to cover the street, you hurry on into the town. Trenton is like any other place in this part of the county, and it seems strange to you that normal towns like this should be battle-grounds for the war. Heaven knows what has happened to the people who live here; no doubt they have fled by now - the Hessians are not exactly the most polite of guests.

Through the falling snow you can make out two shadowy figures pacing back and forth across the main street. They look cold, and clearly do not expect an attack at this time of day. Will you fire on them (go to **225**) or will you bayonet charge them (go to **175**)?

(illustration on following page)



51

The door will not budge. You have no real option but to sit it out and hope for the best. You are innocent and if there is any justice in the world you will be free by morning - after all, things have not reached the stage when a truthful man hangs for no good reason.

Now go to **52**.

52

After a few hours' uncomfortable sleep, you hear the jangling of keys and voices outside.

'Come on, out!' says a Redcoat. 'You've got an appointment with the magistrate and probably the hangman, you traitorous dog.'

Silently, you allow yourself to be led to the courthouse to answer a charge of treason. Any attempt to escape would be seen as an admission of guilt.

The magistrate is a stern-looking man who listens to your pleas of innocence, then says, 'These are grave times, Master Deane. The King has been badly wronged by the treasonable actions of the people of your town. I do not want to hang you - you carried no papers or clue that you are a spy, but your actions this morning have served to show your guilt.'

'I am loyal to my King,' you protest in desperation.

Make a Persuasion roll, that is all that lies between you and the noose. If you succeed, go to **202**; if you fail, go to **271**.

53

Again you repulse the British, with only light casualties

on your side. Discretion is the better part of valour now. You have done what you set out to do, and to stay any longer would mean throwing away your life needlessly.

Now turn to **263**.

54

No one hears you and the British lookouts are silenced without a sound. Soon you are into the redoubt and fighting is all around you. Too late, the Redcoats realize the danger they are in, and two of them hurtle towards you as you fumble with your musket fixing the bayonet. Using your Swordsmanship skill, you will have to fight them both.

1st Redcoat	Bayonet 7	Wounds 4
2nd Redcoat	Bayonet 6	Wounds 4

If you win, go to **147**; if you lose, go to **212**.

55

You tie up your horse and, with musket in hand, proudly walk up the steps and into the building.

A Redcoat sergeant sits at his desk, half asleep. For a moment you stand in front of him and he is quite oblivious of you, only jerking upright when you clear your throat to rouse him.

'Yes?' he asks in a gruff voice.

'I've come to offer my services to the King,' you reply loudly.

'Have you, by George!' he laughs. 'And what makes you think the King needs the likes of you?'

'I'm a good shot, and I know the local country,' you answer, a little disgruntled at his question.

'We've no need of anyone as yet. Our regulars are more than a match for the colonials,' he says.

'I think not. I'm sure you'll find that they're a little tougher than you imagine,' you tell him.

'The best thing you can do is wait for the major to get back, and cheer as he comes in with the rebel supplies and prisoners. That'll put paid to the so-called Minutemen,' he laughs.

Realizing that this is a lost cause and you cannot convince the sergeant, you leave and collect your horse.

You cannot return to the farm now, so you look for a room in a boarding house and decide to sit it out until the British do need help.

Now go to **160**.

56

The trading post inhabitants are going about their normal business. They do not see their lookouts killed and the steady advance of the loyalists towards them. Ahead of you, within sprinting distance, is a log cabin; to your left is a pile of roughly hewn lengths of wood. Will you dash for the cabin (go to **233**) or the pile of logs (go to **186**)?

57

You leave the hostel and collect your horse. If you wait until nightfall you could slip through the British lines then lie low until first light; that way you might make your way back to your farm safely.

As darkness (Descends you begin your ride. Just outside the town you can see that the British have deployed pickets along the road, and all approaches to the town are being watched.

Which route will you take, the main road out of town (go to **21**) or cut across country in hope of not being seen (go to **237**)?

58

The man disappears into the brash with his horse and his load of pelts. You press on and discover that just beyond the bend in the river is a trading post. It is run by rebel sympathizers, according to the Indians. This must be your first main concern: to take the post. No one must escape, though, because if they do then they will warn their fellow rebels and the precious element of surprise will be lost. Now go to **56**.

59

Lexington is nearly in sight. It lies just beyond a bend in the road. As you ride past the hill obscuring the green from the road, two men drop out of the trees and stand before you.

'Nathan, where have you come from?' one asks.

You recognize both of them as Lexington villagers.

'From my own farm, of course. I was frightened to come my normal way into the village. Have the Redcoats been here yet?' you ask innocently.

'No, but we expect them soon. I'm glad you are here to join us, we need all the muskets we can get. Ride on, Nathan,' he concludes warmly.

So, with no real option, you are to stand against the King, for good or ill. Now go to **140**.

60

You strike out for Canada. Once you get there you intend to pretend to be a refugee. No one would question you. First, though, you must traverse the hills and face the perils of the forest without a full regiment to back you up. It is not without some trepidation that you undertake this task.

The atrocities you have seen convince you that the rebels will never give up. No matter what happens on the battlefield there can be no chance now of reconciliation.

What you believe is very close to the truth. Gradually the King is losing his grip on America. The arrival of the French will seal the fate of the British cause at Yorktown. Many more will die before sense is restored and peace once again reigns in your country.

As for you, there is little hope that you can ever return to Lexington. The events of that fateful day when the Minutemen stood on the green and defied the King has set the continent on the course of revolution. It can only end in Independence.

Your adventure ends here.

61

The shot whistles just above you, knocking off your hat. Cursing, you run for the woods.

Now that you have deserted the rebel cause, you cannot simply join another regiment under an assumed name, nor can you return to Lexington, for by now you

will be wanted as a revolutionary and traitor to the King.

The only thing you can do is to head west and find your family; perhaps the madness of war has not reached that part of the country.

With grim determination you set out west

Your adventure ends here.

62

'I'm just a deserter on my way home,' you say.

'We've had more than we can stomach from deserters. You're all just murdering swine, anyway,' says one of the men.

'Hang him,' says another.

Before you can do anything, one of them jumps off his horse and knocks you over. In seconds the others tie you up. There is no escape - the hangman's tree awaits you.

Your adventure ends here.

63

No sooner have you reached reasonable cover than you hear a musket go off to your left. A man screams, then several other shots ring out. Still you have seen nothing. Will you try to find a better place to hide and see what is going on (go to **201**) or will you remain hidden and wait (go to **267**)?

64

The town ahead seems peaceful enough, so you lead your group up into the hills above it. Carefully you watch the town and realize that there are no rebel soldiers guarding



it. To the other side of the hill, behind you, the column deploys and prepares to attack.

Will you go down the hill and tell them that there is no danger, and there are only civilians in the town (go to **242**) or will you stay put (go to **149**)?

65

You and your men fall upon the sleeping Redcoats. A flurry of blows and jabs leave you victorious. The remaining Redcoats, bloody and frightened, have no option but to surrender. You cannot take them back with you, so you tie them up and leave them.

Your men gather up the weapons and ammunition, destroying what they cannot carry, then you head back towards the river. Now go to **102**.

66

It seems that your wishes have been heard. Camped on the side of the road barely a mile away is what looks like a loyalist supply train. Forced on more by hunger and frustration than revolutionary fervour, you determine to attack it, plunder it, then strike out for Valley Forge.

Your approach to the wagon train goes unseen and your men manage to deal with the pickets. You regroup quickly, then attack the remaining loyalists gathered around the wagons cutting up a roast pig. 'Fire,' you shout. The rattle of musket fire strikes down several of the loyalists. You charge forward to mop up. Suddenly a man leaps out from the back of a wagon. He has an insane look on his face. Wildly he lunges at you with a long carving knife. You must fight him with your sword.

Loyalist Knife 6 Wounds 3

If you win, go to **219**; if you lose, go to **212**.

67

You ride hard across country and reach the Boston road. It is nearly six o'clock in the morning, and you are tired, but it is still not safe to stop. As you slow the horse to a steady canter, your thoughts return to the men awaiting their doom behind you. Can they really be right? Brushing aside these thoughts, you cover a few more miles and then, as you round a bend in the road, you see a vast column of British soldiers up ahead of you. Out in front are some civilians and, as they see you, they begin to sprint forward.

Will you turn around and flee (go to **158**) or will you approach them cautiously (go to **92**)?

68

Although your progress is fairly slow, you wonder whether the column will be able to keep pace with you through the dense undergrowth. You cross a small stream and enter a clearing. Just ahead is a horse tethered to a branch, but no sign of a rider.

Will you signal your men to stop, and watch whether the rider comes back to his mount (go to **262**) or will you send a couple of men to investigate (go to **98**)?

69

The ship finally arrives in New York. As you have never

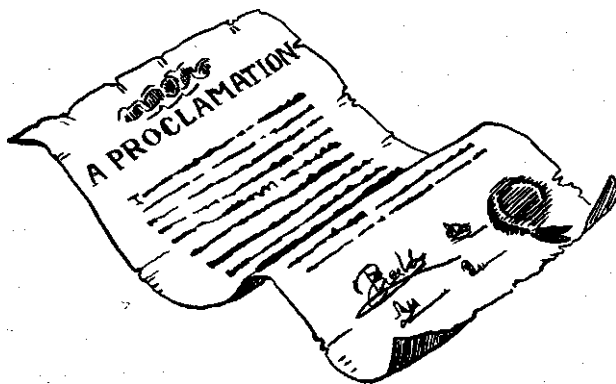
been here before, it takes a few days to find your way around the city. You are still not sure what to do, but with the help of the captain you get a job working in the docks.

Now go to **142**.

70

You drag the loyalist off his horse and finish him. Then, rallying your surviving soldiers, you run. The rest of the horsemen are too frightened to follow you into the woods for fear of being ambushed.

You have been lucky. Normally it is a fatal mistake to face cavalry in the open. You had better remember that in future, for you are not likely to survive such a reckless encounter again. Now go to **102**.



71

As the Redcoats advance you snatch up your musket from the ground, realizing too late that it will be suicide to stand in the open against such experienced soldiers.

The Redcoat column halts, the men level their weapons against your troop, and then send a deafening volley into the milling group of men around you.

Make a Luck roll to survive the volley. If you succeed, go to **111**; if you fail, go to **258**.

72

A ragged volley of shots misses you as you gradually get out of range. The Redcoats are too exhausted to pursue you, and the security of the trees ahead offers all the protection you need.

You slump winded beside a tree. As you get your breath back you hear cheers of victory from the hill. The Redcoats have taken it.

They may have won, but at what cost. You stand up, take one last look, then turn to **250**.

73

'Make sure that my wagon gets back to the farm,' you say, as you swing into the saddle behind one of the men.

You head off for the Boston road but, finding that the British have already retreated further back towards the town, the group decides to disband and head home to their farms.

One of the men offers to take you home on his horse. Since it would be pointless to scour the countryside for Redcoats, you agree.

Your thoughts are confused as you and your companion make your way home. The man is obviously excited about what has happened, but you have mixed feelings.

You arrive at the edge of the farm, thank the man and

slowly walk up the hill towards your house. Now go to **171**.

74

'Hold your fire until they get close,' shouts an officer.

On the British come, muskets lowered, the sun shining on the bare metal of their bayonets.

You lower your musket, take careful aim, and prepare to fire.

'Give them a volley, men,' screams the officer.

Make a Firearm roll to hit a Redcoat. If you succeed, go to **223**; if you fail, go to **278**.

75

You duck behind the door as the volley rips into the building. There is no return fire from the rest of the Minutemen, so you guess that any left alive have fled. You must run yourself or die. Now go to **15**.

76

Most of the other Minutemen have run out of ammunition, so you pass on two of the few rounds that you have left, then stand grimly waiting for the next onslaught.

The weary British come on again, forced into action only by courage and discipline. A few last shots from your fellow patriots pepper the Redcoats, who waver for a second, then emerge through the thick cloud of smoke, this time right in front of you.

Charging over the breastwork, a Redcoat makes for you, and you will have to fight him. Since your musket is

useless, you must fight with your sword.

Redcoat Bayonet 7 Wounds 3

If you win go to **138**; if you lose, go to **212**.

77

Ordering so many men to cross the Delaware is bordering on the foolhardy, but Washington is certain of victory.

Sitting on the prow of a boat, you stare intently as the British-held shoreline looms into view. You land safely, meeting no opposition. Quickly you deploy your men and prepare to move out. Trenton must be taken by stealth, and your group will be one of the first into the town. Now go to **50**.

(illustration on following page)

78

'Nathan, if you are not for us, then you are against us,' the captain shouts.

'I just want to be left in peace. I have no real quarrel with the King,' you reply.

'Farewell, then,' he says.

Abruptly he remounts, and without another word rides off north.

You watch him as he disappears into the distance, certain that in spite of your determination not to get involved, you stand little chance of being left alone for long. Now go to **41**.



You manage to get to within a few hundred yards of the camp, then suddenly you are spotted. Ahead is a small troop of loyalist horsemen. There is no time to fire at them, this will be a hand-to-hand fight.

There are twelve riders and twenty of you. Roll the dice twice for them and four times for your own men. If your total is higher, go to **47**; if it is lower, then go to **290**.

