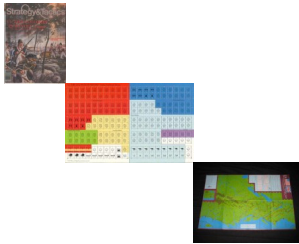
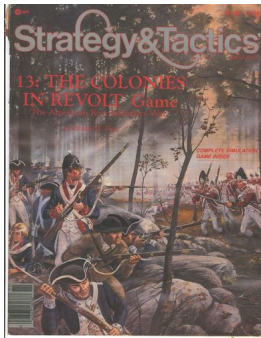


13 Colonies in Revolt



S&T #104 5/84

Battle of Britain L. Zocchi
Berg's Review of Games R. Berg
Books in Review Editors
Computer Conflict Editors
Duel in the Desert Edward Sollers
FYI A.A.

Rating: Not Rated Yet

Price

Price £17.95

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Description

S&T #104 5/84

Battle of Britain L. Zocchi
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Books in Review Editors
Computer Conflict Editors
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FYI A.A. Nofi
MOVES Gaming Section Editors
New World WW II Game D. Niles & E. Sollers
Simulation: 13: The Colonies in Revolt Richard H. Berg

This game is an operational simulation of the American Revolutionary War from late 1775 (the seige of Boston and the two Canadian

expeditions) through the end of 1781. The British player must try to stop the revolt by trying to control half a continent.

Included are a 16 page rulebook, 22" X 34" map, 200 counters, and various player charts and tables.

The British player wins in one of two ways. If the year is 1775 or 1776, the British player requires control of a limited number of objectives (Canada, Boston, New York, Philadelphia, Charleston, and one one area of operations). If the game continues to 1781, the British player must control New England, the Middle Colonies, the South, and either Canada or the Western Territories. If the British do not attain these objectives, the American player wins.

Southern Campaigns Richard Berg

Unpunched mint copy.