

Sons of Liberty

A Roleplaying Game of Freedom and Badassery



by Josh Roby

Art by Jake Richmond, Anna Kreider, and Leo Lingas

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*For the Johns, George, Alex, Deb, Ben, Ethan,
the two Toms, the two Martins, Abigail, Sam,
Francis, Gilbert, Salem, and Fanny.*

My heartfelt thanks.

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Introduction

I took a vow not to write this book.

Put my hand on the Book of Law, raised my other hand and said the words without equivocation, mental reservation or secret evasion of mind in me whatever. I would not write this book.

It hurt to make that vow, to keep the secrets of Freemasonry, no matter how someone pleaded or begged or bribed me. And trust me, there's been some of that. (Not so much with the bribing, though. I'm a bit disappointed.) After all, I chose to be a Freemason because of the beautiful and intricate symbols and mysteries of the Order. And learning those symbols and discovering those mysteries has been one of the most rewarding journeys I've ever undertaken.

But I can't share them. I can't write them down. I cannot write this book.

Of course, there have been other rewards. Rides to work in black helicopters, my monthly checks from the UN, a dip into the Templar Treasure when funds get low... a small price to pay for all the privileges of being in the world's oldest fraternity.

But still... I am a writer. And I took a vow to never reveal any of the secrets of Freema-

sonry... and if I did, the penalties would be... would be...

Well, let's just say they're pretty graphic.

But I wanted to write this book. Oh, how I yearned to write it. And when I saw someone else was... well, my reaction may not have been the best.

I got a good look at this game back in early 2007, when Joshua was still working out the kinks and bugs. I got a first glimpse of it even earlier, in late 2006, in the back of his other brilliant book. I saw it. He looked at me with hesitant eyes. I looked up at him.

I think his first words were, "You don't have to kill me or anything do you?"

I told him, "Do you think I'd answer that question honestly in front of witnesses?"

Something like that. Or maybe I'm making all that up. Like the weekly UN checks and the Templar Treasure. But not the black helicopters. I wouldn't make that up. No, siree, Bob.

I started calling it, "Josh's Magic Mason Game." I continued doing so until I got a chance to play it at Orc(sic)Con 2006. That's when I got a real chance to sit down and play it. That's when I got a real chance to see what the game was about. That was when I could report back to my Masonic Masters and honestly say, "He can live. We don't have anything to worry about."

Playing my favorite founding father—Alexander Hamilton—was a lot of fun. Not because I got to play the Hamilton, but because I got to play my Hamilton. The way I saw him. The way I want him to be.

Josh's American Revolution isn't the real American Revolution. It isn't even an authentic Revolution. Like Frank Miller's 300, it is a retelling of a historical event through the eyes of an unreliable narrator. An unreliable narrator with an agenda. And that's okay, just as long as we know what we're getting when we get on the ride.

That's why I'm here. I'm here to let you know exactly what you're getting. A roller coaster ride that has no intention at all of being "historical" or "accurate" or "authentic." But it is everything you want in a ride. Fast, furious, curves, dips and loops, spies and soldiers, mechanical men, steam and punk, freedom and tyranny, bullets, blood and revolution.

And, of course, there's magic Masons.

I took a vow not to write this book. Even still, I wanted to. Or, at least, something very similar. I may still, one day. But I'm happy someone wrote it.

I'm even happier it was Joshua.

— John Wick

JOHN WICK is a game designer and a Master Mason. He does indeed get to ride around in black helicopters, gets a monthly check from the United Nations and knows the secret location of the Templar Treasure. With Jared Sorensen, he is also the co-owner of the Wicked Dead Brewing Company at <http://www.wicked-dead.com>. He lives in Phoenix, Arizona.

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Who are the Sons of Liberty?

“They nourished up by your indulgence! They grew up by your neglect of them. As soon as you began to care about them, that care was exercised in sending persons to rule them . . . men whose behavior on many occasions has caused the blood of those Sons of Liberty to recoil within them.”

— Isaac Barré, British Member of Parliament

On April 19th, 1776, there was a tussle in a New England town called Lexington. No more than a handful of local militiamen traded fire with a very small portion of a British regiment from Boston. It was a short fight, and decidedly one-sided. The militiamen fled the field almost as soon as the fighting started. It should have been a blip on the radar screen of history.

By the end of the day, though, the entire colony of Massachusetts Bay was up in arms. Wave after wave of colonials beat the British back to Boston, and then lay siege to the military capital of the colonies for nearly a year. By the end of that year, the disparate town militias were the Continental Army, led by a plantation owner from Virginia, 500 miles away.

Impersonal historians like to claim that the American Revolution “just happened” — that the tensions between Britain and its colonies just boiled over to Revolution. But can impersonal historical forces really explain how the greatest army on the face of the planet got bottled up in a dinky port town overnight? Can they explain how the citizens of thirteen bickering colonies abruptly snapped together and formed up ranks in mutual defense? Certainly, something else was at work.

That something was the Sons of Liberty.

They contacted each other through networks of correspondence—through the mail. They communicated in plain sight in newspapers and pamphlets. They met cloaked and cowled to protect their identities lest they were infiltrated, and made their plans. They went out into the world and installed themselves in city and colonial governments. They nurtured networks of informants and suppliers. They infiltrated the ranks of the British occupiers. They trained and studied, preparing for the day when their skills would be needed. Then, when the time was right, they set their plans in motion.



But who were the Sons of Liberty?



They were patriots. They were geniuses. They were heroes. They were cunning and strong and brilliant and connected. But most of all, they were regular men and women who stepped out of the roles laid out for them. Every fantastic detail of their storied lives stems from the one decision: the refusal to live bound by the mediocre dictates of someone else's will. It was their insistence on living free that made them strong. It was their demand to take the helm of their own lives that gave them brilliant insights. It was their simple, stubborn refusal to go home, shut their doors, and do as they were told that brought them together. And together, they were stronger than any tyrant's army of blind followers.

You know some of their names: George Washington, Paul Revere, Ben Franklin. Others, you may not have heard of. In this game, you take on the roles of these patriots and stand against the depredations of an Empire over-acustomed to mute obedience. As Washington, as Franklin, as Fanny Campbell, and as Salem Poor, you take the field against the forces of mediocrity and greed.



Who are the Sons of Liberty?

When you play this game, *you are*.

Playing Sons of Liberty

You can play Sons of Liberty in three different modes: Battle Mode, Campaign Mode, and Versus Mode. Additionally, you can customize how your game plays using the Options Screen. Each mode is described in its own chapter in the book.

In Battle Mode, you and three or more friends play through one secret “battle” of the Sons of Liberty. One player takes on the role of the Tories, while everyone else picks a Patriot figure to portray. A single battle takes two to three hours to play.

In Campaign Mode, you and your friends string together a series of battles to tell the whole, secret story of the American Revolution. A campaign may take anywhere from four to ten battles. Each battle features different Patriot figures, and the role of Tory player is traded to a new player each time. To make scheduling easier, the group of players need not be the same for each battle – if Alex can’t make it one

Sons of Liberty

evening, there's just one less Patriot and more badassery for everybody else.

In Versus Mode, you and one other player can each take on the role of one of the Sons of Liberty after the Revolution has been won. Once comrades in arms who founded a nation, the task of actually building that nation often set these men and women at odds. It was their impassioned struggles with each other that formed the nation we know today.

Lastly, you can use the Options Screen to customize how the game plays. By default, the game runs in madcap form, with over-the-top action and a moderate challenge for both Patriots and Tories. Players vie for the craziest card plays, one-upping each other on how far they'll take their Patriot figure in the fight for American liberty. Just a few shifts in the rules, however, can turn the game into a thoughtful exercise of finding the cleverest, most optimal card plays or can tip the scales to make the Patriots scramble for every slight victory.

Patriots

"A nation reveals itself not only by the men it produces but also by the men it honors, the men it remembers."

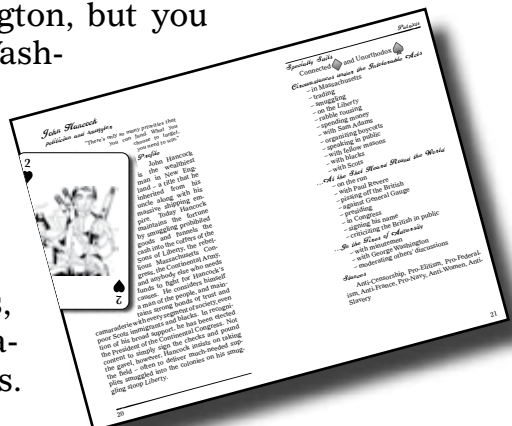
— John Fitzgerald Kennedy

What follows are seventeen of America's original badasses. Drawn from the ranks of the Sons of Liberty, these men and women were the decisive voices and icons of the American Revolution and the forces which shaped the nation that was to follow.



When you play Sons of Liberty, you portray one of these heroes. Don't worry about historical accuracy (I don't) or getting things "right" — George Washington doesn't mind if you get the details wrong. (In fact, I have it on good authority that he thinks the clockwork power armor thing is rockin'.) What matters is not that you play *the* George Washington or even *my* George Washington, but you play *your* George Washington. It's more fun that way, too.

Each Patriot figure is described with a profile, a pair of specialty suits, and a long list of favored circumstances.



Patriotic

courage
martial prowess
sacrifices

Unorthodox

shady deals
surprise
break the mold

Connected

networking
socializing
spending money

Clever

tinkering
lawyering
writing, wit

There are four specialty suits in the game: Patriotic (Hearts), Clever (Clubs), Connected (Diamonds), and Unorthodox (Spades). Every Patriot on this list is in turns patriotic, clever, connected, and unorthodox — but some of them are a little more unorthodox than others, some of them have a special talent at being clever, and some of them define patriotism. Specialty suits define not what the patriot figure can do, but what they're especially good at doing.

The figures' favored circumstances are the settings, company, and situations in which those figures shine. It is a list

of where they are most at home, the skills at which they are most practiced, their interests and agendas, and their most trusted compatriots. When these patriots are in their favored circumstances, asses get kicked and names get taken. Some of these lists are long, but don't worry. In play, you'll select four circumstances to highlight at a time.



Seven of Hearts — Deborah Sampson defends the Liberty Tree in Delaware.

Circumstances are listed in three categories: Intolerable Acts, Shot Heard Round the World, and Fires of Adversity. If you are playing in Battle Mode or Versus Mode, you can ignore the categories and pick whichever you like. If you are playing Campaign Mode, you may only pick circumstances from stages which have been unlocked.

The patriot's stances are listed last. These are used in Versus Mode, when the Patriots face off against each other to determine what kind of nation their fledgling republic will be.

Abigail Adams *pioneering feminist — and motorist*

"If particular care and attention is not paid to the Ladies we are determined to foment a Rebellion of our own."



Profile

The saying goes, "Behind every great man, you will find a great woman." While you may find Abigail Adams behind John Adams, that is only because that is where she does her best work. While the men engineering and executing the American Revolution are fugitives and targets, the female Adams is quite safe "on the farm in Braintree" — and it is from that base of operations that she extends her pervasive influence. A consummate politician, Abigail Adams knows

nearly everyone of import in the colonies, and on both sides. Her extensive networks of correspondence are bolstered by her attendance at social functions across the colonies, which she travels to by — scandalously — driving her own horseless carriage.



Specialty Suits

Connected  and Unorthodox 

Circumstances under the Intolerable Acts

- in Massachusetts
- with faithful Christians
- using family influence
- with John Adams
- corresponding
- with women
- hosting a levee
- expressing her opinions
- motoring

...At the Shot Heard Round the World

- witnessing fighting and oppression
- minding children
- making saltpeter
- retooling
- she knows someone in town
- in the driver's seat

...In the Fires of Adversity

- with son John Quincy
- on the homefront
- making allies
- swaying support
- at high speed

Stances

Anti-Censorship, Pro-Elitism, Pro-Religion,
Anti-Slavery, Pro-Women, Anti-Veteran

John Adams

The Colossus of Independence

"He means well for his country, is always an honest man, often a wise one, but sometimes, in some things, absolutely out of his senses."

— Benjamin Franklin

Profile

John Adams is one of the keenest thinkers among the Sons of Liberty. His piercing legal mind regularly destroys the foundations of British exploitation while at the same time laying a new foundation for America's government. He is not above getting his hands dirty, either. He is the chairman of the Continental Congress' War Committee; with his office has come a special suit of clockwork power armor

specially crafted for his slight stature. In it, he towers ten feet tall and weighs two tons. From his reputation in debate and his silhouette on the battlefield, he is known as the Colossus of Independence.



Specialty Suits

Connected  and Patriotic 

Circumstances under the Intolerable Acts

- promoting Independence and Republicanism
- exposing corruption
- performing civic duties
- arguing
- with Harvard men
- with Abigail Adams
- with Sam Adams
- using historical examples
- in Boston
- playing devil's advocate
- with brother masons
- debating procedural questions
- being long-winded

...At the Shot Heard Round the World

- with Jefferson
- in Massachusetts
- in Congress
- impetuous
- vehement
- obnoxious and disliked
- against those of noble blood
- in court
- using extending clockwork limbs

...In the Fires of Adversity

- with George Washington
- at sea
- with Ben Franklin
- in clockwork power armor

Stances

Pro-Censorship, Pro-Elitism, Anti-France,
Pro-Federalist, Pro-Navy, Pro-Women, Anti-
Veterans

Sam Adams

conspirator and rabble-rouser

"If ye love wealth greater than liberty, the tranquility of servitude greater than the animating contest for freedom, go home from us in peace."



Profile

Sam Adams has never been up to any good, the engineering of a revolution being only a dubious exception. A master in rallying his compatriots to action, especially if said action is risky or liable to result in injury, Sam Adams has been a lynchpin of the Sons of Liberty since its inception. He is no stranger to "secret societies," having founded his own, the Whipping Post Club, which serves as a front organization for many of the Sons' activities in Boston. He is also a nexus of the Committees of Correspondence, trading

letters with patriots from Georgia to Quebec. Like his potent connections, Adams exists on the very edge of respectability. With one foot in the world of monied gentlemen and another in the back alleys of Boston, he has never hesitated in playing one side off the other to forward the cause of liberty.