Just as you reach the wagon a handful of Redcoats emerge from the darkness on each side of the road.

'We've caught ourselves a spy, sergeant,' shouts one of them.

Trying to creep out and tell your rebel friends what's happening in the town are you?' says another voice from the shadows.

'No I'm not,' you retort furiously. 'I'm no spy. I'm just trying to get back to my farm before the rebels burn it. I am loyal to the King and have risked my life refusing to join the rebellion.'

'Then why are you sneaking out of Boston in the dead of night?' asks yet another voice.

'Night is my best chance of avoiding the fighting,' you say.

'We'd better take you in. Get his horse, Jones,' concludes the soldier.

'Yes, sergeant,' replies the Redcoat.

Now go to **121**.

Having dealt with the two Redcoats, you turn and run.

With shots ricocheting off the trees around you, you try to make for some cover. Make a Luck roll. If you succeed, then go to **263**. If you fail, go to **279**.

82

You manage to get home without any further incident. Once there, you discover that all your farmhands have deserted you.

Later in the afternoon, you see a group of men approaching from the direction of Lexington. Among them you spot one of your neighbours. With him are seven other men, all carrying muskets. Instinctively, you grab your musket and load it - they look like trouble.

Will you open fire on them from here, when you could get at least two or three before they reach cover (turn to **216**) or will you walk down the hill, talk to them and find out what they want (turn to **86**)?

83

You follow the rest of the frightened soldiers and, with musket balls whizzing around you, finally reach the safety of some trees. Amazed, you watch General Washington himself ride forward and rally his men. Without question, you move forward to support them when he beckons to you.

On your right you hear the guns of Henry Knox, the great rebel commander, begin to exact a toll on the advancing Redcoats. Cheers rise from the line as the Rhode Island regiment and the Massachusetts Brigade force the British into a milling, stricken mass.

Emboldened, you surge forward, but pursuit is

checked by Washington for fear of tempting out Cornwallis's main army against you. Victorious, you press on towards Princeton. After a brief fight, the college town is yours. A short rest is all you are allowed before marching off again.

Now go to **104**.

84

Tense hours pass, then you hear someone coming towards your cell. The door swings open, and before you stand the magistrate and the sergeant.

"Thank you, Sergeant," says the magistrate. "Nathan Deane, you are free to go. God speed, and long live the King!"

You thank him and walk out of the jail. Where will you go now? You decide that you must leave Boston, board a ship and sail for New York. At least you will be able to make a fresh start there.

It takes you several hours to find a ship willing to take you, but when you do, you are relieved to hear that the captain is one of the few with authorization to leave the harbour.

The ship sails out of Boston in the early hours of the morning and will reach New York in the afternoon.

Now go to **69**.

85

"Wait, men! One more volley and then we'll run," you shout.

The Redcoats are massing on the opposite bank, ready to charge across. As they advance, the firing starts once more.

Throw two dice for yourself and three dice for the Redcoats. If your total is more than theirs, go to **53**. If it is less, go to **11**.

86

Still holding on to your musket, you walk slowly down the hill towards them.

They look angry and you soon realize why. They have obviously come from the fighting, and two of them are wounded.

'Nathan!' one of them shouts. 'We need your help. The Redcoats fired on us and massacred eight men. Local men. We could have done with your help back in Lexington. Where were you?'

Stunned into silence, you cast down your musket and help them support one of the wounded men, who is sagging in his saddle.

'Take them into the house. I'll get some water and bandages,' you say.

The men half-carry the staggering wounded into your house and after drawing water from the well, you rejoin them.

'North is hit bad,' says one of the men. 'He might have to lose his leg.'

Looking at the gory remains of the man's knee, you nod in agreement. So this is what war really means.

'I'm sorry that I wasn't with you,' you say. 'I didn't know what to do. It seems now, though, that you were right. I'll give you all the help you need.'

Now go to **276**.

87

You trip as you run, crashing to the ground before you reach the door, and wounding yourself so badly that for what seems like the longest seconds you have ever endured, you cannot get up, but must watch as the fuse is eaten away by the flame. You have one last chance. Make a Luck roll. If you succeed, go to 38; if you fail read on.

The explosion is enormous, within the confines of the log cabin. There is only one outcome for you - death. A brave stunt, but foolhardy.

Your adventure ends here.

88

For the next two hours you work on the door hinges with your knife. Gradually the wood gives way. You peer out through the cracks, trying to see if there is anyone outside. You are lucky - no one seems to be about.

Make a Strength roll to break down the door. If you succeed, turn to **298**. If you fail, go to **51**.

89

With the woman clutching at your coat and the children crying, you run, narrowly missing several troopers, more interested in burning and looting than they are in you. In a few seconds you are on the outskirts of the town.

You have a difficult decision to make. Will you leave the woman here, knowing that she will not have much chance of survival on her own (go to **277**) or will you take her with you to safety (go to **126**)?

(illustration on following page)



90

You *cannot* fend them off from two directions, all you can do is run, before you are surrounded.

Make a Luck roll as you dash for your horse. If you succeed, go to **288**. If you fail, go to **227**.

91

A musket ball narrowly misses you. As you spin around, grabbing instinctively for your pistol, you realize that it was the woman who shot at you. If you fire you could kill her, or the children cowering behind her, but you cannot bring yourself to do this in cold blood. Will you leave the house straight away on your own (go to **183**) or will you risk lingering long enough to help get the frightened woman out (go to **215**)?

92

The civilians are Bostonians, loyalists and scouts for the British. They eye you with suspicion as you approach.

'What is your business on the road at this time of the morning?' one demands.

'I'm heading for Boston, I want no part of this damned rebellion,' you say.

'Rebellion? What do you know of the rebellion?' asks the burly man.

'Nothing. But it looks like my neighbours are preparing for you at Lexington,' you tell him.

'We know. We've caught a couple of their spies. How many of them are there?' he inquires.

'Not many, I'll wager,' you reply. 'A few dozen perhaps, but they are in a fighting mood. No one wants this; you should turn back and leave them be.'

A uniformed British officer joins you and demands to know what is holding up the advance.

'Lieutenant, this man confirms our suspicions. The rebels will be waiting for us at Lexington,' says one of the loyalists.

'You will have to come along with us. I can't allow you to roam around the countryside now you know we are here,' says the officer. 'I am Lieutenant William Sutherland, aide to Major Pitcairn. I'll thank you to dismount, sir.'

Now go to **230**.

93

'I cannot let you kill them,' you say. 'Take the prisoners back to the column.'

The Indian looks at you with hatred in his eyes; you have made a bad enemy, and will be wise to watch your back from now on.

The stockade is now in your hands, so the column can press on without fear of the cannon.

Now go to **204**.

94

With the screams of women and children ringing in your ears, you join in the slaughter of the townsfolk. Some of the less savoury men in the regiment are carrying out their duty with relish.

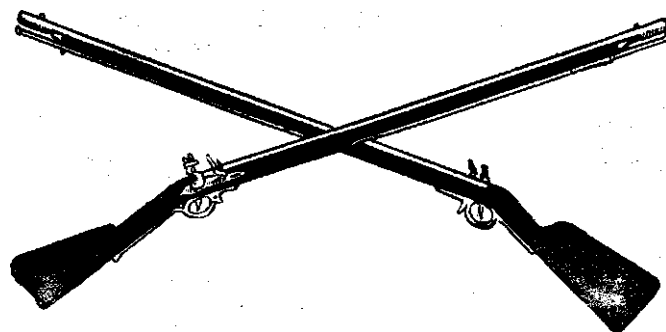
You see a large building, still intact, and make for it. As you run, you snatch a torch from a soldier.

Inside the building, you see hidden underneath a table a woman and two children. Will you torch the place (go

to **281**) or will you try to get the mother and her children out of the house (go to **215**)?

95

With swords flashing and bayonets jabbing, the Redcoats advance over the crest. A shot or two still echoes in your ears, but the hill is lost and you must run by turning to **280**.



96

The officer's shot hits you in the back and you fall, mortally wounded. As your sight begins to blur you are at least satisfied that you took no part in the massacre. You believed in the cause you were fighting for, but not in the methods. Incidents like this will always happen while the line that some draw between combatants and civilians is so unclear.

Your adventure ends here.

97

The dead are buried and you try to settle down for the rest of the night. It is impossible; no matter how hard you try, you cannot sleep, and wish now that you had not been so fired up as to join the army.

Next morning you all rise for an early start and continue your march into the forest. Just past midday, the sergeant discovers, with some surprise, a new trail; surprise because he does not remember seeing it the last time he came this way. It could be either a rebel supply route, or perhaps a trail used for raiding and spying. The sergeant decides to follow the trail and find out where it leads.

'I need a volunteer to come with me and Sequa,' he says.

Will you volunteer (go to **234**) or will you stay put with the others (go to **182**)?

98

You order a couple of men to approach the horse. From your vantage point, you crouch ready to support them with musket fire if they need it.

They reach the horse, and search the surrounding undergrowth, finding nothing. Believing that it is safe to approach with the rest of the men, you stand up. Suddenly all hell breaks loose. A volley of shots crash into your men and several go down. Will you retreat (go to **275**) or will you stand and fire back (go to **159**)?

99

Your musket clatters to the ground, and as it does so, a

shot rings out from behind you. A Minuteman has fired. With machine-like precision the front two ranks of Redcoats raise their muskets and return a volley. There is an explosive sound and then a hail of shot sends men around you toppling to the grass.

All about you, the Minutemen start firing. Others run, some are hit and their screams of pain fill the air. What will you do? Pick up your musket (turn to **71**) or run for cover (turn to **133**)?

100

Your shot misses the man. Instinctively, he dodges back into the undergrowth. Several other shots are going off behind you and you have no idea what is going on. Will you take cover in the brush and wait (go to **267**) or will you stand up to get a better view of what is happening and at least find out where the rest of your comrades are (go to **201**)?

101

You break the man's neck and drag his body into the bushes, then signal to your men to begin the advance. The element of surprise is still with you, a stealthy attack with bayonets and swords should mean a rapid victory.

Now go to **65**.

(illustration on following page)

102

Back across the river, you rest and consider what happened over there. You have learnt a lot from your



actions on the far bank.

Your officers seem impressed with your decisions and leadership, and you are promoted to sergeant and permanently attached as a scout and forager. A couple of days later you understand why your promotion was so rapid.

Washington intends to attack the Hessian mercenary garrison at Trenton. Risking an army in boats in winter is a bold move; all could be lost if it fails. It relies on catching the enemy unawares. After the losses of the past few weeks, the army needs veterans like you in command of small units. A rapid march south brings you to the banks of the Delaware a few days before Christmas. Now go to **187**.

103

'Very well,' you say, 'But I leave the choice of fighting to my men. I can only speak for myself.'

'Good, I knew that we could rely on you, Nathan. I must head for Greene's farm. We'll meet in Lexington later,' he replies.

With that he mounts, salutes, and rides north. With a heavy heart you walk the few steps back to your home. After tomorrow, who knows whether you will see it again. Your farm workers are as yet asleep in their beds, so you still have a chance to change your mind.

If you decide to stand by your decision, go to **16**; if you wish to run, go to **196**.

104

You are exhausted by all the marching, retreating,

fighting and retreating again that has gone on for the past few months.

The army settles down to a hungry winter around Morristown. Both sides lick their wounds and prepare for the spring but when it comes there is still inactivity, both armies content to make do with raids and counter-raids throughout the summer.

Elsewhere the British seem to be gaining the advantage. You hear that Fort Ticonderoga and Fort Anne have fallen, General Howe has landed in force on Staten Island again, and your army is in peril of being completely cut off from the north.

In September 1775, Washington determines to fall back to the Brandywine, for fear of the Redcoats capturing Philadelphia, the seat of Congress and Government. Orders for the retreat are received and early one sharp September morning sees you positioned on the enemy side of the river, just in front of Chad's Ford. As the scouts come in, they report that a large force, perhaps 5,000 strong is advancing towards the river. You are not the only one to think that this cannot be all of Howe's men; he should have enough troops to outnumber your 11,000. As the enemy advances, you are ordered to defend the ford.

By 2 o'clock there is a rumour that a second British force has been sighted on the flank of the army, nearly 7,500 fresh Redcoats. In panic Washington orders another retreat.

You are ordered to fight a rearguard action to allow the rest of the army to escape the trap that the British have set. You fear that there are too few of you against so many of them for you to make a stand. Will you hide in

the bushes until they pass (go to **200**) or will you try to hold them off as ordered (go to **23**)?

105

Keeping to the cover was a good choice. A troop of loyalist cavalry pass you and fail to notice your approach to the camp. Your scouts report that there is only one sentry so with luck, you can get into the camp.

Deciding that you cannot risk relying on anyone else to deal with the sentry, you carefully begin your approach.

Make an Agility roll to get to the man before he sees you. If you succeed, go to **282**; if you fail, go to **115**.

106

'What's the point?' you ask. 'They're not about to attack anyone, all they want is to get back to Boston.'

'We'll hurry them along,' replies Tobias. 'Now get out of the way.'

Will you help them (go to **114**) or will you let them chase off the Redcoats by themselves (go to **193**)?

107

You brush past the officer and hurtle down the hill.

'Coward!' he shouts after you.

