



Savannah Campaign Scenario Set-up Card

At Start Army Morale: **British – 19** **American – 18** **French – 17**

Momentum: The Allies (the French and Americans) start with 1 Momentum chit

AT START:

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|------|------|------|------|------|------|------|------|------|
| | | | | | | | | |
| 1404 | 1404 | 1404 | 1404 | 1504 | 1503 | 1605 | 1604 | 1805 |

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|------|------|------|------|------|------|------|------|------|
| | | | | | | | | |
| 1805 | 1803 | 1803 | 1905 | 1905 | 2006 | 2006 | 2103 | 2103 |

T1: B-1 B-1 HQ

T2: F F

T3: B-2 B-2 HQ

T3: A A A A A A A F F

T3: F F F

T4: HQ HQ HQ HQ F F

T4: F F F

T5: HQ HQ A A F F

T5: F F

T6: F F F F F F F

T6: F F F

T7: HQ HQ A A A A

May only move 1 hex this turn

T7: A A A A A A A A A

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|--|---------|-----------------------|---------|---|---------|---|-----------------------|
| T7: A | A | T8: HQ | HQ | Die Roll 0-4 = V1, 5-7 = V2, 8= V3, 9 = F | 1-4 | 4-2 | T9: HQ |
| T9: Die Roll 0-4 = V1, 5-7 = V2, 8= V3, 9 = F | | 2-2 | 6-2 | T10: HQ | HQ | Die Roll 0-4 = V1, 5-7 = V2, 8= V3, 9 = F | T11: HQ |
| T11: Die Roll 0-4 = V1, 5-7 = V2, 8= V3, 9 = F | 3-2 | T12: HQ | HQ | | | | |

| Allied Victory Conditions | British Victory Conditions |
|---|---|
| <p><u>Decisive Victory Case "A"</u> – The British surrender under the following conditions:</p> <p>If at least one (1) space of the City of Savannah is occupied by a Parade Order Allied combat unit at the end of any British player turn, the British player must perform a "Surrender Die Roll". Occupied spaces can be either intact or destroyed. Enemy ZOCs have no effect. The following DRMs apply:</p> <ul style="list-style-type: none"> -2 if British Army is Wavering -1 if British Army is Fatigued -1 if Prevost is a casualty -1 for each city hex that is occupied by the Allies, as described above, at the time of the die roll <p>The British surrender on a modified roll of -1 or less.</p> <p><u>Decisive Victory Case "B"</u> – Eliminate 26 SPs of British, German and/or Provincial combat units, excluding artillery. At least 10 SPs must be British Regulars. [Note: British Militia unit types do not count towards this 10 SP requirement.]</p> <p><u>Substantial Victory:</u> See Series Rules 16.3</p> <p><u>Marginal Victory:</u> A margin of 3 or more VPs in the Allies favor at the end of the last Game Turn.</p> | <p><u>Decisive Victory:</u> Eliminate 26 SPs of French Regular, Mercenary and/or Continental combat units, excluding artillery. At least 18 SPs must be French Regulars. [Note: Patriot Militia, Colonial Militia, and Colonial Regulars do not count towards this 18 SPs requirement.]</p> <p><u>Substantial Victory:</u> See Series Rule 16.3. NOTE: The British player need only demoralize the French or the American army, not both.</p> <p><u>Marginal Victory:</u> A margin of 1 or more VPs in the British favor, a VP tie, or a margin of less than 3 VPs in the Allies' favor at the end of the last Game Turn.</p> |