Specialty Suits

Connected  and Unorthodox 

Circumstances under the Intolerable Acts

- in Massachusetts
- rabble rousing
- writing
- with John Adams
- doing war whoops
- with Harvard men
- in a brewery
- working with businessmen
- with members of the Whipping Post Club
- acting as tax collector
- working via Committees of Correspondence
- instigating civil disorder
- locking doors
- in a rage

...At the Shot Heard Round the World

- leading Patriots
- in Congress
- with John Hancock
- unifying Patriots
- preparing the military
- on the run
- wreaking havoc

...In the Fires of Adversity

- with son Sam Junior (a doctor)
- womanizing

Stances

Anti-Elitism, Anti-Federalist, Anti-France,
Pro-Urban, Anti-Religion, Anti-Women

Ethan Allen

The Green Mountain Man

Captain Delaplace, atop the battlements of Ticonderoga: "By whose authority do you act?"

Ethan Allen, below: "Jehovah and the Continental Congress!"

Profile

From the Green Mountains at the northern reaches of the rebellious colonies comes the apotheosis of rebellion. Not content to rebel against Britain alone, Ethan Allen stands in rebellion against both Britain and the fledgling United States, determined to secure the life, liberty, and property of his fellow settlers in the independent Republic of Vermont. Allen and his moose-riding Green Mountain Boys are a powerful and potentially dangerous wild card in the fight against tyranny.



Specialty Suits

Unorthodox  and Patriotic 

Circumstances under the Intolerable Acts
(not active)

...*At the Shot Heard Round the World*

- in Vermont
- with the Green Mountain Boys
- leading a rebellion
- speaking his mind
- with Benedict Arnold
- in a fort
- in a tavern
- crossing water
- surprise is on his side
- using light cannon

...*In the Fires of Adversity*

- captured & mistreated
- disdaining the United States
- with deserters
- playing two sides off each other
- with Thomas Rowley
- singling out Vermont

Stances

Anti-Elitism, Anti-Federalist, Anti-Urban,
Pro-Religion, Anti-Slavery

Fanny Campbell
female pirate captain

"All right, ya clod-footed swabbies: double booty
for whoever gets me Gauge's hat!
Avast!"

Profile

F a n n y
Campbell's entry into the revolution is as unorthodox as her exploits. Her lover William kidnapped by the British, she did the only sensible thing she could — disguised herself as a man, signed onto a British ship's crew, led a mutiny, and assaulted the prison in Cuba where he was being held. Now back in the colonies, she has taken a letter of marque from the Continental Congress and has been inducted into the Sons of Liberty. With

cutlass in one hand and pistol in the other, she provides her compatriots with discreet ocean passage, smuggled materials, and a small army of pirates.



Specialty Suits

Clever  and Unorthodox 

Circumstances under the Intolerable Acts

(not active)

...At the Shot Heard Round the World

- on the Constance
- captaining a ship
- in Massachusetts
- disguised as a man
- leading a mutiny
- pirating
- rescuing
- at sea

...In the Fires of Adversity

- on a ship
- leading a ship's crew
- with William Lovell
- stealing British assets
- manipulating the system

Stances

Pro-Navy, Anti-Religion, Pro-Veterans, Pro-Women

Benjamin Franklin

tinkerer and diplomat

"If you'd have it done, Go; if not, Send."

Profile



A celebrity in the United States and in Europe, Franklin may be called an Internationalist, but he is as American as they come: willfully independent, insatiably curious, and intent in following a code of ethics of his own construction. His efforts have been rewarded with recognition and acclaim across the world – and an extensive landscape of colleagues, comrades, owed favors, and former protégés. He is the founder of Junto, a freethinkers association, and the American Philosophical Society. His countless inventions can be found throughout the colonies in homes, on streets, and on roofs – but the best he reserves for use in the fight for liberty.

Specialty Suits

Clever  and Connected 

Circumstances under the Intolerable Acts

- writing
- politicking
- printing
- using electricity
- playing the diplomat
- satisfying curiosity
- in London
- in Pennsylvania
- spending money
- establishing civil services
- with members of Junto
- corresponding
- opposing slavery
- with fellow masons
- with the American Philosophical Society
- cultivating a good image
- with illegitimate son William
- flying a kite
- womanizing

...At the Shot Heard Round the World

- against illegitimate son William
- refrigerating
- tinkering
- suffering from gout

...In the Fires of Adversity

- in Paris
- with Europeans
- speaking foreign tongues

Stances


Anti-Elitism, Pro-France, Pro-Religion,
Anti-Slavery, Pro-Women

John Hancock

politician and smuggler

"There's only so many priorities that you can fund. What you choose to target, you need to win."



Profile



John Hancock is the wealthiest man in New England – a title that he inherited from his uncle along with his massive shipping empire. Today Hancock maintains the fortune by smuggling prohibited goods and funnels the cash into the coffers of the Sons of Liberty, the rebellious Massachusetts Congress, the Continental Army, and anybody else who needs funds to fight for Hancock's causes. He considers himself a man of the people, and maintains strong bonds of trust and

camaraderie with every segment of society, even poor Scots immigrants and blacks. In recognition of his broad support, he has been elected the President of the Continental Congress. Not content to simply sign the checks and pound the gavel, however, Hancock insists on taking the field – often to deliver much-needed supplies smuggled into the colonies on his smuggling sloop *Liberty*.

Specialty Suits

Connected  and Unorthodox 

Circumstances under the Intolerable Acts

- in Massachusetts
- trading
- smuggling
- on the *Liberty*
- rabble rousing
- spending money
- with Sam Adams
- organizing boycotts
- speaking in public
- with fellow masons
- with blacks
- with Scots

...At the Shot Heard Round the World

- on the run
- with Paul Revere
- pissing off the British
- against General Gauge
- presiding
- in Congress
- signing his name
- criticizing the British in public

...In the Fires of Adversity

- with minutemen
- with George Washington
- moderating others' discussions

Stances

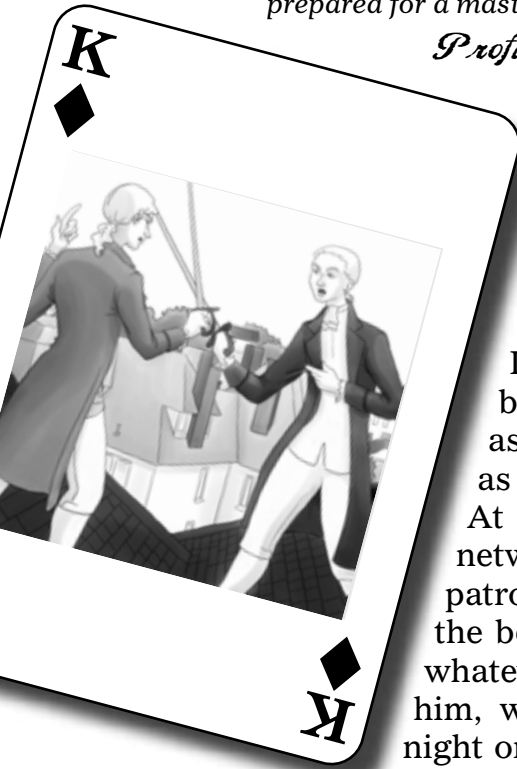
Anti-Censorship, Pro-Elitism, Pro-Federalism, Anti-France, Pro-Navy, Anti-Women, Anti-Slavery

Alexander Hamilton

soldier and diplomat

"A nation which can prefer disgrace to danger is prepared for a master — and deserves one!"

Profile



Well-known, well-liked, accomplished, and thoroughly connected, Alexander Hamilton does very well for a bastard from the West Indies. This is simply because he works twice as hard and four times as smart as anyone else. At the center of a vast network of friends and patrons, Hamilton knows the best way to accomplish whatever ends are set before him, whether that entails a night on the town, expert soldiering, or scathing pamphleteering, and knows who can do

it for him – or how to do it himself.

Specialty Suits

Clever ♣ and Patriotic ♥

Circumstances under the Intolerable Acts

(in West Indies until 1773)

...At the Shot Heard Round the World

- womanizing
- duelling
- forwarding his own ambition
- in a business

- in a factory
- using technology
- hiding his bastard heritage
- at sea
- in the West Indies
- with John Laurens
- making enemies
- raising cash
- organizing Patriots
- networking
- using newspapers
- reading
- dealing with money
- opposing slavery
- with Francis Barber
- with King's College men
- writing
- debating
- with the Hearts of Oak men
- using light cannon

...In the Fires of Adversity

- on the battlefield
- in command of troops
- against Jefferson
- with the Marquis de Lafayette
- with George Washington
- with General Greene
- storming fortifications
- defending Tories
- with Aaron Burr
- in a city
- dispatching orders
- executing tactics

Stances

Pro-Censorship, Pro-Elitism, Pro-Federalism, Anti-France, Pro-Navy, Pro-Urban, Anti-Veterans, Anti-Women

Thomas Jefferson

idealist and renaissance man

"All men are created equal."

Profile



Many of the ideas behind the Revolution find their best expressions through Thomas Jefferson... and their greatest contradictions. Jefferson is a man of high ideals – higher, certainly, than he is able to follow, himself. A certifiable genius and Renaissance Man who is adept in nearly every art and science known to his time, Jefferson still cannot reach the heights of his own imagination. He aspires to build a nation of peace, and has built a vast network of mirrors and light channels that keep his home, Monticello, brilliantly lit... and can convert in a

heartbeat to light cannon, making the mansion on the hill a certifiable fortress. He is a slave owner who opposes slavery, and enjoys a fortune based on slave labor. He is crippledly shy, but maintains vital connections with the intellectual and social elites of colonial society. Because really: what use are ideals if they are easy to attain?

Specialty Suits

Clever  and Connected 

Circumstances under the Intolerable Acts

- writing
- espousing Republicanism
- on a farm or plantation
- building
- tinkering
- in Virginia
- speaking thoughtfully
- looming taller than everyone else
- speaking foreign tongues
- reading
- using his classical education
- with William and Mary men
- playing the violin
- with the Flat Hat Club

...At the Shot Heard Round the World

- lawyering
- in Congress
- with the American Philosophical Society
- with Martha Waykes Skelton Jefferson
- at Monticello
- with or against John Adams
- with Ben Franklin

...In the Fires of Adversity

- divorcing church from state
- excavating
- being a gourmand
- opposing slavery
- keeping slaves

Stances

Anti-Federalism, Anti-Urban, Anti-Religion, Anti-Slavery

The Marquis de Lafayette (*Marie-Joseph-Paul-Yves-Roch-Silbert Du Motier*)

French badass

"When the government violates the people's rights, insurrection is, for the people and for each portion of the people, the most sacred of the rights and the most indispensable of duties."

Profile

The Marquis de Lafayette is not supposed to be in America. Recruited in Paris with the support of Louis XIV, Lafayette outfitted a ship and recruited eleven trusted companions. The king withdrew his approval at the last minute and had Lafayette arrested; Lafayette escaped dressed as a woman and set sail. Here in the United States, he has quickly become a celebrity, serving as General Washington's advisor and taking command of a

small force of Continental soldiers. His aristocratic charm and foreign flair have made him very popular – as has his aristocratic pocket-book and foreign connections. He serves without pay for the freedom of a country not his own, and looks damn good doing it.



Specialty Suits

Connected  and Patriotic 

Circumstances under the Intolerable Acts

(not in the U.S. until 1777)

...*At the Shot Heard Round the World*

(not in the U.S. until 1777)

...*In the Fires of Adversity*

- being French
- living up to his father's example
- leading soldiers
- disguised as a woman
- evading pursuit
- at sea
- with George Washington
- with Alexander Hamilton
- displaying courage
- impressing colonials because he's
French aristocracy
- being discreet
- spending money
- with Europeans
- defending Virginia
- tolerating other religions
- writing
- laughing in the face of danger
- showing off

Stances

Pro-Elitism, Pro-France, Anti-Slavery, Anti-Veterans, Anti-Women

Francis Marion *The Swamp Fox*

"Swamp Fox, Swamp Fox, tail on his hat, nobody
knows where the Swamp Fox's at!

Swamp Fox, Swamp Fox,
hiding in the glen,
he'll run away to
fight again."

— marching
chant of Marion's
Men



Profile

One would not guess by looking at Frances Marion that he is a gentleman. Too many marches through the swamps, too many nights hiding in muddy holes, and too many days balancing time between fighting the British and hunting for food have stripped any semblance of polite civilization from his appearance. The fire of a just cause burns bright in his eyes, however, and the cunning of a swamp fox guides his hand.

Marion and his band of volunteer irregulars are the last line of defense for the southern colonies — their hit-and-run tactics and their base of operations deep in the treacherous swamps keeps the British on their toes. If they can just hold out, they might even win.

Specialty Suits

Unorthodox  and Patriotic 

Circumstances under the Intolerable Acts

(not active)

...At the Shot Heard Round the World

- evading capture
- gathering intelligence
- in the swamps
- disrupting enemy communications
- capturing supplies
- freeing prisoners
- using a decoy
- with indians
- being polite

...In the Fires of Adversity

- ignoring injuries
- scouting
- outnumbered
- retreating
- issuing receipts
- ambushing
- in Congress
- in a fort
- in South Carolina

Stances

Anti-Federalism, Anti-Navy, Pro-Religion,
Anti-Urban, Pro-Slavery, Anti-Women

Rachel and Grace Martin

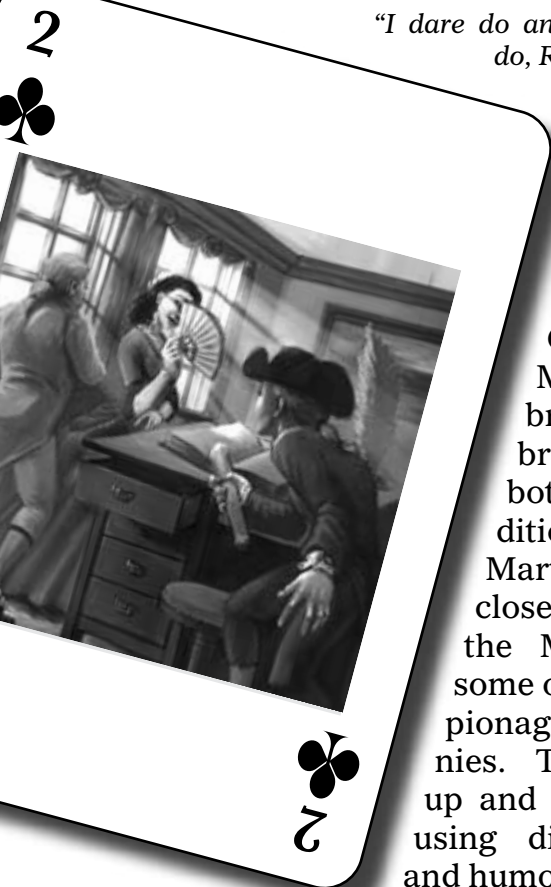
The Martin Women

"I dare do anything that you can do, Rachel."