You have got barely a few more yards down the hill when a shot rings out.

Make a Luck roll to dodge the shot. If you succeed, go to **61**; if you fail, go to **279**.

108

Your horse is not far behind you and you must make a dash for it.

Make a Luck roll as you run. If you succeed, go to **288**; if you fail, go to **227**.

109

The horsemen canter by, heading in the same direction as you. Following at a discreet distance, you see them stop beside a farmhouse, and then watch as most go inside.

Cautiously you approach; now is your chance to hit them. If you can catch them unawares it will be easier to beat them and take their horses and supplies. First, though, you have to eliminate the sentry they have posted. Make a Luck roll. If you succeed, go to **173**, if you fail, go to **8**.

110

You hear that Washington has been appointed commander of the army. Perhaps now something can be done to regain the vitality and determination of all the patriots.

For the next few months though, little happens. You hear news of attacks, counter-attacks, raids and defeats. Christmas comes and goes then, finally, late in January the artillery captured by the rebels at Ticonderoga arrives. Now the army is eager to strike.

Washington has the cannons placed on Dorchester Heights, leaving the British with no option but to evacuate Boston, for the Heights dominate the entire town. On the 17th March the Redcoats abandon Boston and sail for Halifax.

With the victory still uppermost in your mind, you enlist for a year's- service with the 21st Continental Regiment under Brigadier-General Sam Parsons. Weeks of drilling pass and then, fully trained, you march on New York to prevent the British capturing it.

On the 4th July, Independence is declared. Even while the celebrations are in full swing, you hear that the British have landed close to the city. Now go to **7**.

111

Spinning around, you see several rebels go down under the hail of shots. It is suicidal to stand before the Redcoats; you must get to cover.

Desperately you dash towards the nearest building. The rest of the Minutemen are falling back, firing as they go. As you crash through the door you turn and fire. Make a Firearm roll. If you succeed, go to **13**; if you fail, go to **207**.

112

The sullen soldier walks with you into the town.

'You come from Lexington then?' he asks.

'Yes. My neighbours are determined to fight against the army and the King,' you say.

'They must know that we'll beat them in the end,' he replies. 'If they had any sense they would buckle under peacefully now.'

You nod. All you really want is peace, peace to tend to the farm.

'We're here,' says the soldier. 'Report to the sergeant at the desk. He'll take care of you.'

Now go to **55**

113

The four men spin around as you launch yourself out of the brush, firing as you emerge. You down one of them, then close with the other three. Make a Luck roll to avoid their shots. If you succeed, go to **210**; if you fail, go to **289**.

114

The two Redcoats have made off across a field, Tobias orders two of his men to circle round and try to get in front of them. You and the others follow him.

Hard on the Redcoats' heels you slide down into a ditch and get ready to fire. Make a Firearm roll. If you succeed, go to **221**; if you fail, go to **5**.

115

The sentry sees you, and fires. Make a Luck roll. If you succeed, go to **130**; if you fail, go to **279**.

116

Throughout the day you hear gunshots echoing across the fields. All your farm hands have disappeared, but you have no idea whether they have run away or joined the Minutemen.

In the late afternoon you see a group of eight men approaching from the direction of Lexington. Amongst them is one of your neighbours, and all eight are carrying muskets and heading for your farm.

Instinctively you grab your musket and load it; they



look like trouble. Will you open fire on them from here, hoping to hit two or three before they get to you (go to **216**) or will you walk down the hill, talk to them and find out what they want (go to **86**)?

117

You hear laughter from along the trail and the voice of the sergeant.

'It's all right, boys, just a bloody great bear; nearly got Fredericks, though,' he laughs.

Stunned for a moment you look at the white face of Fredericks, then burst out laughing too, mostly with relief.

Now go to **231**.

118

Several of the horsemen die in the volley. You must now fight the survivors hand-to-hand. Since you are on foot, the mounted survivors have an advantage and will attack first. Quickly you close with the nearest one before he can escape.

Horseman Sabre 4 Wounds 4

If you win, go to **156**. If you lose, go to **212**.

119

Spurring your horse, you flee. Behind you the Redcoats are shouting for you to stop. Make a Horsemanship roll as you jump over the hedge into the field. If you succeed, go to **283**; if you fail, go to **258**.



120

Though the rebels hold the fort at Ticonderoga, their only life line is the Hudson River. Your company is sent out on extended patrol to stop supplies from getting through. With you are twenty loyalists, three regulars and a small detachment of Indians.

You travel up river by rafts then, leaving the fast flowing waters, plunge headlong into the forest covering the whole area. The last thing that you expected was to be in a war like this, stalking through the trees like an Indian scout.

The trails cut into the forest are old and well-used, but which routes the rebels are using is not precisely known. Your company splits up and you find yourself with just ten other ranks, one Indian and a Redcoat. After four days in the forest you are beginning to feel at home. Tonight it is your turn to take first watch.

The others are asleep, when suddenly you hear a twig snap just off to your left, perhaps twenty feet away. Will

you go and investigate (go to **42**), will you stand ready and cock your musket (go to **217**) or will you wake the others and tell them what you have heard (go to **243**)?

121

You are marched back to Boston in silence. An officer on the outskirts of the town takes your name, but refuses to listen to your pleas of innocence. They lock you up in a cell and tell you that they will hand you over to the magistrate tomorrow.

They did not take away your knife, so you still have a chance to escape. If you want to sit it out and argue your case tomorrow, go to **52**. If you would prefer to try to escape, go to **88**.

122

As you wrench yourself from the death grip of the rebel, you see a very uneven fight come to its conclusion. The rebels have been cut down swiftly by the rest of your men.

You check the woods nearby in case there are other rebels still lurking there. Satisfied that there is no further danger, you head back towards the column.

Now go to **204**.

123

'You're right,' you admit. 'I'm sorry, I panicked.'

'That's all right, soldier. Good luck,' he replies.

You rush back up the hill in time to see the Redcoats begin their advance.

Now go to **162**.

124

You push the woman and her children towards the two men. With joy on their faces, they carry them off to their doom. Sickened by what you have done, you rush headlong into a small hut to try to hide from the massacre. Now go to **183**.

125

As you get closer, you see several Minutemen with their muskets levelled at you. You have no real option but to surrender to them. Quickly you decide that it would be safer if you pretended to change sides.

One of the men grabs your horse's bridle, and with a single motion you dismount. All about you are local farmers, armed for war and ready to kill. You had better speak quickly and be convincing.

'I have news of the British deployment and defences,' you say. 'I risked my neck to get out of Boston. Who can I report to?'

A squat man with a hunting rifle emerges from the shadows and looks you up and down.

'Who are you?' he says. 'That was a pretty foolhardy thing to do. What information have you got? I'm the only officer around here.'

'The British have reinforced all approaches to the town. They've set up defences on the heights and the warships are covering the coast roads,' you tell him.

'I see. Where are you from?' he asks.

'From Lexington. I was in Boston on business when all this happened,' you reply.

He seems satisfied with your report and orders his men



to let you go. You have not really told him anything that he could not find out for himself when the sun comes up in the morning.

You wish them well and ride off. It would be foolish to try to get back to Lexington. What would happen if they checked your story? Fortunately, they didn't ask and you did not tell them your name.

You only have one real choice; get out of the area and head for New York. Now go to **284**.

126

With a glance back at the town, you make a decision. You have no place with the soldiers. You cannot be a part of the massacre.

'Let's go,' you say to the woman.

She nods, still frightened and unsure of you, but she really has no choice. Her life and her children's are in your hands.

You strike out for Canada. It will be simple once you get there to pretend to be refugees, no one will question you. First, though, you must traverse the hills and face the perils of the forest, without a full regiment to back you up. It is not without some trepidation that you prepare for the task.

The atrocities you have seen convince you that the rebels will never give up. No matter what happens on the battlefield, there can be no chance now of reconciliation.

In fact, the King is gradually losing his grip on America. The arrival of the French will seal the fate of the British at the siege of Yorktown and many more will die before sense is restored and peace once again reigns.

As for you, there is little hope that you can ever return to Lexington. The events of that fateful day when the Minutemen stood on the green and defied the King, set the continent on a course of revolution that could only end in independence. It is people like yourself, whose homes are lost, who ultimately pay the price for freedom.

Your adventure ends here.

127

You ride hard across country and within an hour or so reach Boston. As you make the last approach to the town, you see a roadblock up ahead manned by a troop of Redcoats. Slowing down your horse, you halt before them.

Now go to **20**.

128

The shot misses you, but some of your men are not so lucky. Your command is now reduced to less than ten effective soldiers, and you cannot press on. You must retreat.

You order your men back and quickly collect the wounded. The river is not far away, and luckily the British seem ill-disposed to chase you.

Now go to **102**.

129

The remainder of the men throw down their weapons and surrender. Assailed from the flank as well as the front, they choose capture rather than death.

Quickly, taking no chances, you disarm the men and

take them back to the column. Although they were rebel scouts, they refuse to tell you whether there is a larger group in the vicinity.

Now go to **204**.

130

You avoid the shot by falling to the ground. However, the sound has alerted the Redcoats, while your men see it as a signal to attack.

Before you have covered the remaining distance to the tents the British are ready and firing.

Make another Luck roll to avoid being hit. If you succeed, go to **128**; if you fail, to to **279**.

131

Feeling that you have done as much as you can today and that another stand against the British would be stupid, you decide to head off home.

Your thoughts are confused as you make the long walk back to your farm. Suddenly, you remember that your wagon is still in Lexington. But where? Supposing the British discover it and trace the thing back to you. Cursing you realize that you neither know exactly where it is, nor can you risk going back to it.

With very mixed feelings you finally reach the farm. At least you are home. You could quite easily have been killed today, like some of the poor farmers lying on Lexington Green.

Now go to 171.

132

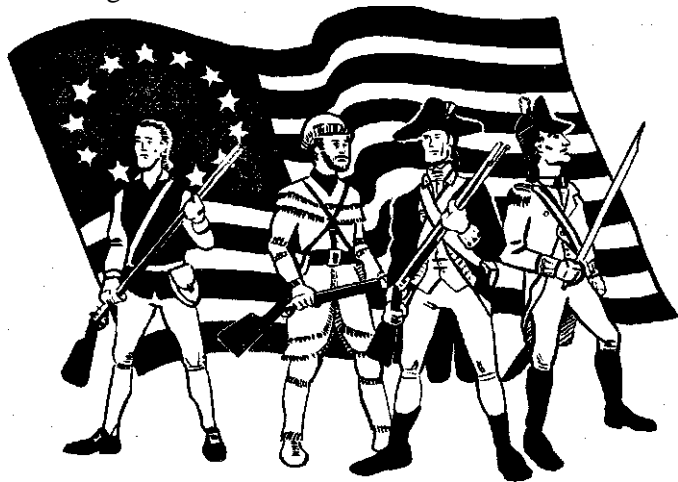
As you rise from cover a man spots you. You manage to

call for help just as he fires at you. Make a Luck roll to dodge the musket ball. If you succeed, go to **188**; if you fail, go to **289**.

133

Just as you run, the leading company of Redcoats fire without warning. Luckily you are far enough away, but not so some of your fellow Minutemen. Several drop, then panic sets in; some are firing back, but most, like you, are running.

Now go to **15**.



134

The capture of over nine hundred prisoners and six cannons at Trenton raises your spirits. Another similar action nearby at Wood Creek means that the rebel army's path is now clear. The target is Princeton. On the 3rd January 1777 you reach the countryside just outside

the town. You are part of a force detached to destroy the bridge at Stony Brook and prevent the Redcoats from reinforcing the town.

To your right you see two regiments of Redcoats heading your way. You raise the alarm and the detachment turns to face the oncoming threat. Mercer, your commander, seems unable to decide whether to stand or not. Whilst he makes up his mind, his soldiers begin firing.

The British continue their advance and gradually the rebel firing becomes scattered and intermittent. Some of the men are running.

Will you run (go to **83**) or will you stay and fight (go to **4**)?

135

Quickly you dismount and, holding the horse's reins, open the gate. Once through, you remount and gallop off across the hill.

You have barely gone a mile when you see, dotted around, a myriad of campfires all over the countryside. The rebel army! It would be impossible to get to Lexington through all those men. They would be bound to stop you and would never believe that you were not a spy from Boston. Going back into the town is equally impossible. You have no option but to try to ride to safety. New York is the best place to head for; at least you can make yourself scarce there. No one will ask who you are and you will have a breathing space in which to make up your mind what to do next.

Now go to **284**.



136

The attack on the redoubt was just a feint. The real attack will fall on two far more strategically placed redoubts. On 14th October 1781, under the cover of darkness, all available men are poised to attack. You are ready, certain that victory is only one more battle away. Now go to **181**.

137

At last you see the valley below you through the trees. The river at its bottom snakes off into the distance in the direction of Albany. The troops deploy to make their descent, knowing that ahead is rebel country and beyond that the British regulars. The column splits into two sections. Will you follow the left of the river (go to **228**) or the right (go to **172**)?

138

The Redcoat keels over, skewered by your thrust. Gradually, though, the Redcoats are gaining ground, but each second that you hold them is giving precious time for others to escape down the other side of the hill.

Two more Redcoats are making straight for you. Will you fight them (go to **189**) or will you run (go to **280**)?

139

You realize that Washington's army must be heading for Philadelphia. Taking a circuitous route, you make for the town. The countryside is deserted, all the inhabitants who can having fled in the face of the two armies.

Now go to **18**.

When you arrive at Lexington you see that a large group of farmers have already gathered beside the congregational church on the village green.

In virtual silence you all stand, ready and prepared to defend your freedom. By the time the first rays of sunlight begin to flood the green nearly all the local farmers have joined you.

Captain Parker is worried; he only has orders to muster here and has no idea what to do if the British come this way.

Suddenly, from the distance, out along the Boston road, comes the sound of drums and fifes. Parker orders all of you to form up in lines. The music and rattle of equipment grows louder then, bursting into view over the crest of the hill by the road, you see the British.

Marching fast, in perfectly timed order, with a mounted officer at their head, rank upon rank emerge, nearly eight hundred in all. You are outnumbered more than ten to one!

'Let the troops pass,' shouts Parker.

Before you can move the British officer shouts, 'Disperse, ye rebels! Lay down your arms and disperse!'

Swiftly Parker barks out an order to you: 'Don't fire unless fired upon. But if they mean war, let it begin here!'

What will you do? Throw down your musket as the British officer ordered (go to **99**) or stand and wait (go to **45**)?

The pace is very slow; the whole column is slowing down. Just as the officers are about to order you to cross to the

other side of the river, the scouts come back. They tell you that the rebels have built a stockade on this side of the river, and they even have a cannon. Eager for action, the column presses on into the dense undergrowth; the rebel fort is not more than two miles away.

Two hours later, you look down on the stockade and can see that it is quite small, with a garrison of perhaps twenty. The cannon looks out along the river, but it could easily be brought to bear against you if you were spotted. The officer orders forty of you to approach the stockade and capture it.

You have gone no more than a few yards when you hear the tell-tale bang of a cannon being fired. Will you go to ground (go to **44**) or will you continue (go to **257**)?

You have been working for nearly a year and things have finally begun to happen.

In June, 1775, Washington was appointed commander of the rebel army, a month after Ticonderoga in the north had fallen. Far worse Boston was evacuated on the 17th March, 1776. Some blame General Gage for the losses inflicted on him in storming Bunker Hill. Others praise the strategy of Washington in getting the guns from Ticonderoga onto the Dorchester Heights to dominate Boston.

Vague news from the north in May, 1776, tells of an abortive rebel attempt to invade Canada. You decide to act. You must enlist and help defeat these rebels.

Many prominent local Tory leaders, as the loyalists are known, are trying to raise regiments to fight the rebellion.

To your joy, one day in May, you come across the following broadsheet handed out to the dockworkers.

**'ALL INTREPID ABLE-BODIED
HEROES**

Who are willing to serve His Majesty King George the Third, in Defence of their Country, Laws and Constitution, against the arbitrary usurpations of a tyrannical Congress, have now not only an Opportunity of manifesting their Spirit, by reducing to Obedience their too long deluded Countrymen, but also of acquiring the polite accomplishments of a soldier, by serving only two years, or during the present rebellion in America.

Such spirited fellows, who are willing to engage will be rewarded at the End of the War, besides their laurels, with 50 acres of Land, where every hero may retire, and enjoy his Bottle and Lass.

Each volunteer will receive as Bounty, FIVE DOLLARS, besides arms, clothing and accoutrements, and every other requisite proper to accommodate a Gentleman Soldier, by applying to Lieutenant-Colonel Francis or at Captain Reedy's rendezvous at forty-seven Second-Street.

His Excellency Sir John Johnson
Commander of the Kings Royal regiment of New
York'

Wasting no time, you enlist. Now go to **205**.

143

Your shot hits the oncoming bulk of a huge brown bear. You have obviously wounded it, but its size and strength keep it going.

You will have to fight it, with your strength only. If you are still alive after two rounds, go to 239; if you lose, go to **24**.

Bear Claws 10 Wounds 5

The bear's claws inflict two wounds per round, if he hits you.

144

The situation does look desperate. Already some of the townsfolk are trying to leave the beleaguered town by ship. Moreover, the British are not asking for loyalist help, sure that they can deal with the situation themselves.

It is with some regret that you decide you must leave Boston after all. Perhaps there will be a need for men in New York. It takes you several hours to find a ship that is willing to take you, and whose captain is one of the very few who has authorization to leave the harbour.

The ship slips out of Boston in the early hours of the morning; you will reach New York in a few hours.

Now go to **69**.

145

You all strip off any unnecessary equipment and move out quietly. You are an expert, so you take the lead. As

you get close, make a Luck roll to avoid being heard. If you succeed, go to **54**; if you fail, go to **261**.

146

The wounded men are in pain, so you increase your pace towards Concord. As you turn a corner in the road, you see a small group of Redcoats who must be stragglers. You cannot afford to let them see the wounded in the back of the wagon, because they would realize that you are a rebel.

Will you whip the horses and try to break through the small group (go to **25**) or will you pick up your musket and fire at them (go to **241**)?

147

The two soldiers are no match for you, but the arrival of British reinforcements means that you must retreat - it is not the purpose of this attack to be drawn into a major battle. With great speed, you run back to the lines with the rest of the men. The mission was successful, because you know now that the redoubts can be taken by stealth. Now go to **136**.

148

You head off in front with the Indians. They talk very little, but, to your relief, seem friendly enough - you have heard terrible stories about them in the past, and from their frightening looks you can believe most of them.

The Mohawk Valley lies to the south west and the journey avoids any possibility of contact with other groups of soldiers or, more importantly, rebels.

Now go to **206**.



149

You signal that all is clear and the main body of troops move forward. As they come into view, the civilians scatter and run - they have no chance against fast-firing, determined men half-blinded with bloodlust.

Will you go down the hill and try to stop the massacre (go to **245**) or will you order your men to go and help to burn the town (go to **94**)?

(illustration on previous page)

150

The battle, what little you see of it, is inconclusive, but the newly trained rebel army works a lot more like a real army than you expected.

Both armies move away from each other again, the main action now happening many miles away, in Georgia. Your company, meanwhile, begins to move towards New York. Months of cat and mouse warfare occupy you and your men there, On the 14th August 1781, De Grasse, the French commander with 3,000 men and cannon in support, announces that he is ready to act, though he does not want to risk attacking New York since he has to try to control the West Indies as well and the British fleet is still a danger to him.

Because of De Grasse's hesitation, the rebel army is ordered to march south. You slip away from New York, go through Baltimore, cross the Potomac, on past Williamsburg then to your destination - Yorktown, Virginia, where Cornwallis awaits you with 7,000 Redcoats behind defences. If you can beat them, this will be the final blow to end the war and give America its freedom. Now go to **292**.

151

'I mean no harm, I'm on my way home,' you say.

'Where's that?' demands one of the men.

'Boston,' you reply.

'We took you for one of the New York soldiers. They were deserters, just like you, and they've plundered and murdered their way across the country,' says one of the riders.

'I've not deserted, just ended my enlist time,' you lie.

'Get going then, Bostonian. We've got no quarrel with you.'

Somewhat relieved, you move away. Where will you go? Back to the army (go to **36**) or head for Canada and get out of this war forever (go to **285**)?

152

'I can't let you murder those people,' you scream. 'Even if they are rebels, they don't deserve this. We are not warring against women and children.'

'We have no time to judge what is right and wrong,' says the soldier. 'Do your duty, or I'll have you shot. What's your answer?'

Will you refuse once more (go to **270**) or will you carry out his orders (go to **272**)?

153

As you ride back to Lexington, you realize you will be expected to join your fellow farmers against the British; if you tried to approach the Redcoats now, they would think that you are a spy. You could pretend to have been

scouting for the rebels and ride into Lexington. Perhaps that is your only option.

Spurring your horse back up towards Lexington, turn to **59**.

154

No matter how hard you look, you can find no evidence that an army has passed through this land. In fact, the whole territory is devoid of fighting men of either side. To head west now is impossible, you would be moving into enemy territory. You decide to press on through New Jersey in search of Washington's army. Now go to 238.

155

You yell as you charge. Your men charge as well. Two are killed as they run, but one of the rebels is also hit.

You must fight one of the rebels whilst your men take care of the others.

Rebel Bayonet 7 Wounds 3

If you win go to **122**; if you lose, go to **33**.

156

You kill the trooper and look around the melee, noting with satisfaction that your men have made short work of the horsemen. It is not without loss though. Six of your men lie dead on the ground, two more are wounded.

At least now you have some horses. Pressing on again, you can see a farmhouse through the trees. Now go to 26.

157

As the rebels advance in skirmish lines, the officers are desperately trying to reorganize the loyalists to put up some sort of resistance.

The firing has already begun. Will you stand fast and rally the men around you (go to **185**) or will you stay put in the town and leave the fighting to others (go to **211**)?

158

Make a Horsemanship roll. If you succeed, go to **49**; if you fail, go to **22**.

159

Your fire gradually takes a toll on the hidden enemy, and little by little their return of fire diminishes. You will have to make sure that the coast is clear before you can allow the column to pass along this way. Now go to **208**.

160

Just before 4 o'clock a tired Redcoat officer rides into town. Casually, from the window of your room you watch as he rushes up the steps of Province House. General Gage, the British commander, has his headquarters there.

Barely minutes pass, then a stream of soldiers begin running out the building and heading off in every direction. It seems as if the news of the clash against the Minutemen has reached the general.

You discover from the owner of the hostel that the general has threatened dire consequences if the selectmen

of Boston allow any more of their fellow Bostonians to bear arms against the King....

Strolling down to the harbour, you see a warship heading south to scout the shoreline. The general is taking no chances. On the slopes overlooking the town you see troops of Redcoats scaling Bunker Hill to cover the retreat from Concord.

You stand as darkness begins to fall while ragged groups of Redcoats come back over the rise towards the town.

Boston is alive with rumours of rebels heading towards the town bent on murder and pillage. Will you remain in Boston (go to **144**) or will you try to save your farm from the rebels (go to **57**)?

161

Make a Firearm roll. If you succeed, go to **143**; if you fail, go to **293**.

162

With the hot sun blazing down, the rolling drums of the Redcoats signal to attack.

Despite the rail fences, high grass and clumps of bushes the soldiers keep their lines perfectly straight. You feel a little sorry for them, each weighed down with masses of equipment and supplies, nearly one hundred and twenty pounds.

Your fellow Minutemen have deployed ready to fire, the best shots lined up immediately behind the breastworks, with the others crouched ready to pass loaded muskets.

Now go to **74**.



163

All the horsemen are killed or wounded before they know what hit them. Now at least some of your wounded and sick men are more mobile.

Riding on ahead, you see a farm through the trees. Now go to **26**.

164

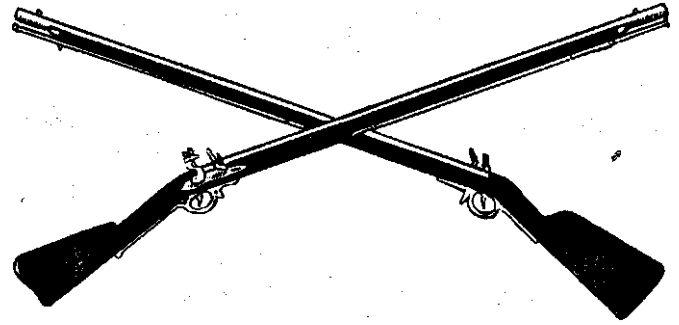
The musket goes off, but something has fouled the barrel. The detonation of the shot sends shards of metal deep into your arm and face. Take two wounds; your musket is now quite useless. Turn to 76.

165

With the camp sprawled out over several miles, you find it easy to slip away. Nearly all discipline has vanished from the army - they are virtually a rabble. Will you head off home (go to **40**) or will you make for Canada - at least there is not a war going on there (go to **285**)?

166

Events are overtaking you. You discover that the British have taken Philadelphia. You have no real idea where the rebel army has gone to, but there would have been two choices, and you can only try to think as Washington would have done. He would either have headed deeper into New Jersey to draw the British away, or he might have gone into Pennsylvania to try to lose the British and find somewhere to rest for the winter.



Will you go to New Jersey (go to **154**) or will you head for Pennsylvania (go to **297**)?

167

A shot goes off as you make the jump. Luckily the ball misses and you are away and up the road before the Redcoats can react.

Ahead you make out more indistinct figures moving about beside the road. Are they rebels or Redcoats? You will have to get closer to find out. Now go to **125**.

168

With the two men dead before you, you find yourself virtually alone. Everyone has fled. As you turn you see Washington astride his white horse, rallying the panicking soldiers and forming a line to repulse the Redcoats.

You fall into line, the blood still dripping from your bayonet. As the commander-in-chief passes you he calls out: 'Well done, soldier; that's the spirit, cold steel!'

From the right you hear the rebel cannons pounding

away at the Redcoats. The guns herald the arrival of the Rhode Island regiment and the Massachusetts Brigade. The British recoil from the attack, then flee.

Washington stops any pursuit for fear of attracting Cornwallis's main army. The army then press on for Princeton. After a brief struggle the town is yours. A short rest is all you are allowed before marching off again.

Now go to **104**.