Profile

To all outside observers, Rachel and Grace are the picture of proper Southern wives. Grace is William Martin's lively young bride and Rachel his brother Barkley's, both well-received additions to the respected Martin family. Behind closed doors, however, the Martin Women are some of the most active espionage agents in the colonies. Their exploits range up and down the coastline, using disguise, subterfuge, and humor to strike where the Tories least expect.

Their best-known exploit involves a trio of British couriers traveling past their home late at night. The two young women disguised themselves as men and ambushed the couriers. Rachel and Grace confiscated the documents they were carrying and paroled them, then rushed back home. Shortly thereafter, the couriers arrived on their doorstep, pleading hospitality, as they had just been ambushed by two rebels. The Martin Women graciously fed and housed



the couriers as they pumped them for further information, and then saw them off the next morning.

Specialty Suits

Clever  and Unorthodox 

Circumstances under the Intolerable Acts

- waylaying
- acquiring documents
- disguised as men
- armed with bayonets
- disarming the British
- paroling the British
- with General Greene
- hosting British
- embarrassing British

...At the Shot Heard Round the World

- in South Carolina
- talking about their husbands
- in the back country
- goading each other on

...In the Fires of Adversity

- avenging William

Stances

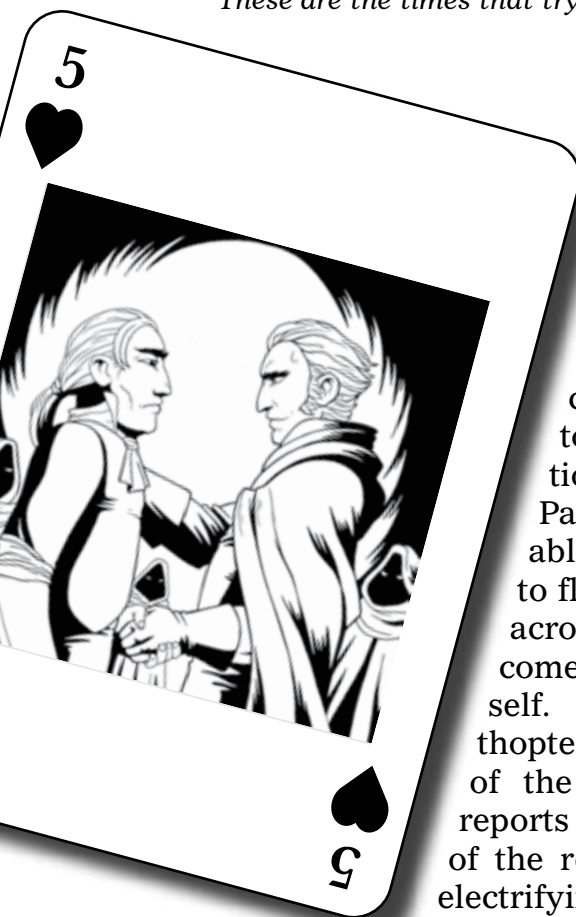
Anti-Federalism, Pro-Religion, Pro-Slavery, Anti-Urban, Anti-Veterans, Anti-Women (Rachel), Pro-Women (Grace)

Special Note: The Martin Women can be played by one or two players, depending on your preferences. One player with one sheet and one hand of cards can play both ladies, or two players can each take one, filling out their own sheet and playing their own hand.

Thomas Paine
author and inventor

"These are the times that try men's souls."

Profile



Known as much for his aerial acrobatics as his stirring prose, the figure of Thomas Paine is well-loved by colonists of every class. Not content to hear of a revolution across an ocean, Paine left his comfortable home in England to fly for days straight across the Atlantic and come participate himself. Traveling by ornithopter to every corner of the colonies, Paine reports on the progress of the revolution in lucid, electrifying pamphlets that bring the cause of liberty to the common man. His accent

marks him as an Englishman from across the sea, an advantage which he exploits to get the real story... and then publish it for everyone to read. His immediate celebrity surprised no one more than Paine himself, but he lost no time in using it to galvanize the people to the patriot cause.

Specialty Suits

Clever  and Patriotic 

Circumstances under the Intolerable Acts

(not in America until 1774)

...At the Shot Heard Round the World

- quoting
- reading
- writing
- publishing
- using pamphlets
- witnessing and reporting
- at sea
- impersonating an officer
- preaching
- with Ben Franklin
- being British
- tinkering
- working with steam power
- presenting complex ideas in plain form
- inspiring colonists to persevere
- flying his ornithopter, *Spirit of Boston*

...In the Fires of Adversity

- on a battlefield
- with John Laurens
- with George Washington
- in or on an ornithopter

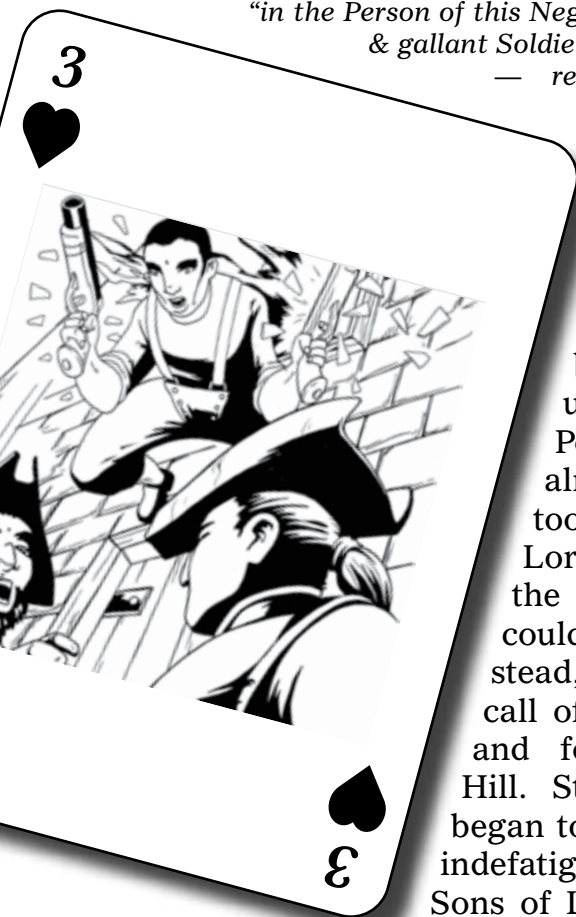
Stances

Anti-Censorship, Anti-Federalist, Pro-France, Anti-Religion, Anti-Slavery, Pro-Women

Salem Poor *distinguished soldier*

"in the Person of this Negro Centers a Brave
& gallant Soldier."

— report to the General
Court of
Massachusetts



Profile

The British promised freedom for any blacks who fought under their banner. Poor, a freedman already, knew all too well how much Lord Dunmore and the younger Franklin could be trusted. Instead, he answered the call of Revere's express and fought at Bunker Hill. Stories immediately began to spread about the indefatigable soldier. The Sons of Liberty recognized a compatriot when they saw one and wasted no time in recruiting him into the organization. Now Poor's growing celebrity as an unstoppable soldier helps show the colonies which side of the struggle is the true cause of liberty.

Specialty Suits

Patriotic  and Unorthodox 

Circumstances under the Intolerable Acts

(not active until 1775)

...At the Shot Heard Round the World

- in battle
- with infantrymen
- against Lt. Col. James Abercrombie
- in Massachusetts
- wounded
- inspiring by example
- with blacks
- returning to battle
- impressing officers
- with wife Nancy

...In the Fires of Adversity

- convincing others
- representing his race
- being a military celebrity

Stances

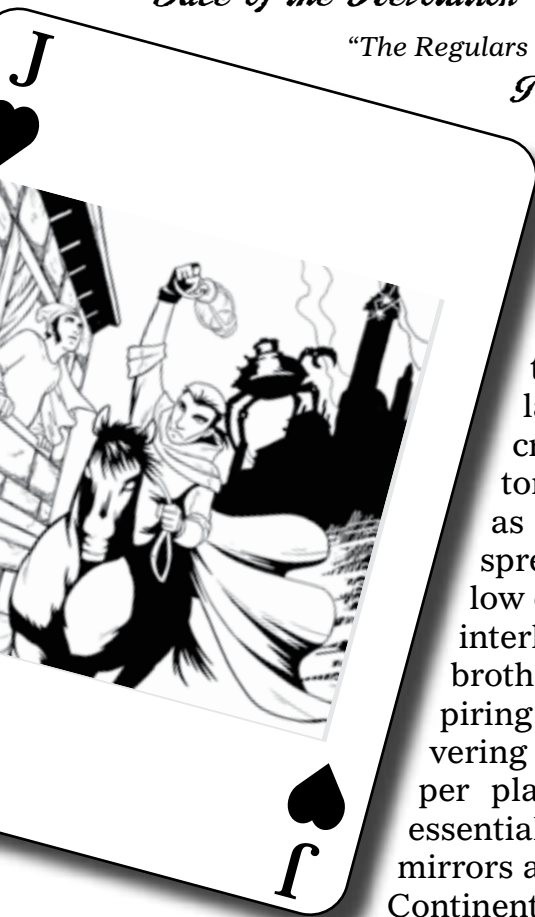
Anti-Elitism, Anti-Federalist, Anti-Religion,
Anti-Slavery, Anti-Women

Paul Revere

Face of the Revolution

"The Regulars are Coming!"

Profile



Paul Revere is not known for his midnight ride – Paul Revere is known as the face of the revolution throughout New England. A “gentleman craftsman” from Boston, he uses that city as the hub of a widespread network of fellow craftsmen, preachers, interlocking families, and brother masons. An aspiring industrialist, his silvering techniques and copper plating technology are essential to maintaining the mirrors and clockworks of the Continental Army’s light cannon. His many skills and agile mind make him a Renaissance

man as capable of constructing alarm systems as he is in hoodwinking British officers. When the time comes, he’s quick to put those skills to use at the front of the fight.

Specialty Suits

Clever  and Connected 

Circumstances under the Intolerable Acts

- with his fellow masons
- working with silver
- in Boston
- tinkering
- engraving
- with Sam Adams
- promoting Republicanism
- conducting civil disorder
- with the North End Mechanics
- acting as a Boston Grand Juror
- using codes
- raising the alarm
- networking
- asking others to trust him
- using black powder
- working with his hands

...At the Shot Heard Round the World

- delivering messages
- out at night
- riding
- in command
- using light cannon
- in a fort

...In the Fires of Adversity

- in a factory
- mass-producing
- with son Paul Jr
- with son Joseph Warren
- copper plating

Stances

Anti-Censorship, Anti-Elitism, Pro-Federalism, Anti-France, Pro-Religion, Pro-Urban, Pro-Women

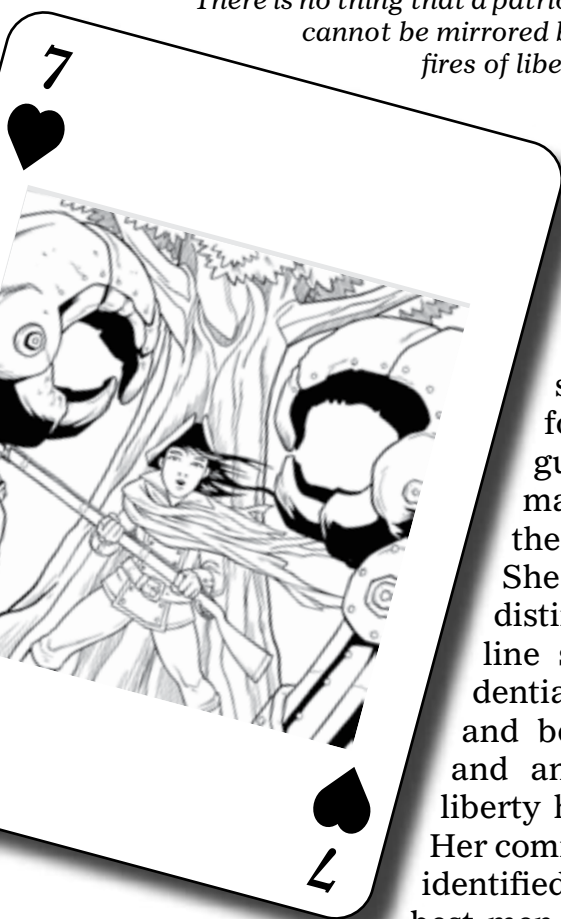
Deborah Sampson

female soldier masquerading as a man

"There is no thing that a patriotic man may do that cannot be mirrored by a woman with the fires of liberty in her heart."

Profile

Deborah Sampson wasn't satisfied with watching the men fight for her liberty. Determined to strike her own blow for freedom, she disguised herself as a man and enlisted in the Continental Army. She has served with distinction as a front-line soldier, as a confidential courier between and behind enemy lines, and any other duty that liberty has required of her. Her commanding officer has identified her as one of the best men in the Fourth Massachusetts Regiment, and the regiment's doctor keeps her secret hidden. Despite his best efforts, however, Deborah must frequently go to great lengths to maintain her cover so she can keep fighting. Of course, this only earns her more renown.