169

The Redcoats advance, then charge. Very quickly the village is taken, but the major is furious that his men fired on the locals. Regaining order, the army continues for Concord.

'You may go, sir, it serves no useful purpose to detain you,' says the officer with you.

Stunned by your first sight of action, you remount. You want to go home, but that could be dangerous; your neighbours have seen you with the Redcoats. Perhaps it would be safer to go to Boston. And since Lexington has shown how little chance the rebels have, you might even join a loyalist regiment there.

Where will you go? Home (turn to **82**) or to Boston (turn to **127**)?

170

You run, but the sergeant bravely stands and fires at the looming shape. The detonation of the shot reverberates around the clearing, then a huge body falls to the ground. You stop running and stare in disbelief. Now go to **198**.

171

The next few days are surprisingly quiet. You manage to retrieve your wagon; Boston has been sealed off, completely under siege by the rebels, the woods and hills teeming with groups of Minutemen. It seems as if all the able-bodied men of New England are gathering and heading towards Boston.

Although the British destroyed the small force at Lexington, the casualties they suffered returning from Concord with the captured weapons have convinced many Americans that they now have a chance to fight for their freedom. Everywhere locals are training, drilling, making musket balls and buying and constructing weapons.

Your neighbours take turns manning the approaches to Boston, and the pressure is on you to help.

You decide that it is your duty to join them; though the next few weeks are relatively quiet, there is some sniping at the Redcoats in the town, but little else happens.

You hear that an appeal has been sent to King George, saying that the Americans are still loyal subjects, and that all he has to do is to restore their liberties so the colony can return to peace again.

In mid-May news spreads that Fort Ticonderoga on Lake Champlain has been captured by the New Englanders. This is incredible news - a victory for the rebels coming at the very time that a message of loyalty is sent to the King.

Arguments ensue; your own neighbours taking sides in the furious disagreement. Some say that in the light of this news they should abandon the siege and sue for

peace. Others argue that if they do abandon the siege, what will prevent the British from falling on the colonies one at a time?

Now go to **248**.

172

This is the normal route along the valley. It is regularly used by the people who have settled here. Just beyond the bend in the river lies your first target, a trading post run by rebel sympathizers. You are ordered to make the attack.

Now go to **56**.

173

Out of the corner of your eye, you see a musket being levelled at you by a loyalist sentry. You dive to the ground as it is fired.

In seconds the man who fired it is dead, killed by one of your men. The loyalists in the farm have been alerted, and there is no time to waste.

'Charge!' you scream.

Now go to **10**.

174

When you finally reach the valley, you are sent ahead as scout for the main columns, which have split right and left of the river, and pressed on into rebel country. The Mohawk snakes away into the distance. Far away lies the town of Albany, your eventual target. Your successes as a scout have not gone unnoticed and you receive promotion to corporal. You now have a group of Indians



and a small unit of loyalists under your command.

You are ordered to scout at least five miles ahead of the column. Gathering together your men, you head out through the trees and are soon out of sight. The column will move very close to the river. Will you concentrate your efforts there (go to **68**) or will you scout further from the river to make sure that no one can approach the column unseen (go to **291**)?

175

Your men begin to charge. The jangling of equipment alerts the sentries and they fire at the men on your left. Instinctively, your men volley back and kill them.

The alarm is raised. Out of the buildings tumble the half-clad Hessians, desperate to defend themselves. You press on, supported by hundreds of patriots. The action is swift. The Hessians are forced back, totally disorganized, and finally surrender.

Now go to **134**.

176

Your shot goes wide and the men at the bottom of the hill dive into cover. You stare into every bush and every tree, but cannot see anything moving below.

Will you stay and reload (go to **232**) or will you run (go to **108**)?

177

You turn and flee, wanting no part of this. As you run, you hear the sound of a pistol being cocked. Make a Luck roll. If you succeed, go to **218**; if you fail, go to **96**.

178

The attack goes in successfully and the enemy retreat. You feel guilty for not having volunteered, but you have taken, perhaps, more than your fair share of risks. Now go to **136**.

179

They do not believe you, and continue to fight; despite your protests, the rebels are so frightened that they can neither hear nor heed what you are saying.

Faced with the rebels' resistance, your men have no option but to continue the fight themselves.

In a few minutes all is silent and the rebels are dead. They preferred to die rather than fall into your hands as prisoners.

The stockade is in your hands and the column is free to proceed. Now go to **204**.

180

As you run, you blunder into two men, an Indian and a white man already carrying the bloody spoils of the townsfolk they have killed. It is obvious that they want you to hand over the woman and the children.

Will you give them to the men in the certain knowledge that they will be murdered (go to **124**) or will you refuse (go to **268**)?

181

The cautious approach pays off and the Redcoats do not spot the oncoming rebels until they are virtually upon

them. As the officers scream 'Charge!', you let out a great yell and launch yourself into the fray. A Redcoat officer prepares to meet you, sword in hand. Whipping out your own and casting your musket to the ground, you close and begin to fight.

Officer Sword 8 Wounds 4

If you win go to **226**; if you lose go to **212**.

182

The sergeant, the Indian and one of the others head off down the trail. You are told to keep an eye on the brush and stay low. A few minutes pass, then you hear the sound of a musket go off further up the trail. Will you go and investigate (go to **222**) or will you stay put (go to **117**)?

183

Order is gradually being regained in the town. Suddenly, an alarm goes up. A body of armed rebels is approaching the town. Is this the moment when you have had enough of the war and want to run (go to **60**) or will you join the others and engage the oncoming enemy (go to **157**)?

184

In the struggle, the sentry's gun goes off and you are too close to get out of the way.

Now go to **279**.



185

You advance at the head of the loyalists. It seems that the rebels have no stomach for a fight and, as you get closer, they begin to melt away into the forest.

Victory is yours, without you even having had to fire a shot. The rebels know that they are too late to save the town and they will not risk their lives for the burning shells of houses.

Now go to **300**.

(illustration on previous page)

186

You dive down behind the cover of the logs. Within the trading post several well-armed men are wandering around. Will you go in alone (go to **48**) or will you signal for the others to follow you in (go to **132**)?

187

The boats are prepared, and on Boxing Day, under the cover of mist and snow, you are ready to attack the Hessians. Christmas is an important religious time for these German mercenaries; the last thing that they will expect is to be attacked.

Now go to **77**.

188

The shot misses you. You must now fight the man with your sword.

Rebel Sword 7 Wounds 4

If you win, go to **253**, if you lose, go to **33**.

189

One is a short, sturdy officer; the other a bearded private. You must fight them both.

Redcoat officer Sword 7 Wounds 4
Private Bayonet 6 Wounds 3

If you win, go to **95**; if you lose, go to **212**.

190

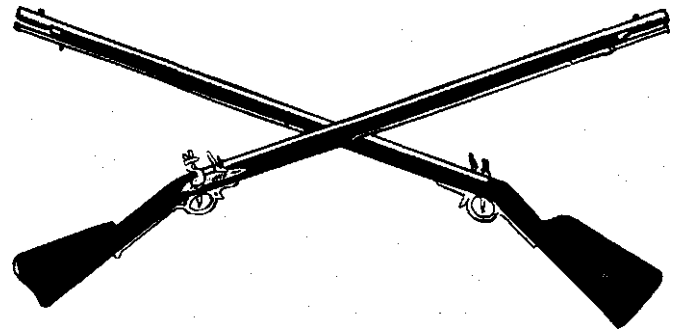
You duck, but too late. Your body, framed against the open door, is too easy a target for anyone to miss. The bullet hits you in the head and you slump down the steps of the house, dead.

Your adventure ends here.

191

'Where are you headed?' asks one of the riders.

'Towards Concord. What's happening?' you answer.



'The Redcoats got as far as Concord, but we beat them back,' he replies. 'We've given them more than a bloody nose. Every man with a gun is moving towards Boston. Why don't you come with us? I'll see the wounded are taken care of, we have a doctor nearby.'

Will you follow the men to Boston (go to **73**) or stay with your wagon and the wounded (go to **146**)?

192

The second man drops. You must get out of the town before the bodies are discovered. Now go to **126**.

193

'I can't stop you, but I won't help you,' you say.

'Be off with you, then,' growls Tobias. 'Let's get the Redcoats and leave this coward behind.'

The Minutemen move off along the road, and you are left standing there on your own. John has disappeared with your wagon.

Your thoughts are confused as you start the short walk back. You hope that your wagon will be returned, if not you will have to go out tomorrow and find it.

With very mixed feelings, you finally reach the farm. At least you are home; you could quite easily have been killed today, by either side!

Now go to **171**.

194

Only a handful of rebels are quick enough to spot their imminent danger, and they cannot stop all your men from reaching the stockade. Determined to take some of

you with them, though, they open fire. Make a Luck roll to avoid the volley. If you succeed, go to **32**; if you fail, go to **289**.

195

Your orders are to hit and run, whilst the bulk of the army slips across the river.

Boats will be ready to get you to safety when the mission is over. The Redcoats have set up an outpost a mile away and you are given a field promotion to lead the attack. You have twenty men against who knows how many.

Which route will you take - advance frontally towards the outpost (go to **79**) or circle around and try to get behind it (go to **105**)?

196

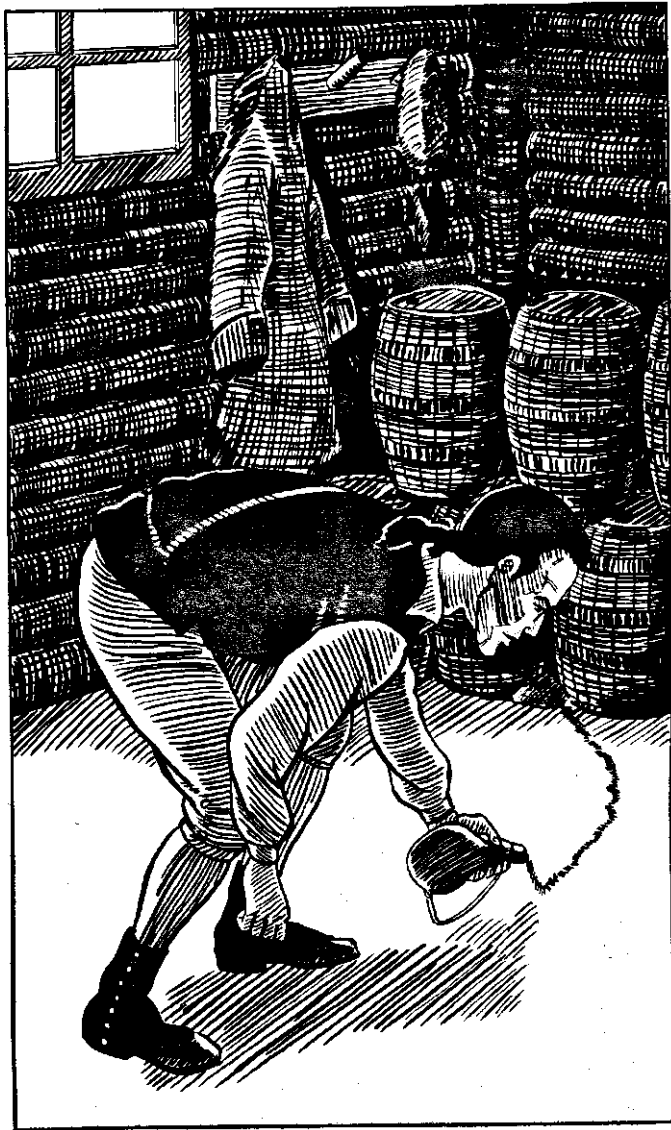
As you gather your belongings together, there seems to be no real option other than riding straight into Boston. At least you will be safe from the militia. Snatching your hunting rifle, powder horn and shot, you head off to the stables.

As you get outside, you see some men heading for your farm. Quickly you saddle up and gallop in the opposite direction, across country to Boston.

Now go to **67**.

197

You attach a fuse to the open keg of powder, kindle a flame with your musket flint and set the fuse burning.



Make a Luck roll as you run. If you succeed, go to 38; if you fail, go to **87**.

198

The enormous shape lying on the ground is a huge brown bear. The sergeant is laughing, but you are petrified. It could have killed you if he had not fired straight.

You head back to the others and the sergeant recounts how brave you were against such a formidable rebel.

Now go to **231**.

199

The shot misses you, but you do not stop to see who fired it. A few seconds later you are over a wall and in the dark streets of Boston. The town looks deserted, but you can hear shouts from the other side of the wall and the steady tramp of feet ahead. It must be a patrol.

Keeping to the shadows, you make for the harbour, hoping to find a ship and be able to get out of town.

You eventually find a captain willing to take you to New York, for a price. You have to trust that he is not a rogue who will try to double his money and turn you in.

You are relieved when the boat finally slips out of harbour, knowing now that you will be in New York in only a few hours.

Now go to **69**.

200

Rank upon rank of Redcoats pass you, then the wagons with civilians and their servants and belongings. You are safe, but cut off from Washington's army. With you are

some thirty men, frightened and unwilling to attack the Redcoats.

You must lead them away from the battlefield and so away from Washington. It would be too risky to follow the Redcoats towards him.

Now go to **139**.