Specialty Suits

Unorthodox♣ and Patriotic♥

Circumstances under the Intolerable Acts

(enlisted in 1778)

...At the Shot Heard Round the World

(enlisted in 1778)

...In the Fires of Adversity

- disguised as a man
- soldiering
- in combat
- in Massachusetts
- making do
- lifting and carrying
- weaving
- using aliases and misdirection
- with the Fourth Massachusetts Regiment
- while wounded
- tending to her own wounds
- with Dr. Barnabas Binney
- speaking in public
- with Paul Revere

Stances

Anti-France, Anti-Navy, Pro-Religion, Pro-Veterans, Pro-Women

George Washington

general and politician

"First in war, first in peace, and first in the hearts of his countrymen."

Profile



Astride his mechanical horse and outfitted in powerful clockwork armor, George Washington is a striking picture of command and natural nobility, but it is his keen sense of judgment that has won him victories against the British and in his own Congress. He is the general that America needs – patient enough to hold out against overwhelming odds and wily enough to know when to strike swiftly and bring the British behemoth toppling down.

Specialty Suits

Connected  and Patriotic 

Circumstances under the Intolerable Acts

- arbitrating
- in Ohio country
- ambushing
- using stealth
- surprise is on his side
- shot at
- cool under fire
- with Martha Washington
- expressing civic virtue

- in Virginia
- using terrain to his advantage
- using his enormous charisma
- in Congress
- displaying confidence

...At the Shot Heard Round the World

- convening Congress
- calling on his veteran experience
- working with Congress
- in command
- spending money
- using the Good Ole Boy system
- reorganizing the army
- using light cannon
- against Hessians
- with mechanized infantry
- in Valley Forge
- with Baron von Steuben
- training soldiers
- keeping things together
- avoiding battle
- exploiting enemy mistakes

...In the Fires of Adversity

- with Alexander Hamilton
- mounted
- judging character
- soliciting opinions
- with John Adams
- with Thomas Jefferson
- relying on his personal integrity
- refraining from taking more power than
he is due

Stances

Pro-Censorship, Pro-Federalism, Anti-Navy,
Pro-Slavery, Anti-Urban, Anti-Women

Dirty



Secrets

a game about crime

www.darkomengames.com

Tories

"Single acts of tyranny may be ascribed to the accidental opinion of a day; but a series of oppressions, begun at a distinguished period and pursued unalterably through every change of ministers, too plainly prove a deliberate, systematic plan of reducing a people to slavery."

— Thomas Jefferson

The rogues' gallery of "Tories" who side opposite America's Patriots is even more varied than the wide-ranging Patriots themselves. There are British soldiers and generals, certainly, but also local newspapermen, colonial governors, indian chiefs, traitors, politicians, and vicious young women. Their common goal: the destruction of the American identity in favor of the maintenance of their personal fortunes.

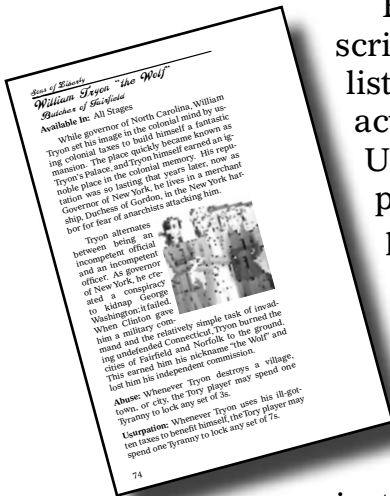


Their tools included outright warfare, economic pressure, legal action, bloody atrocities, social snubbing, technological advances, and everything else they could think of. With few exceptions, they were not motivated by ideals, but by greed, ambition, envy, and as the war ground on, mounting desperation.

The Tory figures listed in the following pages are not meant to be used as fleshed-out characters. They exist to give Tory oppression character. They will not be challenged by moral questions: their answers are set. Their choices are not between what cause to support, but

Sons of Liberty

how to support it. They are meant to be used as the treasonous spy in the midst of camp, the bureaucratic obstacle interfering with every action, and the figurehead at the crest of a wave of soldiers.



Each Tory figure is described in a short profile and listed with two signature actions: their Abuse and Usurpation. When the Tory player describes a figure performing an Abuse or Usurpation, they get to monkeywrench the Patriot's delicate plans. (There is no difference between Abuses and Usurpations; they're just clever names.)

Some Tory figures are only available in certain stages of Campaign Mode. These stages are listed with the figures' descriptions. If you are playing in Battle Mode, you can ignore this entirely and pick whichever figures you like.

Major John André *British Secret Intelligence*

Available In: Shot Heard Round the World, Fires of Adversity

André is the picture of what the British wish their officers to be. He is handsome, witty, patriotic — and totally dependent on military service to maintain his way of life. Born to the middle class, his French Huguenot parents sent him to Geneva for a continental education. He returned to England and promptly fell in love,

but no amount of toil in the counting house garnered him the wealth he needed to appease the young lady's guardian. When it became clear he would never win her, André purchased the best commission he could afford — a lieutenancy in the Royal English Fusiliers — and sailed for America.

André ingratiated himself to General Clinton by being urbane and clever, and was shortly thereafter promoted to Major and placed in charge of British Intelligence throughout the colonies. Wherever he goes, Major André is a popular figure with the colonists, accorded respect and confidence by way of his charming disposition, "common" upbringing, and practiced manners. This disarming demeanor is his best weapon. Even as he is entertaining a passel of women by cutting their silhouettes from paper, he is watching, waiting, and plotting. André has no plans to leave this war and return to his former life.

Abuse: Whenever André seduces a colonist, the Tory player may spend one Tyranny to lock any set of 4s.

Usurpation: Whenever André intercepts secret Patriot messages, the Tory player may spend one Tyranny to block any straight ending in a Spade.



Admiral Mariot Arbuthnot

Lt Governor of Nova Scotia

Available In: All Stages

Mariot Arbuthnot is the sad reality of the British military. Despite having spent the bulk of his life on the ships of the Royal Navy, he is at 60 almost entirely ignorant of how sailing ships work. His tactics are inelegant and coarse, relying on brute force and overwhelming numbers to accomplish his ends. Used to commanding sailors pressed into service, his personal relations on land are characterized by overbearing bluster and optimistic gullibility. From his seat at the naval yards of Nova Scotia, he is in command of all British naval affairs in the Western Hemisphere.



Abuse: Whenever Arbuthnot uses overwhelming naval force, the Tory player may spend a Tyranny to Block any straight ending in a Heart.

Usurpation: Whenever Arbuthnot presses colonists into service, the Tory player may spend a Tyranny to lock any set of 10s.

Benedict Arnold

American Traitor

Available In: Fires of Adversity

Benedict Arnold began as an ambitious patriot fighting for the cause of American liberty and prosperity. As a captain in the Connecticut militia, in the capture of Fort Ticonderoga, in the siege of Quebec, and in the second siege of Ticonderoga, Arnold served with verve and daring. He did not, however, receive any credit

for any of it. He was brash and demanding, and no effort by the Sons of Liberty could gain him the recognition that their brother deserved. Repeatedly spurned by the Congress and his superior officers, Arnold grew bitter and paranoid.

After having been wounded four times in the course of the war, Arnold was made the military commander of Philadelphia. He immersed himself in the social life of the busy city, falling deeply into debt. In



the whirl of parties and entertaining dignitaries, he met Peggy Shippen, a girl of 18 years, Loyalist allegiance, and British connections. They married a month after meeting, and Arnold was shortly in contact with Major John André, head of British Intelligence in the colonies. If the Continental Congress would not give Arnold the recognition that he deserved, then perhaps the British would.

Abuse: Whenever Arnold uses Sons of Liberty secrets, the Tory player may spend one Tyranny to steal a Jack from the end of a straight.

Usurpation: At any time during the game, the Tory player may take control of Benedict Arnold and betray the Sons of Liberty, regardless of his prior actions and even if he has not yet appeared in the game. Whenever Arnold betrays the Sons of Liberty, the Tory player may spend one Tyranny to draw an entirely new hand and discard his current hand.

Buckongahelas

Lenni-Lenape British Ally

Available In: All Stages

This indian chieftain instigated hostilities against the fledgling United States from his own tribe as well as many others by spreading rumors and making promises that the British were never going to honor. He also, as it turns out, bore an uncanny resemblance to Benjamin Franklin. The mind just boggles at the possibilities, doesn't it?

Abuse: Whenever Buckongahelas dissolves the goodwill of an alliance or potential alliance from the inside out, the Tory player may spend one Tyranny to lock any set of Aces.

Usurpation: Whenever Buckongahelas impersonates Benjamin Franklin, the Tory player may spend one Tyranny to Block a straight ending in a Diamond.



"Gentleman Johnny"

Burgoyne

Available In: Shot Heard Round the World, Fires of Adversity

His moniker is not a compliment, but a mockery of this army officer's high-handed and aristocratic manner. Even while in the field, Burgoyne's elaborate demands burden supply lines with needless luxuries and fripperies. He also fancies himself a playwright and word-smith, and misses no opportunity to subject colonial captives with his "wit" – often in an attempt to sway their loyalties back to proper devotion to the hallowed crown of England. De-

spite all that, Burgoyne is a talented tactician, especially in deploying the new mechanized cavalry units.

Abuse: Whenever Burgoyne inflicts high-minded and pompous exposition on the Patriots, the Tory player may spend one Tyranny to steal a Club from the end of a straight. He must immediately discard another card from his hand.

Usurpation: Whenever Burgoyne leads a charge of mechanized cavalry, the Tory player may spend one Tyranny to lock any set of 9s.



*Captain Joseph "the
Monster" Brant
or Thayandenegea, Iroquois leader*

Available In: All Stages

Joseph Brant is an Iroquois, an ally of the British, and known throughout the colonies as a heartless savage. He leads a mixed unit of Iroquois and British soldiers, and wherever he serves, atrocities seem to follow.

Abuse: Whenever Thayandenegea or his men take part in bloodthirsty or savage tactics, the Tory player may spend one Tyranny to steal a Diamond from the end of a straight.



Usurpation: Whenever Thayandenegea uses his bloody reputation to get his way, the Tory player may spend one Tyranny to lock any set of 8s.

Dr. Benjamin Church

British Sympathizer

Available In: All Stages

A trusted ally of the Sons of Liberty, Benjamin Church is in fact a noted Bostonian politician — right up until his duplicitous dealings with the British are exposed. The good doctor pales at the thought of a war that the colonies “could never win” and attempts to wave the olive branch, effecting a happy and permanent reconciliation with the British tyrant.

Abuse: Whenever Church gathers intelligence for the British, the Tory player may steal a 4 from the end of a straight. He must immediately discard another card from his hand.

Usurpation: Whenever Church turns over intelligence for the British, the Tory player may lock any set of 4s.

General Henry Clinton

Available In: Shot Heard Round the World, Fires of Adversity

The third man in the Revolution to hold the position of Commander in Chief, Clinton replaces Howe, who replaces Gauge. Taking leadership late in the war, Clinton insists that the loyalists among the colonies are the key to winning the war. Unfortunately, he’s right.

Abuse: Whenever Clinton uses connections with Tory colonists, the Tory player may spend one Tyranny to steal a Queen from the end of a straight. He must immediately discard another card from his hand.

Usurpation: Whenever Clinton arrives on the scene and takes command of British and Tory forces, the Tory player may spend one Tyranny to draw an entirely new hand.

Colonel Charles Cornwallis

savvy tactician

Available In: Fires of Adversity

Clinton's second-in-command, Cornwallis is emblematic of the rising tide of petty nobles using Britain's armies to advance their own fortunes. Having fought in the Seven Years' War, Cornwallis has become a member of Parliament and, like his father before him, increased his family's titles and lands.



Cornwallis is a shrewd and savvy tactician both on the battlefield and off it. He knows well the lessons of attrition, and regularly sends his troops out of their garrisons in the city to patrol for hunters from the Continental Army — after all, if they can't eat, the colonials can't fight, either. He exerts just the right amount of leverage to force his enemies out of safety, whether they be forts of timber or networks of social connections.

Abuse: Whenever Cornwallis forces colonists out of a position of safety, the Tory player may spend one Tyranny to draw a new hand. The Tyranny token should be placed beside the discard pile.

Usurpation: Whenever Cornwallis deprives colonists of needed food and supplies, the Tory player may spend one Tyranny to lock any set of Jacks.

Lord Dunmore

Royal Governor of Virginia

Available In: Intolerable Acts, Shot Heard Round the World

Dunmore saw the revolution coming. As the Royal Governor of Virginia and a faithful servant of the crown, he then engineered a war with the Shawnee indians for the express purpose of depleting the Virginia militia before they could rebel. Now that the fighting has begun in earnest, he has issued a landmark proclamation: any slave who joins his loyalist militia will be freed at the close of the war. This gives Dunmore a fantastic asset — when he



Five of Diamonds — Ethan Allen incites mohawks in Pennsylvania.

needs military force, he has a fanatical militia waiting; when he needs funds, he can sell off a unit or two to Jamaica and tell the rest they were lost in battle.

Abuse: Whenever Dunmore is backed by his militia of ex-slaves, the Tory player may spend one Tyranny to steal a spade from the end of any straight. He must immediately discard another card from his hand.

Usurpation: Whenever Dunmore colludes with indians, the Tory player may spend one Tyranny to lock any set of 5s.

John Enys *Ranger*

Available In: Shot Heard Round the World, Fires of Adversity

This young officer is a keen tactician with a streak of luck a mile wide.

Beginning the war as an ensign, Enys progresses up the ranks to Captain by war's end. His winning strategy: hit-and-run tactics, ruthless efficiency, and staying the hell away from politics.

Abuse: Whenever Enys wipes out the livelihoods of the Patriots' friends and associates, the Tory player may spend one Tyranny to block any straight ending in a Diamond.

Usurpation: Whenever Enys and his men come out of the trees, the Tory player may spend one Tyranny to lock any set of 3s.



Major Patrick Ferguson
Inventive Officer

Available In: Fires of Adversity

Born to an ambitious middle-class Scots family, Ferguson purchased a commission to increase the fortunes and status of his parents and siblings. He has served in the Holy Roman Empire against the French, in the West Indies against pirates, and finally in the American colonies against the cause of liberty. As a result of his efforts, Ferguson's father has been elevated to a Lordship.