201

Suddenly a man emerges from the brush. He throws a knife straight at you before you can get out of the way. The blade imbeds itself in your throat so deeply that you cannot even call out to your comrades and warn them.

Your adventure ends here.

202

'I will prove my loyalty and serve my King against the rebels,' you insist. 'I tried to enlist when I got here yesterday. Ask the sergeant at the General's headquarters, he should remember me.'

'Very well,' says the magistrate, then, turning to one of the guards, 'find out who the duty sergeant was yesterday and bring him to me.'

You are taken back to the cell, praying that the sergeant will be found and will vouch for you. It is your last hope.

Now go to **84**.

203

The shots miss you, but if you still press on the attack will be suicidal. Cursing, you turn and run. Make a Luck roll to avoid being shot whilst retreating. If you succeed, go to **27**; if you fail, go to **279**.

204

The column moves and regroups. The next target for destruction is a small town lying some distance ahead. The general direction is known, but not its exact whereabouts. For the time being the column reforms and marches as one. You and your men are sent ahead to scout. After a while you sight the little town, nestling in the forest. You must be quite close to Albany now, so perhaps this is the last obstacle to overcome before victory.

Now go to **64**.

205

You are supplied with a uniform consisting of a green tunic with white facings, white leggings, white shirt and brown boots. You carry a British-style back pack and a Long Land Model musket. A broad brimmed black hat finishes off your uniform.

Washington's army is heading for New York. Your regiment is ordered to Montreal, as the British commanders believe that trying to hold on to New York would be impossible until new Redcoat reinforcements arrive.

The rebels declare independence on July 4th, while the British are preparing to land on Staten Island.

Your training in Canada continues and news is difficult to come by. The last you hear is that General Howe has soundly thrashed the upstart rebel Washington and New York is safely back in British hands.

The first few months are frustrating; learning the arts of war are all well and good, if you get a chance to use them. Soon enough you will. Now go to **120**.

206

Operating with the Indians teaches you many new skills. They know every single blade of grass and tree in the whole area, and you are glad that they are on your side. The regiment has a lot of ground to cover, and with all best speed you cannot hope to reach the Mohawk Valley for ten days. The land is inhospitable, and only by using trails known to the Indians can you make any progress. Soon your uniforms are tattered and torn. You may look like a tramp, but you are becoming a soldier. Training is going on all the way; hunting, tracking and forced-marching begin to turn a group of raw recruits into effective fighting men. Woe betide any rebel who stands in your path now. The orders are that you should not engage any major force of rebels, but hit and run, time and time again. The idea is to draw the enemy to you, then slip away into the forest. Now go to **174**.

207

Your shot misses, but several of your comrades have found their targets. A couple of Redcoats in the leading company are hit, but the toll of the Minutemen is far heavier. It seems as if the rebels will lose this battle. Captain Parker is nowhere to be seen, and you are sure that you have no choice but to run or be killed. Many of your fellow rebels have the same idea as you: to run.

Now go to **15**.

208

You work forward slowly, taking care not to attract any attention to yourself. The brush is thick here and no one

does see you, but as you reach the tree line, you see a group of men hidden in the bushes. You can make out four, with several bodies lying dead nearby.

Will you attack them on your own (go to **113**) or will you signal for your men to work around to the side (go to **264**)?

209

You shake your head and refuse to be a part of the slaughter of innocent people. This is war, but not a war against women and children. The reason that you joined the army was to make sure that the King maintained order in America. Rebellion, in your opinion, would only lead to anarchy.

Sickened by the officer's attitude and callous behaviour, will you run (go to **177**) or will you still attempt to stop the massacre (go to **152**)?

(illustration on following page)

210

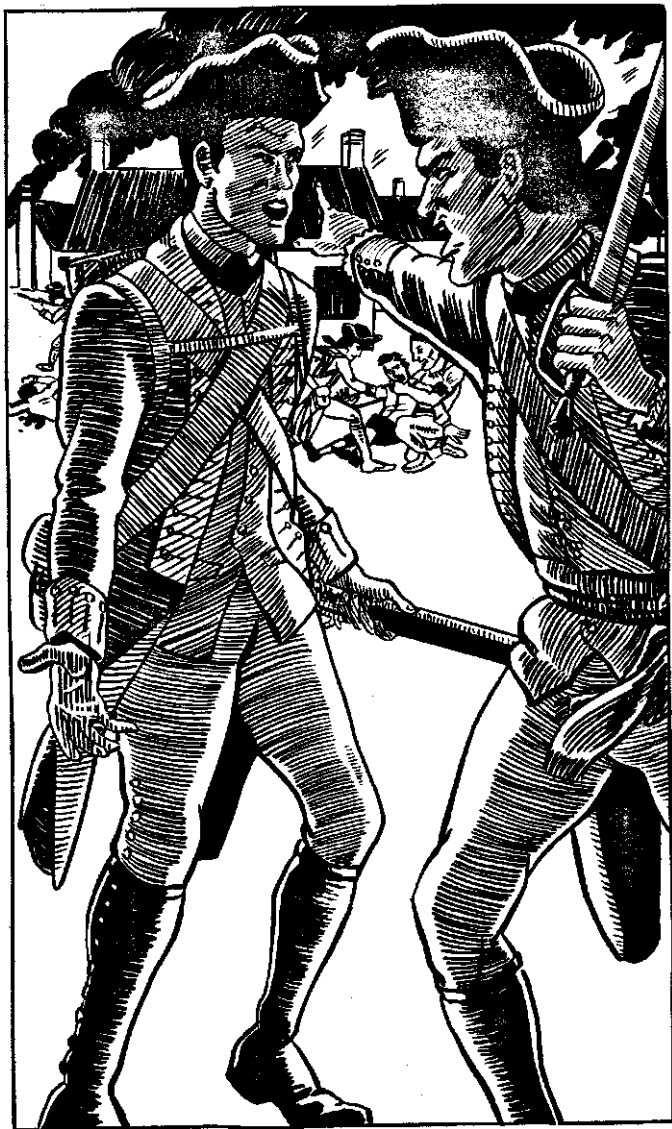
The men fire at you as you hurtle towards them. You dodge their shots and draw your sword; you must fight them all.

1st Man	Bayonet 6	Wounds 4
2nd man	Knife 5	Wounds 3
3rd man	Bayonet 7	Wounds 4

If you win, go to **122**; if you lose, go to **33**.

211

With a degree of detachment, you watch the short action.



As the loyalists advance, the rebels, knowing that they are too late to save the town, retreat into the forest.

Will you stay with the regiment (go to **300**) or will you decide to follow your feelings of disgust and desert (go to **274**)?

212

Your opponent's weapon finds its mark. The cold steel bites deep into you. Still clutching your sword, you fall to the ground, a true patriot to the end.

Your adventure ends here.

213

The soldier's desperate defence is no match for your sword thrusts. You chop at him, cutting through his tunic and into his flesh.

Now you must run again before it is too late. Another soldier is about to fire at you.

Make a Luck roll as you run. If you succeed go to **72**; if you fail go to **279**.

214

A vicious and unexpected jab from one of the men skewers you. You slump to the ground and the man dispatches you quickly with another thrust. Your last thoughts are of the woman and her children, at the mercy of bloodthirsty animals in the pay of a King you supported.

Your adventure ends here.

215

'Come with me, I'll get you out of here!' you shout to her.

Half-dragging her from under the table, you scoop up

the children and run for the door. Outside, the town is ablaze, soldiers running back and forth yelling in triumph at their victory.

If you are seen, they are sure to set upon you. Make a Luck roll to creep out of the town safely. If you succeed, go to **89**; if you fail, go to **180**.



216

Resting your musket on the fence, you take careful aim. Add one to your Firearm skill for this shot, because you can hold the weapon steadier. If you succeed, go to **17**, if you fail, go to **176**.

217

The noise seems to be getting closer. A movement in the brush only ten yards away startles you. Will you wake the others (go to **243**) or will you go and investigate (go to **42**)?

218

A shot narrowly misses you. Without even turning around, you run into the safety of the woods. The man who fired will not bother to follow you now, but they might send a search party later to find you and bring you back to face the firing squad.

Your only chance is to head for Canada, and put as many miles as you can between you and this accursed place.

As you trudge alone in the wilderness of the forest, you rejoice that at least you are out of this dirty war. You want no part in the killing of innocents.

Your adventure ends here.

219

The remaining loyalists flee as you dispatch their leader. You and your men are more interested in the remains of the pig than in chasing off across the fields after fleeing stragglers.

Thoroughly gorged on meat, bread and rum, you collect up the remnants of your command and strike out for Valley Forge. Your full stomachs should sustain you at least for a while.

Now go to **297**.

220

Although the shot from the sentry does not hit you, it does alert the camp. Out of the buildings tumble half-clad Hessians desperate to defend themselves. You push on, supported by hundreds of patriots. The action is

swift; the Hessians are routed and finally surrender.
Now go to **134**.

221

Quickly, you prepare to load as the soldiers tear off across the field. You prime your pan, load the shot, then fire. A split second after the detonation one of them drops. The survivor, stricken and scared, throws down his weapon and puts up his hands.

Tobias walks calmly up to him, takes out his pistol and shoots him.

You are sickened. Tobias is a murderer, plain and simple, not a revolutionary or a patriot. The quicker you get away from these men the better.

As Tobias's men congratulate him and begin looting the bodies, you slip away. Your farm is not all that far away.

Your thoughts are confused as you make your way home. Suddenly, you remember that one of the men took the wagon with the wounded. There is no way of telling where it is now.

With very mixed feelings you finally reach the farm. You could quite easily have been killed today, by a Redcoat or a rebel.

Now go to **171**.

222

You run almost headlong into the laughing figure of the sergeant. The Indian is also amused. The third man is white with fear.

'It was a bear; nearly got Fredericks,' jokes the



sergeant. 'There's nothing up there, just a clearing.'
Now go to **231**.

223

Your shot finds its mark and a tall young Redcoat drops to the ground, dead.

The whole hill is swathed in flame and smoke, with the Redcoats crashing down to their doom. Their lines are crumbling as volley after volley smashes into them.

Suddenly the Redcoats turn, then flee down the slope in panic. They obviously did not count on the determination of the rebels.

Now go to **43**.

224

Just as you approach a bush, a man pops up in front of you. He is a rebel. Make a Firearm roll to hit him. If you succeed, go to **14**; if you fail, go to **100**.

225

Just as you turn around to order your men to fire, one of the sentries spots you and fires.

Make a Luck roll. If you succeed, go to **220**; if you fail, go to **279**.

226

The foe falls to your swordplay and, casting your eyes around, you can see that the redoubt has fallen and the remainder of the British have thrown down their weapons. Cornwallis has no choice now, he must surrender.

Three more tense days pass, then the message comes through. The Redcoats have had enough. Terms are agreed.

On the afternoon of October 19th, 1781, you march out into the open and make two long lines facing each other. Slowly a column of British soldiers comes out of the town and marches between the two columns, their drums and fifes playing 'The World Turned Upside Down'. At the end of the line they stack their guns, lay down their drums, surrender their colours and return to Yorktown to await the orders of their captors.

Now go to **299**.

227

You are hit by one of your fellow Americans. Perhaps fighting for the King was not the best thing to do after all. The intense passion of the rebels is something that you had not counted on. Your last thoughts are of your family far away. You will never see them again.

Your adventure ends here.

228

The going on the left side of the river is much harder than on the right. The density of the undergrowth and the number of trees make it clear to you that there has never been a regular route along this part of the valley. You carry on, realizing that because the going is tough, an attack by the rebel army from this side of the river would be unlikely.

Now go to **141**.

229

The shot only grazes your head as you dive for cover and in seconds the man is killed by one of your men. All this noise, though, is the last thing you wanted.

As you feared, the loyalists in the farm have been alerted. There is no time to waste.

'Charge!' you scream.

Now go to **10**.

230

You get off your horse and follow the officer to the rear of the column, passing rank upon rank of soldiers advancing with quick measured paces.

'You know the Lexington men then, sir?' asks the officer.

'Yes, and I fear for them; they have no hope against such a force as this,' you reply.

'If they are not fools, they will run when they see us,' he says.

Silently you march along with the column until you recognize a landmark: you have reached the hill overlooking Lexington green. The major orders his men to split up and approach the village from the hill and the road. The leading companies peel off and begin to scale the slope.

Before you, arrayed on the green, are about seventy Minutemen. You can see Parker and some of your neighbours. The Redcoats deploy in battle order, then the major canters forward.

'Disperse, ye rebels! Lay down your arms and disperse!' he commands.

For several seconds nothing happens. Then suddenly, a single shot rings out from one of the buildings. Without waiting for orders, the leading company of Redcoats returns the fire. This is the beginning of the war. As the soldiers advance, you can see several of the Minutemen lying dead or dying on the green. Volley after volley crashes into them, as the soldiers prepare to charge. Prudently most of the Minutemen who are still on their feet, run.

Now go to **169**.

231

Your first mission is over and you head back to base. The war is progressing well for the rebels and you are relieved to learn that there are plans afoot to bring the war home to the rebels and defeat them in one huge operation. The plan is to link up with the Redcoats further south, converge on Albany and crush any rebels caught between the two forces.

Your regiment will operate out of Montreal with the Rangers and the Indian allies in the Mohawk Valley leading down to Albany.