Ferguson travels with his mistress Virginia Sal – if they married, it might interfere with his brother's ascent in society – and commands a division of sharpshooters. He is a competent officer and a capable tinkerer, holding patents for a number of military inventions, mostly sniper scopes and rifling techniques. His men are equipped with his designs, which they use to deadly effect.

Abuse: Whenever Ferguson subverts Patriot technology, the Tory player may spend one Tyranny to steal a club from the end of any straight. He must immediately discard another card from his hand.

Usurpation: Whenever Ferguson or his company employ sharpshooting, the Tory player may spend one Tyranny to lock any set of 9s.

William Franklin
Royal Governor of New Jersey

Available In: All Stages

For an illegitimate son born to Benjamin Franklin and a "low woman," William Franklin

has done rather well for himself. Applying the honest skills of his father to dishonest ends, he has flattered his way to wealth and prosperity, ascending to the governorship of New Jersey and reaching beyond. No colonial uprising is going to deprive him of what he's spent his lifetime building. If he's lucky, it will give him the opportunity of a lifetime.

After the Continental Army removes him from office in New Jersey, he finds himself at home in British-occupied New York, filled with Tory refugees. Under a royal charter, Franklin organizes the Board of Associated Loyalists. This body bands together the disenfranchised colonists under a paramilitary jurisdiction separate from Clinton's military forces. The Board is enjoined to harass, loot, and spoil the property of rebels throughout the colonies. They sponsor privateers and raiders whose depredations are so atrocious that American forces are ordered to execute them without trial. Franklin plans, after this uprising has been properly put down, for the Board to be granted administrative control over all thirteen colonies — with him at its head.



Abuse: Whenever William opposes his father Benjamin Franklin, either directly and face-to-face or indirectly through Franklin's gadgets and writings, the Tory player may spend one Tyranny to block any straight ending in a Heart.

Usurpation: Whenever William organizes other Tories, the Tory player may spend one Tyranny to lock any set of 6s.

General Thomas Gauge *the Mechanical Man*

Available In: Intolerable Acts, Shot Heard Round the World



No one on the planet envies the position of General Thomas Gauge, the Commander-in-Chief of British forces and Governor-General of the Massachusetts Bay Colony. To the colonists, Gauge is a monstrous tyrant made all the more threatening by the half of his body replaced by clockwork prosthetics. To his superiors in Britain, he is a military man of purely adequate ability charged with a very simple task: pacify the colonies in America, using a handful of soldiers and a pittance of a budget. Just keep the taxes flowing back across the Atlantic. Ironically, the only people who understand the impossibility of that task are Gauge's enemies, the Sons of Liberty.

General Gauge is one of the few British officers who has seen glimpses of the Sons of Liberty's conspiracy, although all his evidence seems to disappear and his missives to London never arrive. Now, powered by high-tension springs and bitter rage, General Gauge intends to root out these "Sons of Liberty," sever their connections to the people, and crush the rebellion that has robbed him of so much. No one believes Gauge's claims of a conspiracy, but he continues undeterred, dedicated to the

eradication of anything outside of loyalty to the Crown.

Abuse: Whenever Gauge uses his clockwork prosthetics to interfere with Patriot actions, the Tory player may spend one Tyranny to Lock any set of 2s on the table.

Usurpation: Whenever Gauge finds evidence of the Sons of Liberty, the Tory player may spend one Tyranny to steal a 2 from the end of a straight. He must then discard another card from his hand. (Said evidence never convinces anybody, of course.)

John Howe *Newspaperman*

Available In: All Stages

Howe is the owner and chief editor of both the Massachusetts Gazette and the Boston Weekly News Letter. This position affords him great influence, and he wastes no time whatsoever in bartering that influence for every privilege he can wring out of the British Commander-in-Chief. Much of that privilege comes in the form of coin – which Howe turns around and invests in buying out competing newspapers.



Abuse: Whenever John Howe deflates public opinion through his newspapers, the Tory player may spend one Tyranny to steal a Heart from the end of a straight. He must immediately discard another card from his hand.

Usurpation: Whenever John Howe buys out or otherwise silences a rival press, the Tory player may spend one Tyranny to lock any set of aces.

Thomas Hutchinson

Last Civilian Governor of Massachusetts

Available In: Intolerable Acts, Shot Heard Round the World

Hutchinson is known for being a nobody. The last civilian to occupy the office of Governor of Massachusetts, Hutchinson is a limp milque-toast of a man more intent on writing his masterpiece history of Massachusetts than actually administering the colony.

Abuse: Whenever Hutchinson relies on litigation or the threat of litigation to seek his ends, the Tory player may spend one Tyranny to lock any set of 7s.

Usurpation: Whenever Hutchinson avoids a problem and lets it get worse rather than dealing with it directly, the Tory player may spend one Tyranny steal a Heart from the end of any straight. He must immediately discard another card from his hand.

Samuel Seabury

Minister, Pamphleteer, and Chaplain

Available In: All stages

From his pulpit and through his pen, Samuel Seabury is one of the most articulate defenders of the right of the British King to crush the American colonies under his heel. As an Episcopal minister, Seabury has sworn an oath of allegiance to the King of England – and will exercise every power he has to fulfill it.



Abuse: Whenever Seabury condemns “rebellion” from the pulpit or in print, the Tory player may spend one Tyranny to lock a set of Aces.

Usurpation: Whenever Seabury uses his position as a minister to cause allies to defect, the Tory player may spend one Tyranny to steal a Diamond from the end of a straight. The Tory player must immediately discard another card from his hand.

Peggy Shippen-Arnold

wife of Benedict Arnold and Tory spy

Available In: All

Peggy Shippen loves the Revolutionary War. Her father, a moderate Tory and Philadelphia judge, makes a killing supplying both sides of the war. He’s also incredibly busy, and in the absence of his wife, Peggy is often left alone, dressed in her finest dresses, and in the company of perfectly charming officers of the British army and navy. Of particular interest is Major John André, who has taught her a great many things about the world. In exchange she helps him in all many of highly exciting escapades: eavesdropping on rebel scum, passing messages to clever British spies, and seducing that silly Benedict Arnold. Who knew war could be such fun!

Abuse: Whenever Shippen backstabs or socially attacks associates of the patriots, the Tory player may spend one Tyranny to block any straight ending in a diamond.

Usurpation: Whenever Shippen seduces any colonist, the Tory player may spend one Tyranny to lock any set of 10s.

Colonel Mary Stuart

*Baroness Mont Stuart, Commander of the
23rd Royal Welch Fusiliers*

Available In: All

Despite the grandiose titles, the colonists in America more commonly know this figure as Bloody Mary, and her regiment as the feared Morrigan Corbie. She is the only child of John Stuart, Earl of Bute, a disgraced former prime minister, and the granddaughter of Lady Mary Wortley Montagu, a grand dame of London society still fondly remembered. Mary Stuart grew up immersed in the movements Britain's ruling elite, yet she was always prevented from taking a place within it due to one circumstance beyond her control – her sex. Due to an oddity of British succession laws, however, she stands to inherit her father's lands and titles – or at least, inherit them until she marries.

To avoid that fate, Mary sold her silk dresses and purchased a commission in the 23rd Royal Welch Fusiliers, one of the few all-female regiments in the British army. In an army dominated by men, the women of the 23rd have to be perfectly poised, flawlessly competent, and savagely ruthless to earn the least measure of respect. It was the application of these three traits in Ireland that earned them the nickname of the Morrigan Corbie, after the terrible phantom queen of Irish legend. Mary found the strict organization and admiration of excellence to her liking and made herself at home, quickly becoming a skilled officer. Despite their brutal effectiveness, however, the army's institutionalized disdain for the Corbie's sex means that they are often put on the front lines, ordered far

afield, and poorly provisioned. The posting to the colonies in America is no different.

Abuse: Whenever Bloody Mary dashes patriot plans with simple, violent action, the Tory player may spend one Tyranny to steal a Queen from the end of any straight. The Tory player then discards any other card.

Usurpation: Whenever Bloody Mary uses her reputation to intimidate colonists, the Tory player may lock any set of 3s.

*Major Banastre “Bloody Ban”
Tarleton
psychopath*

Available In: Fires of Adversity

Tarleton is, without a shadow of a doubt, as bad as they come. The brigade major leads a mixed force of light infantry, mechanized cavalry, and armored infantry known as Tarleton’s Raiders. Wherever they go, they leave a wake of blood: terrorizing the populace, slaughtering continental troops after they have surrendered, and burning civilian homes. Tarleton himself is infamous for forcing the widow of a patriot officer exhume his body so that Tarleton could dine with him — with the wife attending them both. On the battlefield, the cry of “Tarleton’s Quarter!” is synonymous with no quarter at all.

Abuse: Whenever Tarleton crushes opposition with excessive force, the Tory player may spend one Tyranny to block any straight ending in a spade.

Usurpation: Whenever Tarleton slaughters non-combatants, the Tory player may spend one Tyranny to lock any set of 8s.

Major Benjamin Thompson

heat scientist

Available In: Shot Heard Round the World,
Fires of Adversity

Benjamin Thompson is destined for a life of fame and success... if he can just figure out how to get there. Born to mediocre circumstances, Thompson applied his prodigious intellect to the trade of merchant, operating a Boston shop and trading with anyone he could safely swindle. He dabbled in science, mostly because it was fashionable at the time, but to his surprise found himself rather talented at it. As his fortunes grew, he was well on his way to establishing himself as a Boston gentleman.



Eight of Diamonds — Benjamin Franklin blackmails a mistress at Yale.

When he met the beautiful and incredibly rich Sarah Rolfe, however, plans changed. Thompson did his utmost to woo the lady, gladly switching his politics to Tory to suit her father. The Rolfes were friendly with the New Hampshire governor, and shortly after he married Sarah, he moved to Portsmouth and became a major in the New Hampshire militia – with no military training whatsoever. He hardly got to enjoy his rank and all the privileges that came with it before he was run out of town by a mob. Fleeing for his life, he abandoned his wife without a second thought.



Once behind the Tory lines, Thompson makes a beeline to General Clinton, ingratiating himself to the man with the only thing he has left – his curious talent for science. Focusing on the destructive power of heat, Thompson optimizes British gunpowder and magnifies the reflective power of their light cannon. In short order, Thompson has found his feet again, and is burning his way up the chain of command. Nothing is going to keep him down.

Abuse: Whenever Thompson employs technological countermeasures against the patriots, the Tory player may spend one Tyranny to block any straight ending in a club.

Usurpation: Whenever Thompson uses his heat science, the Tory player may spend one Tyranny to draw a new hand.

William Tryon "the Wolf"

Butcher of Fairfield

Available In: All Stages

While governor of North Carolina, William Tryon set his image in the colonial mind by using colonial taxes to build himself a fantastic mansion. The place quickly became known as Tryon's Palace, and Tryon himself earned an ignoble place in the colonial memory. His reputation was so lasting that years later, now as Governor of New York, he lives in a merchant ship, *Duchess of Gordon*, in the New York harbor for fear of anarchists attacking him.

Tryon alternates between being an incompetent official and an incompetent officer. As governor of New York, he created a conspiracy to kidnap George Washington; it failed. When Clinton gave him a military com-



mand and the relatively simple task of invading undefended Connecticut, Tryon burned the cities of Fairfield and Norfolk to the ground. This earned him his nickname "the Wolf" and lost him his independent commission.

Abuse: Whenever Tryon destroys a village, town, or city, the Tory player may spend one Tyranny to lock any set of 3s.

Usurpation: Whenever Tryon uses his ill-gotten taxes to benefit himself, the Tory player may spend one Tyranny to lock any set of 7s.

Colonel Tye

guerilla leader of the Black Brigade

Available In: All Stages

One of many who answered Lord Dunmore's call for slaves to abandon their masters and join the Tory cause, the man named Titus quickly earned himself a new name: the feared Colonel Tye. Tye served briefly in Dunmore's Ethiopian Regiment, then returned to his home colony of New Jersey where he took up leadership of the Black Brigade.

Working with William Franklin and William Tryon, Colonel Tye's Brigade is a grab bag of Tory guerrillas: some white, some black; some soldier, some civilian; all of them rabid loyalists. Tye keeps the men in line with harsh discipline and incisive tactics, and has already earned a reputation among both Patriot and Tory circles.

It is a testament to his ability that the British Army does not make black men officers... but they religiously call him Colonel Tye.

Abuse: Whenever Colonel Tye whips confused or scattered Tories into shape, refocusing them and providing leadership, the Tory player may spend one Tyranny to lock any set of 3s.

Usurpation: Whenever Colonel Tye frees slaves, the Tory player may spend one Tyranny to steal a 3 from the end of a straight. The Tory player then discards any other card.

Battle Mode

“Human progress is our cause, liberty of thought our supreme wish, freedom of conscience our mission, and the guarantee of equal rights to all people everywhere our ultimate goal.”

— *The Scottish Rite Creed*

The core of Sons of Liberty is the Battle. In each Battle you play a different group of Patriots diving headlong into the chaotic world of Revolutionary America. Your mission: to foster liberty and beat down



tyranny. One Battle takes about two to three hours to play. Multiple Battles can be linked together in Campaign Mode (see page 107).

Battles are defined by their Objectives: the things you’ve gotta do if the American Dream is ever to be dreamt. Each battle has one Primary Objective and three Opportune Objectives. The Primary Objective is your main goal in the Battle; Opportune Objectives are situations and contacts that may help you reach that goal.

Each battle begins at the Grand Lodge of the Americas, where you play the Grandmasters of the Sons of Liberty discussing new intelligence reports delivered through the Committees of Correspondence. You interpret the coded messages to decipher the battle’s objectives, and then reveal your identities and volunteer to take on the mission. One player does

Sons of Liberty

not reveal his identity and instead takes on the role of Tory player.