Now go to **12**.

232

Suddenly a shot rings out from the left. You must make a Luck roll. If you succeed, go to **90**; if you fail, go to **227**.

233

Flattening yourself against the wall of the cabin, you watch as the others slowly advance. When you think they are close enough, you make your move, drawing your knife as you squeeze through the window.

The cabin is deserted, although it is piled high with furs and gun powder. If you blow up the gun powder, it will make a perfect diversion. Will you blow it up (go to **197**) or will you slip out through the front of the cabin and use stealth to take the post (go to **48**)?

234

'Til come with you,' you say boldly.

The sergeant nods and tells the others to keep a close watch on the trail, but to make sure that they do not shoot him when he comes back.

Cautiously, you follow the Indian and the sergeant along the new trail. After a mile or so it opens out into a clearing and you can hear the river flowing nearby. There is no other sound, but you feel the hairs on the nape of your neck stand on end as your instinct tells you that something out there is watching you.

All of a sudden a huge shape crashes out of the bush. Will you run (go to **170**) or will you fire at the figure (go to **161**)?

235

A single shot just misses you. Even so you go on towards the British soldiers. You must surrender to them: there is no other way out of the situation.

Now go to **260**.



236

The column on the other side of the river has not fared well either in trying to keep their movements quiet. You feel easier that you have not jeopardised the mission by your actions.

Now go to **204**.

237

Gradually you work your way out of town. There is not much movement on the road at this time of the morning and when you reach the outskirts safely you take to the fields.

There are campfires ahead, so you make a slight detour to avoid them. In the darkness you can hear voices; soldiers gathered around fires, talking about their defeat on the road back from Lexington the day before. They seem to be blaming the officers and complain that if they could have done it their way then things would not have gone wrong.

Ahead is a gate into the next field. Will you go that way (turn to **135**) or will you risk going closer to the campfires (turn to **46**)?

238

As you pass by a town a man in a wagon greets you. He says that he was in Washington's army and has had recent news from a cousin still with the General. He is certain that the army is encamped for the winter in Valley Forge.

Will you go the way that the man has indicated (go to

297) or will you decide to continue and hope to inflict some damage on the enemy if you can find any (go to **66**)?

239

A shot rings out and the huge bulk falls over. The sergeant picks you up and looks at your wounds.

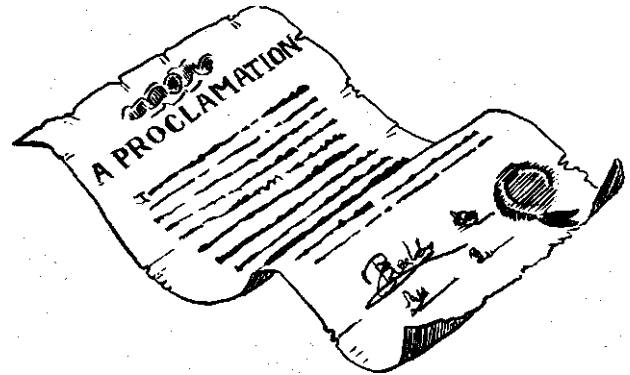
'Sequa will deal with those,' he says.

Relieved and shaken, you stagger back along the trail.

Now go to **231**.

240

Throw four dice. If the total is twelve or more, go to 247; if it is less, go to **129**.



241

Make Firearm rolls. Each time you do, though, make a Luck roll as well to avoid being hit by their return fire. If

you hit all three men, go to **29**. If you fail any of the Luck rolls, go to **258**.

242

As you run down the hill towards the advancing soldiers, an officer heads for you.

'What's wrong?' he shouts. 'Are we marching into a trap?'

'No, there's only civilians in the town, I can't see any rebels at all. We don't need to attack, the town would surrender if we just went in there. We don't need to burn the place,' you plead.

'You're out of your mind, they're rebels whether they carry muskets or not. This is a war. They know the consequences of standing against the King,' he laughs, 'and if they don't, they will soon. Get your men into position. I want this rebel nest burning before the hour is out.'

Will you obey (go to **272**) or will you refuse and try and stop him (go to **209**)?

243

Leaving your post, you run into the middle of the group of sleeping men. Waking the sergeant you tell him what you have seen.

'Could be rebels, I suppose. Get the rest of them up and keep them quiet,' he whispers.

You rouse the others and they all get up and head towards where the sergeant crouches, listening for the slightest noise.

'What do you think, Sequa?' he asks the Indian.

'Eight, maybe ten,' he replies. 'Ahead and to our right.'

Instinctively you spin around, but there is nothing to be seen or heard.

'Everyone down and get ready. They'll come in from all sides, I bet,' determines the sergeant.

Now go to **63**.

244

You order a couple of men to approach the man, who seems blissfully unaware that you have seen him. Then he disappears into the undergrowth. You sense that there is something wrong.

Suddenly all hell breaks loose, a volley of shots crash into your men and several go down. The Indians, panicked, take cover. Will you retreat (go to **275**) or stand and fire back (go to **159**)?

245

By the time you reach the town nearly half of it is in flames. You see one of your officers and make for him, determined to stop the massacre.

'What's wrong? Are we marching into a trap?' he asks.

'No, there's only civilians in the town, I can't see any rebels at all. We don't need to attack, the town would surrender if we just went in there. We don't need to burn the place,' you plead.

'You're out of your mind, they're rebels whether they carry muskets or not. This is a war. They know the consequences of standing against the King, and if they don't, they will soon,' he laughs. 'Get your men into

position. I want this nest of rebels burning before the hour is out.'

Will you obey (go to **272**) or will you refuse and try and stop him (go to **209**)?

246

You gather up the wounded and head back to the river. At least you inflicted some casualties on the enemy. You are grieved at the loss of your men, but perhaps next time you will consider your actions a little more carefully.

Now go to **102**.

247

The volley is ineffective. There is no other option but to charge and you yell as you press forward. As one, your men charge with you. Two are shot as they run, but one of the rebels is also hit.

You must fight one of the rebels whilst the others take care of their adversaries.

Rebel Bayonet 7 Wounds 3

If you win, go to **122**; if you lose, go to **33**.

248

With the British penned into Boston, outnumbered three to one, the Redcoats have retreated into the town as well.

On the night of 16th June you join a column of Minutemen sent to take the heights overlooking the town. In silence you begin digging. Looking down the hill



you can see the lights of Boston and, in the harbour, the warships lying at anchor.

At dawn a long breastwork of freshly dug defences rings the top of Bunker Hill, but the men are tired. You snatch some sleep in the woods nearby. Faintly you hear cannon firing up from the town but the guns cannot elevate high enough so the shots fall short.

By afternoon the British are ready to react. They have been landing troops from across the river and it looks as if they intend to take the hill by storm.

Returning to your post, you watch as the soldiers form three long red lines at the foot of the hill. After such a brave beginning to the day, things now look bad again for the exhausted Minutemen.

Will you stay at the summit (go to **162**) or will you run (go to **3**)?

249

In the time you take to deal with the rebel, the others have scaled the stockade wall and are fighting the garrison hand to hand. Gradually the rebels are forced into a tight knot of desperate men, obviously petrified of you.

'Yield and you will come to no harm. I swear this as a gentleman,' you shout.

Make a Persuasion roll to convince them. If you succeed, go to **34**; if you fail, go to **179**.

250

You melt away into the trees, convinced that you can quite rightly claim a few days' rest after the exertions of today.

The next couple of weeks deteriorate into a sniping match between the two opposing armies, with the British mounting raids just to draw off the rebels, but no big clashes occurring. In spite of everything the British still hold Boston. Now go to **110**.

251

A musket ball strikes the back of the seat, but you are safe. In a few seconds you are around the corner and out of sight.

You pull up half a mile later, as a group of Minutemen drop out of the bushes beside the road,

'You have wounded in there?' one asks.

'Yes, I'm trying to get to a doctor,' you reply. 'I just ran into some Redcoats back along the road. Stragglers, I think.'

'Show us. John here will take care of the wounded. What's your name, so that we can get the wagon back to you?'

'Nathan Deane, from Lexington. I've got a farm just south of the town,' you reply.

'Fine, Nathan. Show me where these damn Redcoats are, we'll take care of them,' says the man.

Reluctant to leave your wagon, you agree.

The five men follow you back along the road, where you find the three Redcoats resting on a log. Tobias, the Minuteman leader, fires and hits one of the soldiers.

'Stop!' you shout. 'That's massacre!'

'Give them some of their own medicine. They dealt enough of it out to us at Lexington!' he screams.

The two surviving Redcoats slip into the bushes. Will

you try to stop Tobias and his men (go to **35**) or will you help them hunt down the Redcoats (go to **114**)?

252

The arrival of a single man would not normally have a major effect on a whole army. But Baron von Steuben, a Prussian, is an expert on drill and formation. He is just the tonic that the men need to whip their raw, untrained enthusiasm into professional soldiery.

You drill and march, then practise more. Throughout the winter of 1777 and on into the next year you learn the trade of war. A British-initiated peace plan flounders and dies, and they abandon Philadelphia when they realize that it is not, as they thought, the heart of the rebellion. Washington moves once more, but the British are ready: the meeting point is Monmouth.

Now go to **150**.

253

The man is no match for your expert swordsmanship and you skewer him just as you hear the sharp report of muskets echoing through the woods. Your men are counter-attacking.

The rebels have no chance. They have been caught unprepared and your men make short work of them. In a few minutes the fight is over and the post is in your hands. But you know that you nearly ruined the chance of getting all the rebels together. If your men had not attacked when they did, one of the rebels could have escaped and raised the alarm.

Now go to **204**.

254

'I cannot leave the farm,' you say. 'This fight is not mine.'

'Not yours? We are fighting for our rights! The British will crush us if we do not stand together,' he replies. 'Nathan, you realize that I cannot protect you when we are victorious, if you abandon us in our hour of need.'

Will you stand by your decision (go to **78**) or will you change your mind (go to **103**)?

255

The regiment has a lot of ground to cover, and even with all best speed you cannot hope to reach the valley for about ten days. The land is very inhospitable and only trails known to the Indians allow you to make any progress at all. Soon your uniforms are tattered and torn, and you are beginning to look like a band of tramps. Training is a continuous process, though, and hunting, tracking and forced-marching begin to turn a group of raw recruits into effective fighting men. Woe betide any rebel who stands in your path now. The orders are that you should not engage any major force of rebels, but hit and run, time and time again, draw the enemy to you, then slip away into the forest. Now go to **137**.

256

As you gallop up to the wagon, a slight movement in the bushes confirms that you are not alone. You are still close to Boston, so the chances are you must have blundered into a Redcoat patrol.

The movement scares your horse. Make a Horseman-

ship roll. If you succeed, go to **167**; if you fail, go to **258**.

257

The rebels are not firing in your direction. The cannon is not even pointing at you, so they must have seen the other column. If they can get a rider away to warn their posts further along the valley, then all is lost. Breaking into a sprint you make for the stockade; the others follow. Now go to **194**.

258

A Redcoat ball hits you in the chest and the impact sends you crashing to the ground. Your last thoughts are of your family far away, but you do not regret any decisions that you have made.

Your adventure ends here.

259

The soldier twists and turns from your grip. You have lost your advantage and must fight him.

Sentry Bayonet 7 Wounds 2

If you manage to kill him in two rounds, go to 39. If you win in more than two rounds, go to **184**. If you lose, go to **212**.



260

You dismount just as the soldier reaches you. Jubilantly he shouts, 'I've caught a spy, sergeant!'

'Rubbish!' you retort furiously. 'I'm no spy. I'm just trying to get back to my farm before the rebels burn it. I am loyal to the King and have risked my life refusing to join the rebellion.'

'Then why did you try to leave Boston in the dead of night?' demands a new voice.

'It was my best chance of avoiding the fighting,' you say.

'We'd better take him in case,' commands the sergeant. 'Get his horse, Jones.'

Now go to **121**.

261

You trip over a boulder and your musket falls out of your hands, crashing to the ground. The lookouts in the redoubt hear it, and begin to fire into the darkness. Make an Agility roll. If you succeed, go to **203**; if you fail, go to **258**.

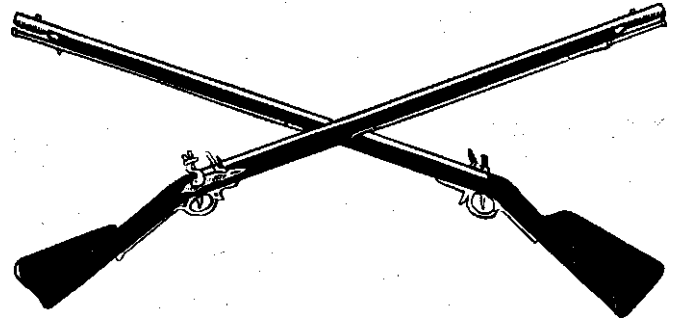
262

Your patience is rewarded. Fifteen minutes later a solitary man emerges from the brush with a huge bundle of furs slung over his shoulder. Although he is carrying a hunting rifle, he does not look in the least like a rebel. The man is just a trapper, you realize, and obviously unaware that the war can touch him in such a remote spot. Will you approach and question him (go to **244**) or will you let him ride off in peace (go to **58**)?