The meat of the game takes place in three to five hands. The first hand gets the Patriots to where they need to be. Each subsequent hand concerns a different Opportune Objective which the Patriots either complete or fail. Between each hand one player directs a cut scene which describes what happens between the bouts of high action. Said action culminates in the climactic final hand as the Primary Objective is attempted, and the Sons of Liberty either walk away victorious heroes or desperate fugitives.

Sequence of Play

At the Grand Lodge of the Americas

- Decipher the Whist Code
- Reveal Identities

Play the Travel Hand

- Tory Plays
- Patriot Plays
- Call the Question

Direct Cut Scenes

Exploit Opportune Objectives

- Abuse and Usurp — Tory Tactics
- Break the Rules — Patriot Tactics
- Call the Question

Attempt the Primary Objective

*At the
Grand Lodge of the Americas*

Every game of Sons of Liberty begins at the Grand Lodge of the Americas, where the Grandmasters meet to receive reports from the Committees of Correspondence spread throughout the colonies. The Grand Lodge is always moving to avoid capture by the British, and the Grandmasters attend cloaked and cowled to hide their identities if they are infiltrated. So right now, imagine you're in a circle of faceless shapes gathering to discuss an important communication from the field.



Five of Hearts — Thomas Jefferson mentors a fellow mason, Thomas Paine, in New York.

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As you each arrive to the traveling Grand Lodge, give each other the secret handclasp of the Sons of Liberty, and exchange the sign and countersign to prove your membership. Extend your right hand as in a normal handshake, but place your two first fingers on the inside of the other Son's wrist. You should be able to feel their pulse. Give the sign: "If we do not hang together..." and wait for your fellow Sons to give you the countersign: "...we shall surely hang separately." Once everyone at the table has given the sign and countersign, you can know that you are in trusted company.

<i>Table of Locations</i>				
	<i>Hearts</i>	<i>Spades</i>	<i>Diamonds</i>	<i>Clubs</i>
A	Yorktown	swamps	South Carolina	Massachusetts Bay
2	Saratoga	Maryland	North Carolina	New Hampshire
3	New Jersey	Ohio Valley	William & Mary's	Quaker Community
4	Lexington & Concord	Long Island	Braintree	Hudson mills
5	New York	East Indies	Pennsylvania	Harvard
6	backwoods	London	Connecticut	Salem, Mass
7	Delaware	Ticonderoga	plantations	Great Lakes
8	Bunker Hill	Chesapeake Bay	Yale	Baltimore
9	Valley Forge	Georgia	Albany	Rhode Island
10	New Brunswick	Baton Rouge	Boston Town	Savannah
J	Massachusetts	Open Sea	Virginia	Maine Territory
Q	New England Farms	Republic of Vermont	Canada	Princeton
K	Charleston	Boston Harbor	New York City	Philadelphia

Grab two decks of playing cards and an Objectives Sheet to fill out. Remove the jokers and shuffle. To start, draw two cards: the first for where the Grand Lodge is presently being held, and the second for the location of the Correspondent. Look up what each card stands for on the table on the opposite page and write the locations in the slots on the Objectives Sheet.

Decipher the Whist Code

The correspondence comes in a code developed by Revere, often referred to as the Whist Code. Correspondents describe a hand of Whist, highlighting four hands of five cards. To potential Tory spies, this seems innocuous enough, but each card has an assigned meaning among the Sons. In this way, the correspondents are able to communicate information about vital priorities which the Sons of Liberty must act upon.



Now draw five cards from the deck and look up their meanings on the following tables. Fill in their meanings in the first Objective. Read the completed Objectives aloud and discuss what it might mean. Since you are all playing faceless council members, you can be experts at any relevant topic, or call on each other's experience. You might say, "Since I grew up in Boston, I can tell you that he's referring to the Wharf Rats, a notorious smuggling ring." Or you might say, "Brother, I understand you've worked with light cannon before; what might this mean?" As you discuss the objective, you will come to an interpretation of the situation the Sons of Liberty will be facing. Due to your expertise and networks, your interpretation on this first objective will be more or less correct.

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Don't worry about who you are—what you say at this stage does not restrict which Patriot you will play later in the game.

Then draw five more cards for the first Opportune Objective. However, whereas the Primary Objective was clear, Opportune Objectives are less so. The Grandmasters may only speculate briefly on what these codes might mean, reserving judgment. An overconfident error could spell disaster for the entire affair. Repeat this process to sketch out all three Opportune Objectives.

<i>Table of Objects</i>				
	<i>Hearts</i>	<i>Spades</i>	<i>Diamonds</i>	<i>Clubs</i>
A	colonists	a fence	correspondence	a fleet
2	a soldier	tax records	an informant	a heliograph station
3	Hessians	slaves	supporters	a tinkerer
4	an arms cache	a street gang	Quakers	spring boxes
5	a brother mason	a spy	Mohawks	an author
6	horses	Tories	a court	a horseless carriage
7	a Liberty Tree	tea	a manuscript	an ornithopter
8	the Liberty Bell	an apprentice	a mistress	a sailing ship
9	minutemen	duty stamps	a city alderman	an orator
10	a militia	a customs house	a preacher	clockwork armor
J	a lawyer	pirates	a mole	a spring mill
Q	a good wife	a double agent	a judge	a printing house
K	a ship captain	a British General	a Congressman	a battery of light cannon

Table of Actions

	Hearts	Spades	Diamonds	Clubs
A	instill hope in	hide	contact	supply
2	arm	remove	buy	jury-rig
3	destroy	bribe	introduce	forged
4	test	spy on	cut off	fund
5	mentor	deliver	incite	teach
6	rescue	replace	coordinate	build
7	defend	plant	embarrass	improve
8	pin down	“acquire”	blackmail	equip
9	train	smuggle	misinform	disassemble
10	charge	frame	inform	reinvent
J	rally	sabotage	recruit	monkeywrench
Q	unite	coopt	impress	establish
K	inspire	trick	convince	install

Table of Priorities

	Hearts	Spades	Diamonds	Clubs
All	before	after	while	lest

You can all take turns drawing cards, or assign one person as the secretary, or whatever works for you. Alternately, you can use the on-line Objectives generator at the Kallisti Press website:

<http://kallistipress.com/SoL/objectives.html>

Example: Objectives

Seth, Chris, Dain, and Jason are about to start a new battle. At the Grand Lodge of the Americas, they draw two cards to see where they are and where they’re going. They draw the ace of clubs and the ten of diamonds. The Table of Locations translates this into Massachusetts Bay and Boston Town. The four of them quickly agree that the Grand Lodge is currently afloat, meeting below decks of a ship in the Bay. The correspondence they are reading has come from Boston Town.

Then they draw five cards for each objective. One of these sets of cards is four of hearts, six of clubs, ten of clubs, eight of diamonds, and Jack of spades. They find the associated meanings on the tables: a four of hearts is “destroy” while a six of clubs is “a horseless carriage,” and so on. In the end, they discover their objective is “The Sons of Liberty can destroy a horseless carriage lest the Tories blackmail pirates.”



Seth has no idea what that might mean, so he points at Chris. “Brother, you consort with that sort of people; what might pirates be blackmailed over?”

Chris, refusing to be stumped, replies, “Well, brother, pirates live and die by their reputation. If the

British have some evidence that somebody’s not living up to their bluster, it could cost us some of our privateers. But this horseless carriage bit I’m not sure of.” Chris points at Dain. “You know more about such things, don’t you?”

Now Dain is on the spot, and stammers, “Um... perhaps they’re keeping the blackmail evidence mobile so the pirates can’t steal it from them.”

Jason nods, and sums up: “So the Tories have got evidence of some pirate captain not being as bloodthirsty as they claim to be, and they’re keeping it in a horseless carriage. That could be a useful thing for us to liberate, now wouldn’t it?”

Reveal Identities

Once you have deciphered the objectives, the player who fills in the last blank should read the whole Objectives sheet aloud, then ask, "But who shall we send to see to this matter?" Deal everyone a single card, face up.



Starting with the player with the highest card, reveal yourselves as one of the seventeen Patriot figures and volunteer for the mission. Something like, "I step out into the light at the center of the Lodge; my spectacles wink with reflected light. 'I, Benjamin Franklin, will go.'" Players take turns by card rank; break ties by drawing another card. For obvious reasons, only one person may play each figure, the exception being the Martin Women.

Any player may, instead of selecting a Patriot figure, elect to become the Tory player. If no one else volunteers to play the Tories, the player with the lowest card must do so. Before you become the Tory player, narrate one of the grandmasters voicing his concern over your first Tory figure. Something like, "I understand Burgoyne is in the field with his mechanized cavalry; take great care to remain undetected."

If you're playing the Tories, grab a Tory Sheet. You will be able to select up to five Tory figures to use in the upcoming battle, but you do not need to choose



Sons of Liberty

them all yet. You play the Travel Hand with just one, and introduce a new one in each subsequent hand. For now, just circle your starting Tory figure and their Abuse and Usurpation. The Tory figures are listed on the Tory sheet and described in more detail in the Tories chapter.

If you're playing a Patriot, grab a Patriot Sheet. Write your figure's name on the first line. Each figure has two specialty suits and a list of favored circumstances, listed in their section of the Patriots chapter. Pick four circumstances and write them into the four circumstance slots on your Patriot sheet. Then choose which of your figure's suits to write into the suit slots. You may do this with great deliberation or at



Ace of Hearts — The Marquis de Lafayette inspires colonists in Yorktown.

little more than random whim. The important thing is that you pick the four circumstances which you want to highlight in the battle.

Example: Revealing Identities

Seth has the high card, so he starts: “Reporting... reporting for duty!” the Martin Women step forward in unison, throwing back their hoods. They give each other a sly, sidelong look and wait to see who’s brave enough to join them.”

Seth grabs a Patriot sheet and writes “The Martin Women” across the top line. He has four circumstance slots to fill, so he turns to the Martin Women write up and picks the four that appeal to him most. He writes them into slots as he finds them, paying little attention to what goes where. He likes “waylaying,” “disguised as men,” “disarming the British,” and “embarrassing the British.” He fills out his sheet: “I have a hand of five cards when waylaying. I can draw a new hand when disguised as men. I can claim a joker when disarming the British. I can, when embarrassing the British, call for...” Now he’s come to a suit slot. The Martin Women are Clever and Unorthodox, so he puts Clever in the first slot (imagining that embarrassing the British will usually be witty one-liners). That leaves Unorthodox for the other slot, which makes it “I can always play Unorthodox cards.”

Dain has the next-highest card, so he goes next. “First there’s silence,” he tells the other players, “and then, off in the distance, there’s the sound of galloping hooves. Then the doors of the chamber burst open, and Paul Revere rides his horse into the chamber and declares, ‘I hear the Tories are acting in Boston!’” Jason points out that they are on a ship; Dain nods, and informs Jason, “Paul Revere can ride so fast he skims over the water.”

Dain now pulls out a Patriot sheet and writes “Paul Revere” across the top line. He decides he’ll place his circumstances carefully. For his five-card hand, he selects “riding,” as this is a circumstance he expects to lose and regain often. For his new hand, he selects “in a factory,” so stepping into a factory will give him a host of new options. For his joker,

he selects “with Sam Adams” so that Sam Adams can literally be his wild card. Lastly, for his call for cards, he selects “in Boston” and slots in “Connected” so that he can get a slew of Connection cards when he calls on his fellow Bostonians. That leaves Clever for his single card, which means he can tinker with silver and light cannon and whatever else he feels like all through the game and drop clubs as he does so.

Jason goes next, and declares that he will play the Tory. “I would advise caution, brothers,” he says in his role as one of the hooded Grandmasters. “Boston Town is General Gauge’s base of operations. Boston is crawling with his men.” Jason pulls out a Tory sheet and circles General Gauge.

Chris has the lowest card, and was half-expecting to play Tory. He flips through the book and finally



declares, “Well then, I’m not going to let the lot of you muck about in my town without some competent supervision!’ And John Adams tosses back his hood. ‘The Colossus of Independence is coming home to Boston!’”

Chris grabs his own Patriot sheet and fills it out: five cards when “in Boston,” a new hand when “in court,” a joker when “using extending clockwork

limbs,” when “with Sam Adams” he calls for Patriotic cards, and he can always play Connected cards. He points out his Sam Adams circumstance to Dain; between the two of them, they’ll be making Sam Adams a recurring figure throughout the battle.

Play the Travel Hand

Once you have revealed your identities and volunteered to take on the mission, you must travel to where the action is. This is done in a rather short Travel Hand that allows you to get into character and familiarize yourselves with the rules for playing cards. Think of it as the tutorial level.

Remove all four jokers and shuffle the two decks together again. Deal four cards to each Patriot player. The Tory player gets a number of cards equal to the number of Patriot players. The Tory player should discard any face cards and draw replacement cards.



Jack of Hearts — Paul Revere rallies a lawyer in Boston in Massachusetts.

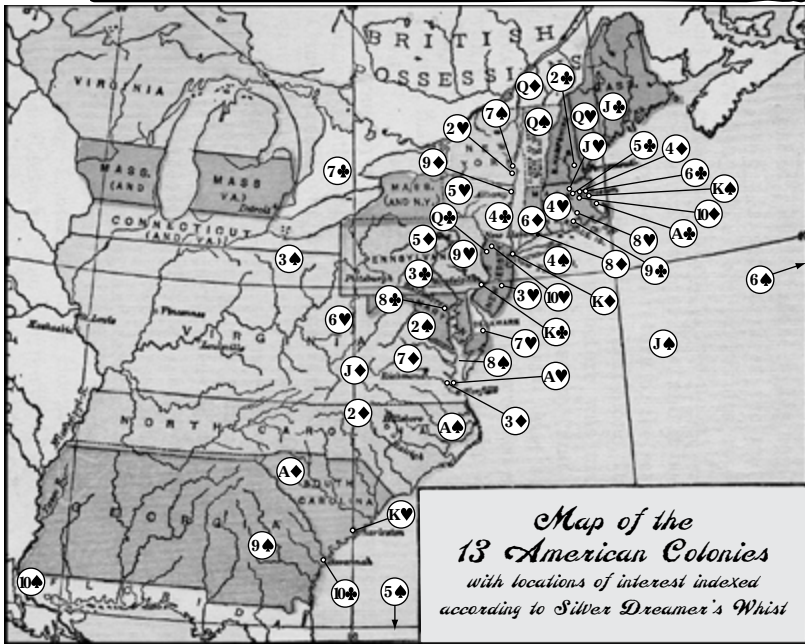
Start the Travel Hand

If you are the Tory player, you select what kind of level this will be. It is your job to get the ball rolling by combining the route, the adversity, and a “spark” into a rollicking action scene. It’s not as hard as it sounds.

Start with the route. The location of the Grand Lodge and the operating theater are both defined on the Objectives Sheet. The distance between the two may be long or short, but the travel hand need not cover the whole trip. It can just as easily describe one difficult leg of the journey. Determine if they be traveling by land or sea, whether they will be in rugged wilderness or in a bustling city. This should give you some ideas of where they’re at.



Six of Hearts — Ethan Allen rescues horses in the backwoods.



You also have a hand of cards, and you will be playing them throughout the level. In fact, the level starts when you play your first card. What each card means is described in the next section, under Tory Rules and on the Tory Sheet. Look over your hand and pick one that works with the territory that the Patriots are traveling through. Fines are probably more appropriate in cities or on toll roads, for instance; by contrast, troops can easily be encountered in the backcountry. It is usually best to use your Tory figure in your first play — assessing those fines or commanding those troops — but you can introduce him later in the level, too.

Finally, the travel hand always starts with one of:

- A Chase
- A Fight
- Something Explodes

Pick one of these “sparks” and start describing how it happens along the route. You can start in however you like, up to and including describing the Patriots galloping on horseback with bullets whizzing over their heads. This is your last chance to hesitate. This game punishes hesitation, and that goes double for you—so get over it, quick!

Your goal as you narrate is to get to a point where you can play your first card. Once you do, the others can play their cards and narrate the actions of the Patriots. In the Travel Hand, go around the table taking turns describing the actions of the characters and playing corresponding cards.

Tory Plays

As Tory player, you control and describe the actions of Tories — this includes British soldiers, colonial loyalists, most indian tribes, and any others working for the crown. Chief among the Tories are your



Tory figures: the leaders and signature characters who will put a severe crimp in the Patriot’s style. Your goal as a Tory player is to oppress the colonists, squeezing the revolutionary spirit out of them until all that is left is docile subjects of the crown. You’re a rat bastard, and you will win by being as big a rat bastard as humanly possible.

As you describe the abuses of the Tories, you can play cards out of your hand onto the

table in front of you. Keep them somewhat separate from the Patriots' plays. Then draw a new card from the deck to replace the card you just played. Continually playing low cards and keeping high cards increases your score. You may only play a card when it matches what the Tories are doing to the colonists — so make the Tories do what's in your hand!

- Play an ace to break up groups of colonists or shut down communications.
- Play a deuce to disarm colonists of any weapons they are in possession of.
- Play a trey to bring in the troops and invade colonists' homes, businesses, and property.
- Play a four to discover colonists' dirty little treasonous secrets.
- Play a five to make an on-the-spot judgment that divests colonists of their rights or property.
- Play a six to convict colonists of any crime and sentence them to imprisonment, hard labor, or death.
- Play a seven to assess arbitrary fines on colonists.
- Play an eight to enact a cruel and unusual punishment on a colonist.
- Play a nine to trample on colonists' rights in some new and clever way.
- Play a ten to assume the rights of a colonist - to his home, his property, his wife, and so on.

Whenever you play a card, draw another from the deck. If you get a hand full of happy royals — three or more face cards — you may call the question and crush the Patriots' hopes and dreams.

You do not have to play a card in order to describe what the Tories do, and you can describe what the Tories do or say when it is not your turn. It just won't affect the cards on the table or help you very much. That's alright — the Tories are good with empty rhetoric and bombastic posturing, after all.

Example: Tory Plays

Jason's opening hand is a three, a four, and a seven. He opens the Travel Hand by narrating how the Patriots are using the Boston Tea Party as cover for getting into Boston. There's whooping and hollering down on the next pier over, the ships are exploding crates of tea off the sides,

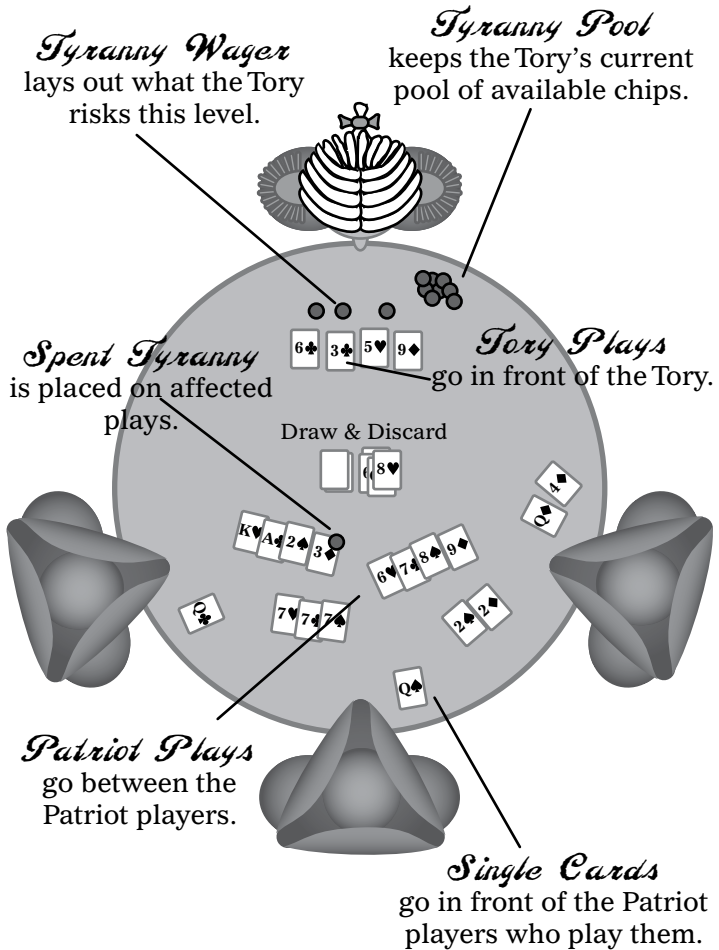


and the three Patriot figures are quietly rowing up to a deserted pier. That's when General Gauge, leading a column of redcoats, tromps down the cobblestone lane, heading towards the tea party. Jason throws down a three to "bring in the troops." Thus the Travel Hand begins.

He draws a card to replace the three, and comes up with a Jack. Smiling to himself, he allows the Patriot players to make a few plays of trying to sneak past the column of redcoats, and then he plays his four to "discover colonists' dirty little treasonous secrets." He narrates how Gauge halts the column, listens for a moment, and then smashes his mechanical arm through the stack of barrels behind which the Patriots are hiding. Now the fight is on.

Jason draws another card, this time another seven. He'll have to figure out a way to work fines into a brawl at the docks—and does so, in his next play, by having Gauge fling crates of duty stamps at the Patriots.

Diagram of Battle Mode



Patriot Plays

As a Patriot player, you control and describe the actions of Patriots — colonists filled with the revolutionary spirit, pirates eager to embarrass the British, the few indians throwing in with the colonists, and foreign sympathizers. The great shining lights of the Patriots are the Sons of Liberty, whose fervor and patriotism allow them to perform heroic feats in the name of liberty.


Your goal as a Patriot player is to halt British excesses and inspire your fellow colonists to join the cause — preferably in the most outrageous, colorful, and public way possible. More than any other war in history, this war is fought




Three of Hearts — Salem Poor destroys Hessians in Trenton, New Jersey.


in the hearts and minds of the combatants and supporters of both sides. You are more than a mere soldier; you are a hero; you are a celebrity; you are an icon. By your actions you will prove the truth of your words.

As you describe the deeds of your Patriot figure, you can play cards to the table in sets and straights. This increases your score. The cards you play must match the flavor of what you're describing — so make your Patriot do what's in your hand!

 **Play Hearts for Patriotic actions:** courage, martial prowess, and making sacrifices.

 **Play Spades for Unorthodox actions:** shady deals, surprise, and breaking the mold.

 **Play Diamonds for Connected actions:** networking, socializing, and spending money.

 **Play Clubs for Clever actions:** tinkering, lawyering, writing, and being witty.

You may only play more than one suit in a single play if your Patriot's actions fulfill each suit's associated flavor. If you want to play a Heart and two Clubs, you'll need to be patriotic *and* clever!

Sets are collections of cards of the same rank (three 2s). Sets can start with just two cards, but they only count with three or more.

Straights are made of cards in sequential order (10-J-Q-K-A-2). Straights must be at least three cards long. They need not be of the same suit.

You may add to cards that other Patriots have played, and you can use any single cards on the table. You can take cards out of straights

and sets on the table as long as what's left are still legal straights and sets. You can even use the cards played by the Tory player — just be sure to rub into his face how your Patriot is capitalizing on Tory excesses for Patriot ends!

Example: Patriot Plays

Seth has just been informed that the Martin Women have crates of duty stamps flying at their faces. He narrates how Grace grabs some cargo netting and Rachel boosts Grace up onto one of the dock's winches. Grace snares the flying crates of stamps, swings out over the water, and then swings back, flinging the crates back into the ranks of redcoats. Seth plays a straight of cards: the three of hearts and the four and five of spades. Hearts are patriotic and spades are unorthodox, so he can play both to follow the Martins' courage and unorthodox tactics.

Chris capitalizes on the Martins' move by narrating how John Adams uncorks a barrel of glue and stomps on it with his clockwork armor. The glue sprays across the redcoats, sticking all the stamps together and plastering them across the soldiers. He plays a two of clubs, for his clever action, on the low end of Seth's straight.

Now Dain slides the five of spades from the end of the straight. He can do so because he still leaves a legal straight thanks to Chris' play. He



pulls two fives of diamonds from his own hand. He describes how Revere emerges from a tavern followed by six drunken longshoremen, who proceed to pummel the bestamped redcoats. He plays his two diamonds for his connected action, along with the five of spades, as a set of fives.



Two of Diamonds — Sam Adams buys an informant in North Carolina.

If you cannot play, you must discard one card per turn, narrating your figure's crippling doubt, crushed hopes, and broken dreams. First offer the card to the Tory player, who may take it and discard one of his own cards. You may then draw a new card to replace the discard.

You cannot use your Patriot tactics in the Travel Hand. You can't get a larger hand, claim a joker, get a new hand, call for cards, or play single cards. Right now they're just there for you to salivate over.

Since the Tory Score cannot rise above 22 in the Travel Hand, you should call the question once you've played 22 or more cards to the table.

Call the Question

The scene ends when someone calls the question. Any Patriot player may call the question whenever they like, although another Patriot player must second them. The Tory player may only call the question when he has collected at least three face cards. You may only call the question on your turn, before you draw cards to end your turn.



When the question is called, the Tory player reveals his hand of cards. The Patriot players set their hands aside (don't discard them) and count up the cards on the table. In the Travel Hand, the Tory Score is the value of the highest two cards in the Tory hand, with face cards counting as 11; the Patriot Score is the number of cards played on the table, not counting singles or pairs. Compare the scores; ties go to the Patriots. Whichever side has the higher score gets the final say in how the Travel Hand plays out.

Everyone takes a turn narrating part of the resolution of the scene. If the Tory player lost, he narrates first; if he won, he narrates last. Patriot players narrate in the order of the highest card remaining in their hand, highest first. If a Patriot has no cards in his hand, he narrates last.

The Travel scene also determines the Tory player's Tyranny pool. If the Tory player won, he receives fifteen Tyranny chips. If the Patriots won, the Tory player only receives ten Tyranny chips. Tyranny is a measure of Tory control and

oppression. It can be spent in later hands to activate special advantages for the Tory player, and in the final hand any remaining Tyranny is added to the Tory player's score when the question is called.

Example: Calling the Question

Dain has been keeping an eye on the cards on the table, and after Seth plays a new straight, he calls the question on his own turn. "We've got twenty cards on the table. That's got to beat Jason's two highest cards." Chris seconds.

Jason reveals his hand: a jack, a nine, and a three. His score is the highest two cards added together, with face cards counting as 11. That makes his score also 20. Since ties go to the patriots, however, Jason loses the Travel Hand. He takes 10 Tyranny chips from supply.

Jason, having lost, narrates first: "Gauge retreats back onto the cobblestone street, sweeping his flaming crate of stamps to keep you back. Then he smirks at you, and bolts up the street towards the Tea Party."

Everyone else reveals their highest card. Seth has a Queen, Dain has a 6, and Chris has a 7.

Seth narrates next: "Rachel and Grace are already on the rooftops, so they chase after Gauge, one on either side of the street."

Then Chris: "Adams doesn't chase after immediately; in fact, he hangs back, crouched low... as his high-powered leaping springs charge up. Then he launches up into the air, using the Martin Women to triangulate Gauge's position, and comes down right on top of him!"

Dain narrates last: Revere rides on ahead, makes sure that the Tea Party is over, and fishes out one of the crates from the Bay. Once Gauge is pummeled into submission, they tie him up in the crate and let him float out into the Bay along with the rest of the unwanted British imports."

Direct the Cut Scene

Before you go shuffling everyone's hands back into the deck, find out who has the lowest card in their hand (aces are low). If you have the lowest card, you are the director for the cut scene before the next hand. Now that you know who's directing, you can shuffle the deck and deal: each Patriot player gets four, and the Tory player gets one card for each Patriot player.

As the director, your cut scene lets you describe a short bit of the mission without using cards. You can involve dialogue, exposition, startling revelations, romance, explosions, whatever. You can narrate the thing wholecloth



Two of Spades—Rachel and Grace Martin remove documents from Maryland.

or have the other players describe the actions of their figures. The important thing is that the cut scene sets up the next Objective, which you get to select from the Objectives Sheet.

Start off your cut scene by describing where the figures are and what they are doing. Gesture or prompt the other players to provide dialogue or actions as needed, and feel free to correct them if need be. Steer the



scene towards your selected Objective. Once you are satisfied that the next level is set up, you may make the first play of the hand, or discard your entire hand for a new one. Play begins as soon as you play or draw your new hand.