263

Dodging through the trees, you soon outpace any pursuing Redcoats. Up ahead you can see the rearguard of your retreating army. Redoubling your efforts and straining every muscle, you force yourself on until you reach safety.

Now go to **31**.



264

Five of your men manage to get to you. The others are keeping the enemy occupied by firing the occasional shot at them. Will you tell the men with you to fire a volley into the hidden snipers (go to **240**) or will you charge them (go to **155**)?

265

Desperately you begin to reload. Nearly everyone else has fled and you cannot blame them because the Redcoats are barely eighty yards away now. Just as you are ready to fire the British fire again. Make a Luck roll to see if you can get out of the way in time. If you succeed, go to **75**; if you fail, go to **258**.

266

One of the Indians takes care of the rider without any problem. The man looked like a trapper, but inside his pocket is a military map of the valley. The man was a scout for the rebels. This must mean that there is a large force somewhere up ahead, or at least a settlement. Now go to **204**.

267

'We've beaten them off,' booms the sergeant. 'I think we got four of them. How many have we lost?'

'Three - Greene, Forgrave, and Mathieu,' says one of your colleagues.

'Damn. Well, lads, that's your first taste of action. Did you enjoy it?' he asks with a slightly mocking laugh - to your ears, anyway.

No I did not, you think. You could not see the enemy and only just heard them if you were lucky. What sort of war is this?

Now go to **97**.

268

The two men look at you as you put yourself between them and their prey. One moves to the left while the other, taking out his knife, approaches you. You will have to fight both of them.

Loyalist	Knife 7	Wounds 4
Indian	Knife 6	Wounds 3



If you win, JQ to **192**; if you lose, go to **214**.

269

Three Redcoats rush across and make for you, but you manage to shoot one as they close. You must fight the other two with your sword.

1st Soldier Bayonet 7 Wounds 3
2nd Soldier Bayonet 4 Wounds 2

If you win, go to **81**; if you fail, go to **212**.

270

You say nothing but stare accusingly as the burning and killing goes on. The officer, covering you with a pistol, calls for two men to guard you, telling you that he will deal with you later.

As the men approach, you seize your opportunity and run. Make a Luck roll. If you succeed, go to **218**; if you fail, go to **96**.

271

You tell the magistrate that you visited the General's headquarters and tried to enlist. He does not believe you, and, obviously sceptical, says, 'So you have made it your business to find out where the General lives - and no doubt other things about our dispositions here in Boston?'

You shake your head.

'I have no real option, since the city is under army law,

but to sentence you to be executed. You will be hanged. Sentence is to be carried out in the morning,' he concludes.

Your adventure ends here.

272

Nodding in agreement, you signal for your men to join the assault. Most of the town is now ablaze, and there cannot be very much opposition left to face you.

Now go to **94**.

273

'Where the hell are you going?' shouts the officer.

'We've no chance against them, we're finished,' you reply.

'If we all thought that,' he retorts, 'we'd be ground under their heels again.'

Will you go back (turn to **123**) or will you try to get past him (go to **107**)?

274

The futility of today's events makes you realize that there is no possibility of a victory against the rebels. You strike out for Canada, no one noticing your hasty departure. Once you get there you can pretend to be a refugee. First though, you must traverse the hills and face the perils of the forest without a full regiment to back you up. It is not without some trepidation that you begin your journey.

The atrocities you have seen convince you that the rebels will never give up. No matter what happens on the

battlefield there can be no chance now of reconciliation.

In fact your thoughts are very close to the truth. The King is gradually losing his grip on America and the arrival of the French will seal the fate of the British cause at Yorktown. Many more will die, though, before sense is restored and peace once again reigns in your country.

As for you, there is little hope that you can ever return to Lexington. The events of that fateful day when the Minutemen stood on the green and defied the King have set the continent on a course of revolution. It can only end in independence.

Your adventure ends here.

275

You fall back, several of your men dead. This is disastrous and there is little that you can do now except hope that the mission has not been put in jeopardy because of your mistake. Now go to **236**.

276

'The Redcoats have burnt Concord, so we hear, and the whole countryside is up in arms against them,' says one of the men.

'We should join the Minutemen and see what is happening,' you say. 'I fear that if we stay here we may be in danger. Get the wagon ready and we'll head for Concord.'

You load the wounded into the back of the wagon and prepare to leave, fearing that the journey will be uncomfortable for the bleeding men. As you head for the town, you can see small groups of Minutemen moving

through the fields and heading for Boston. Intermittent firing from every direction makes you wonder what is going on.

As the light begins to fail, a pair of riders catch up with you from behind. They are Minutemen, from Concord you think.

Now go to **191**.

277

The woman thanks you as you leave her. With reluctance you head back into the burning remains of the town. Things have gone completely wrong to your mind and the officers have lost control over the men. All they want is to kill rebels, no matter who they are or what they have or have not done.

The atrocities you have seen convince you that the rebels will never give up. No matter what happens on the battlefield there can be no chance now of reconciliation.

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As for you, there is little hope that you can ever return to Lexington. The events of that fateful day when the Minutemen stood on the green and defied the King has set the continent on a course of revolution. It can only end in independence.

Despite the fact that you have only been in the army for a short while, it is now the only life that you know. Your destiny lies with those who are your comrades in

arms, even though you cannot agree with the methods they employ.

Your adventure ends here.

278

Your shot misses, but not so those of your fellow Minutemen. Volley after volley crashes into the unfortunate Redcoats. Gradually the solid red line disintegrates, then melts away. You have beaten them off. They are running!

A jubilant cheer goes up along the ridge, but you know that the British will not give up yet.

Now go to **43**.

279

The shot hits you and you fall hard on the ground. As your life blood seeps away into the earth, you think of your family far away in the west.

Your adventure ends here.

280

Casting aside your damaged musket, you dash over the rear of the breastwork, avoiding the fallen bodies and fleeing down the hill.

The Redcoats are just behind you. Make an Agility roll to keep safe from their fire. If you succeed, go to **72**; if you fail, go to **9**.

281

You cast the torch on to a pile of sheets near the door



and, without a second glance, make for the door. As you do, you hear a pistol being cocked. Make a Luck roll. If you succeed, go to **91**; if you fail, go to **190**.

282

You manage to get up behind the solitary sentry, before he is aware of your presence.

You will have to overpower him to prevent the alarm from being raised. Make a Strength roll as you grapple with him. If you succeed, go to **101**; if you fail, go to **259**.

283

You manage to get over the hedge, but the shot from the sentry has alerted the Redcoats. Too late, though; you are away and free before they can spot you.

Up ahead you can see more campfires. The rebels! Shadowy figures are already descending a low rise towards you. You are trapped between the two armies. Will you turn back (go to **19**) or will you ride on (go to **125**)?

284

Once clear of Boston, the besieging patriot army and anyone else who could molest you, you slow down and consider the possibilities.

You have money in your pouch and you are free. Your heart tells you that you should remain loyal to the King despite what has befallen you. To go back to Lexington would be suicidal.

You arrive in New York after a few days' contemplative ride across the countryside. The whole colony seems alive with talk of rebellion. New York is a city preparing for war. The loyalist elements are quite strong in the city, but you decide to keep your head down for a few weeks and get a job in the docks.

Now go to **142**.

285

You trudge through the barren wilderness towards Canada, living off the game and staying well away from any settlements. Life seems wonderful compared to the hardships of Valley Forge.

When you get to Canada, you can be sure that no one will try to make you join another army. You can sit out the rest of the war there, then come back and try to pick up the pieces - if you feel like coming back.

Your adventure ends here.

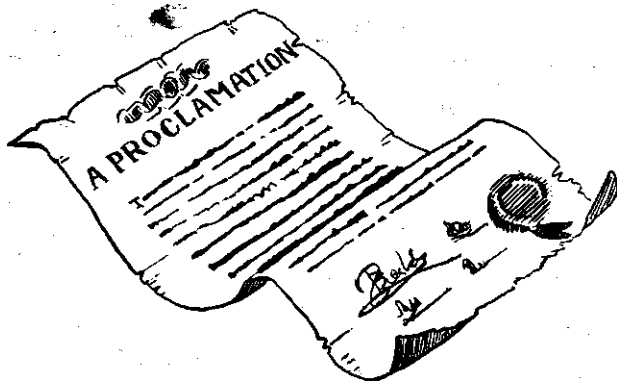
286

All of your men flee in the face of the oncoming, grim-faced Redcoats. You alone face 5,000 men!

Will you stay (go to **269**) or will you follow your men and run (go to **263**)?

287

You will have to talk fast to get out of this. Make a Persuasion roll. If you succeed, go to **151**; if you fail, go to **62**.



288

Your only chance is to ride towards Boston. With shots whistling past you, you jump the fence and gallop away across country.

Boston is not far, but the countryside is alive with Minutemen. You pass several groups heading towards the town without being stopped.

Presently, you reach Boston. Up ahead you see that the British have set up a road block. Cautiously you approach the Redcoats guarding it.

Now go to **20**.

289

A musket ball hits your head and the impact sends you spinning down into the undergrowth. The last thing that you hear is the rattle of muskets in the forest.

Your adventure ends here.

290

Your men are cut down like flies. Bodies lie scattered all over the battle site. Bearing down on you is a trooper with a sword. He will strike first, and you must defend yourself with your sword.

Dragoon Sword 8 Wounds 3

If you win, go to **70**; if you lose, go to **212**.

291

The Indians have spotted a rider just near to the trail by the river. He is heading in your direction and is alone. Will you lie in ambush for him (go to **28**) or will you let him pass without being seen; the column can take care of him if necessary (go to **37**)?

292

The port is ringed with two hundred cannon and nearly 20,000 men. The British fleet is bottled up in the harbour by a larger French naval force. If the outer defences can be taken, then Cornwallis will have no choice but to surrender or starve. He can expect no help from any of the other British commanders; they are too far away to save him.

Volunteers are needed for a raid on one of the outer redoubts. Will you volunteer (go to **145**) or will you let discretion be the better part of valour (go to **178**)?

(illustration on following page)



293

The shot misses and you are faced by a huge bear. It knocks you over and then you hear a shot ring out. The heavy beast falls on top of you. It twitches, then dies.

The sergeant pulls you out from underneath it and helps you to your feet.

'Brave lad,' he says.

Now go to **231**.

294

The musket fails to go off and as the soldiers get closer you desperately try to mend your weapon. Again the volleys from your comrades repulse the Redcoats. The attack breaks up and they retreat down the hill. Your musket is useless. It is beyond repair and will not fire again. Turn to **76**.

295

'Very well, they are yours. Just don't kill them here in front of me,' you say.

The man nods, and he and some others usher away the screaming men to their doom. It seems as if the cries of pain last an eternity until finally the noise stops, and you know the deed has been done. You feel sickened by what you allowed to happen. Such men would do the same to you if they were fighting for the rebels.

Now go to **204**.

296

The column has no scouts out in the fields, and you pass it quickly. In the half-light your progress goes unseen.

You think that it would look very suspicious to approach the town from the country, so you risk rejoining the road a few miles out of Boston. As you get to within sight of the town, you see a road block up ahead.

Cautiously you ride towards it. Now go to **20**.

297

Gradually it becomes obvious that you are heading in the right direction. The army is encamped in Valley Forge, only twenty miles from Philadelphia. You rejoin your comrades, but soon wish you had not.

The whole army is in desperate straits. The winter is a hard one, and starvation threatens; only hope keeps you going.

You hear that on 17th October 5,000 Redcoats surrendered at Saratoga to General Gates. Anything is now possible, and to reinforce your joy news comes that the French have declared war on the British and are ready to assist your cause.

The good news has come too late for some, though. The extremes of the privation have taken a heavy toll on the army, and 3,000 men have deserted.

If you wish to desert, go to **165**; if you wish to stay, go to **252**.

298

The wood splinters, then cracks, then gives way. You smash down the door and dart out of the cell. You are in a short corridor with the exit on your right.

It is not yet light, so you manage to get out into the courtyard of the building without being seen.

From your left you suddenly hear a noise, then a shot. Make a Luck roll. If you succeed, go to **199**; if you fail, go to **258**.

299

With this act, the war is all but at an end. The British under Greene prevailed in the south until the end of 1782, but finally the only city still held by the British is New York. Peace comes at last with the signing of the Treaty of Paris in January 1783. Britain is forced to recognize the independence of the United States of America.

As for you, Nathan Deane, life will never quite be as it was before that fateful day, so many years ago, when the call to arms against the King was too strong for you to ignore.

Your adventure as a soldier ends here.

300

The atrocities you have seen convince you that the rebels will never give up. No matter what happens on the battlefield there can be no chance now of reconciliation.

In fact, your thoughts are very close to the truth. The King is gradually losing his grip on America. The arrival of the French will seal the fate of the British cause at Yorktown, though many more will die before sense is restored and peace once again reigns in your country.

As for you, there is little hope that you can ever return to Lexington. The events of that fateful day when the Minutemen stood on the green and defied the King has

set the continent on a course of revolution. It can only end in independence.

Despite the fact that you have been in the army for a short while, it is now the only life that you know. Your destiny lies with those who are your comrades in arms, even though you cannot agree with the methods they employ.

Your adventure ends here.