Usually the next hand will concern an Opportune Objective. Since these objectives are only roughly defined, this is your chance to explain what that opportunity is and how it might help the Sons of Liberty. You can use the speculations of the Grandmasters from the first part of the game or you can introduce an entirely new interpretation of the cards.

You may, however, decide to skip past one or more Opportune Objectives and go straight for the Primary Objective. Since the Primary Objective is always the last hand, doing so is signaling the beginning of the end of the game. The Tory player may only select the Primary Objective if he is out of Tyranny chips or there are no remaining Opportune Objectives.

It's more than possible for the Tory player to direct the cut scene. If you get this special opportunity, you should not hesitate to use the cut scene to do horrible things to the Patriots, like beat them up with one of your Tory figures, kidnap their love interests, or imprison the Patriots themselves.



Gloating is especially appropriate in these situations. However, no matter what happens in a cut scene, all players will start in on the next Objective with their usual hand and a license to kick ass and take names.

Example: Cut Scene

The lowest card in anybody's hand was Chris' two, so he directs the cut scene. He selects the Opportune Objective, "The Sons of Liberty must sabotage a court while the British destroy an orator." The Grandmasters speculated that an orator would go on trial in Boston, and now Chris details the specifics.

"As we watch Gauge float out into the Atlantic, Adams notices a broadsheet pasted to a nearby wall. 'What's this?' he asks, and tears it down from the wall. 'It's a wanted poster for the accomplices of Reverend Bradford, who is due to stand trial for sedition tomorrow!'"

Dain shakes his head. "Revere says, 'We can't let that stand. Bradford is one of our key allies.'"

"Well, he's to be tried by Tribunal," Chris continues as Adams. "That's patently illegal, he should be tried by a Massachusetts court, by his peers. Legally speaking, it shouldn't be that hard to tear this mockery of justice apart."

Exploit Opportune Objectives

Once the Patriots are in position, the action really takes off. The stakes are ratcheted higher: now each hand drains or bolsters the Tory player's budget of Tyranny. The going gets tougher: the Tory Score is the total of all his cards, not just two. And you can forget about taking turns. After all, the future of the American people and the British Empire hangs in the balance! All players narrate actions and play cards willy-nilly, whenever they like.

You might be wondering when you get to unleash your awesome if there are no turns. Remember: just because there are no turns does not mean that you get to hog all the spotlight. You are playing a game. There are other people at the table. It might be easy to forget at times, but they are playing the game, too. If one of your fellow Patriot players — or even the Tory player — holds up a card or three, they've got a little bit of awesome to throw down. Sit back; take a breather; listen to what they toss out there. Then wade back in with your own rejoinder, one-two punch, or witty repartee. You never know when somebody else is going to give you the perfect set up for rocking the colonial world.



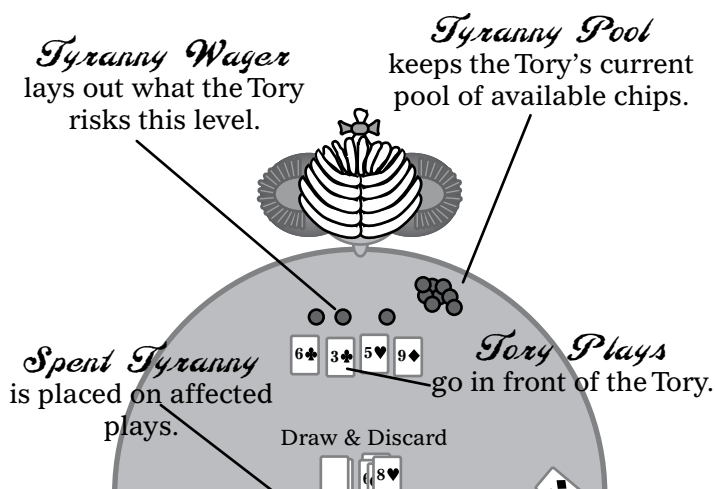
In addition to all that madness, both sides gain access to new options. The Tory player can use his figures' Abuses and Usurpations to screw up the Patriot's straights and sets. The Patriot players can use their figures' tactics, breaking the rules like the rebels they are.

Abuse and Usurp — Tory Tactics

As the Tory player, you have access to the power of Tyranny. At the start of each Oppertune Objective hand, set out in front of you three Tyranny chips from your pool. Discard the face cards in your hand and add a new chip from supply to the line in front of you for each one. These chips do not come from your pool; they are an opportunity for you to win more Tyranny in this hand. Draw your hand back to full.

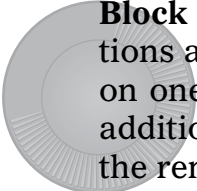
You must use the chips in front of you in this hand or else they will be lost. However, any chips that you do spend are wagered on the hand. If you win when the question is called, you will get back the spent chips doubled. If you spend all the Tyranny that you set out, you may continue to spend and wager more from your pool.

Each of your Tory figures has a pair of signature tactics. These are their Abuses and Usurpations, and they give you some decided advantages. Whenever you narrate the figure taking one of these actions, you may spend a Tyranny chip in order to activate the associated

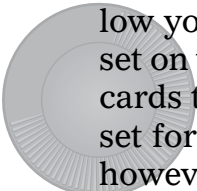


advantage. When you do, be sure to describe the Tory figure's actions in gloating detail.

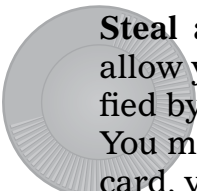
There are four different kinds of Abuse and Usurpation:




Block a Straight: These Abuses and Usurpations allow you to place the spent Tyranny chip on one end of a straight. Patriots cannot play additional cards on that end of the straight for the remainder of the hand.



Lock a Set: These Abuses and Usurpations allow you to place the spent Tyranny chip on any set on the table. Patriots cannot play additional cards to that set and cannot use cards from the set for the remainder of the hand. The set will, however, count in the Patriots' final score as normal.



Steal a Card: Some Abuses and Usurpations allow you to steal a certain kind of card (identified by rank or suit) from the end of a straight. You may not steal from sets. When you steal a card, you must discard another card from your hand. The Tyranny you spend this way is set next to the discard pile.



New Hand: These Abuses and Usurpations allow you to discard your entire hand and draw a new one of the same size. The Tyranny you spend this way is set next to the discard pile.

Additionally, you may introduce a new Tory figure once per hand. They may arrive on the scene and immediately spend Tyranny to use their Abuse or Usurpation. Drop 'em in and let 'er rip! Once introduced, Tory figures may return in any following scene of the battle.

Example: Tory Tactics

Chris has just played a straight ending in a 2. Jason introduced General Gauge in the Travel Hand, and he can steal 2s when he finds evidence of the Sons of Liberty. Jason takes a Tyranny chip from the three set in front of him and sets it by the discard pile. He narrates how Gauge presents evidence to the Tribunal that Reverend Bradford was conspiring with other rebels in Boston. He takes the 2 and adds it to his hand, discarding a 9 that he was having trouble fitting into the scene.



Seth then adds two more cards to the other end of the same straight, a six of diamonds and a seven of clubs. The Martins are using heliographs to rally support. Jason introduces Major Benjamin Thompson, and narrates how Thompson erects

panes of glass on the rooftops of Boston, scrambling the heliograph signals. Jason takes one of the chips in front of him and places it on seven of clubs on the end of the straight.

Later, Dain plays a set of 2s. Gauge can lock sets of 2s when using his clockwork prosthetics, so Jason uses the last chip set in front of him and places it on the set. He narrates how Gauge pins both Martin Women against the courtroom walls as he continues to fight Adams and Revere.

It is getting late in the level, and Jason still has no face cards. He narrates how Thompson has used his heat detector to track the movements of Patriots throughout Boston Town, identifying Bradford's church as a meeting house. He pulls a Tyranny chip from his pool and places it next to the discard pile, discards his entire hand, and draws a new one.

Break the Rules — Patriot Tactics

Of course, if you're one of the Sons of Liberty, rules can't constrict you or dictate what you can or can't do. You can break the rules in a number of different ways, as listed on your Patriot sheet and described below. You may execute Patriot tactics at any time, with or without playing cards.

Larger Hand: Normally, Patriots have four cards; if your figure is currently fulfilling the favored circumstance in the first slot, you may keep a hand of five cards. Whenever you play, you draw your hand back to five. If you are forced out of your favored circumstance, you do not need to discard immediately, but when you play you will only draw back up to four.



Draw New Hand: If you fulfill your favored circumstance in this slot, you and any other Patriot player may discard your entire hand and draw a new one (four or five cards, depending). The Tory player may not take the cards you discard in this way. If you don't like the hand you get, you may not redraw another hand until your figure loses and regains the favored circumstance.



Claim a Joker: Jokers are set aside at the beginning of each level. If you fulfill this favored circumstance, you may claim one of them and add it to your hand. If there are no jokers left, you receive no benefit for this circumstance. If you exceed your hand limit, you are not obliged to



discard; simply do not redraw until you need to. Jokers can be played as wild cards, standing in as a card of any suit or rank. Once played, any Patriot player may liberate jokers from sets and straights and play them as any other card. Jokers may not be stolen by Tory Tactics.

Call for Cards: If you fulfill this favored circumstance, you may call for cards of your specialty suit. The other Patriot players may give you cards of that suit from their hands, but they are not obliged to. However, the other Patriots draw their hands up to full afterwards, so they can use this as an opportunity to get rid of cards they don't need. The incoming cards may exceed your hand limit; you just do not redraw cards until you drop below your hand limit again.



Play Single Cards: You may play single cards of the appropriate specialty suit in front of you. These cards do not count towards the Patriot score; however, they are available to the other Patriots to use in creating sets and straights. Playing single cards also allows you to draw another card to replace it in your hand.



Additionally, the Tory player may force a Patriot figure out of one of their favored circumstances whenever they narrate doing so and back that narration with a card play. The Patriot player loses the associated tactic immediately, and may only regain it through narration attached to a Patriot card play.

Example: Patriot Tactics

When the courtroom drama is going poorly, Dain resolves to get some new witnesses. He narrates how Revere dashes outside, leaps on his horse, and rides around Boston gathering supporters. He draws an additional card and keeps it in his hand. He will keep drawing his hand up to five as long as he is riding.

Seth is incredibly frustrated with his current hand of cards, so he decides to get rid of them. He narrates how Rachel and Grace excuse themselves from the Tribunal's audience to 'powder their noses.' A moment later, two young men enter the court room, and volunteer themselves as witnesses to Bradford's pro-Tory sermons. Seth points at his sheet where it reads, "I can draw a new hand when disguised as men." He discards his current hand and draws another. He may not do so again until the Martins disguise themselves again.

Dain really, really needs a 5, but there isn't one out on the table where he can get at it. He has the tactic, "I can claim a joker when with Sam Adams," so he narrates contacting Sam Adams for some help in spiking the Tribunal judges' drinks to make them a little more agreeable. He claims one of the jokers from next to the discard pile and gets ready to use it in his monster straight.

Chris jumps in, narrating how he goes with Revere to see Sam Adams, and how his less-reputable cousin convinces him to 'sample' the fortification intended for the judges. Chris points at his sheet, "I can, when with Sam Adams, call for patriotic cards," and asks for any hearts that the others would like to donate. Notably, Dain does not give him any — he wants to use them for that monster straight he got the joker for.

Towards the end of the scene, John Adams has added a proper five-man Massachusetts jury to the Tribunal, with himself, Revere, and Sam Adams on it. The last two seats need to be filled, and so Seth has the Martins volunteer. Women on juries is unorthodox, and he can always play single unorthodox cards. He plays a 3 and an 8 of spades.

Call the Question

Calling the Question determines whether or not the Patriots pull off the Opportune Objective. Now is when the plan comes together — or completely falls apart. As in the Travel Hand, Patriot players may call and second at any time; the Tory player must collect three face cards to call the question.

For Opportune Objectives, the Patriot Score is the total number of cards on the table, not counting singles or pairs. The Tory Score is the sum of the value of all of the cards in his hand, with face cards counting as 11. Compare the two scores; highest score wins.



Six of Diamonds — Alexander Hamilton coordinates a court in Connecticut

If the Patriots win, they complete the objective and loosen the Tories' grip on the colonies. The Tory player loses all the Tyranny chips on the table.

If the Tory player wins, the Patriots do not complete the objective and the Tories are able to capitalize on the Patriot loss and tighten their stranglehold on the American spirit. The Tory player regains all of the Tyranny played to the table. In addition, he earns a number of new Tyranny tokens equal to the chips he had played to the table.

Either way, everyone takes a turn narrating part of the resolution of the scene. If the Tory player lost, he narrates first; if he won, he narrates last. Patriot players narrate in the order of the highest card remaining in their hand, highest first. Whoever has the lowest card in their hand selects the next objective and directs the cut scene to get you there.

Example: Calling the Question

Jason plays and redraws, getting his third face card. He quickly scans the cards on the table, counting less than 33, and calls the question. He has a jack, a queen, and a king, but they all count as 11 points each, for a total of 33.

Seth, Dain, and Chris audibly deflate. They pull all the singles and pairs from the table, since they don't count anyway, and count the remaining cards. Their score is 30.

Since Jason has won as the Tory player, he collects the five Tyranny chips he has played to the table and returns them to his pool. He then takes five more from supply and adds it to his pool.

The Patriot players narrate their bits of narration in order of their highest card. Chris describes John Adams' legal prowess in court; Dain narrates the scores of Bostonians in the streets outside the

courthouse; Seth roleplays his expert testimony, as the Martins have disguised themselves as expert witnesses by this point. But then Jason gets the last word, narrating how the lot of them are held in contempt, that Bradford is found guilty of sedition and treason, and everyone is placed under arrest. Then he gloats.

Attempt the Primary Objective

Everything hits the fan when the cut scene delivers the Patriots to the Primary Objective. This is always the last hand of the battle, and everybody around the table should be pulling out all the stops as the mission rockets towards its climax. If Washington hasn't backhanded someone with a power armor gauntlet, if Frank-



Eight of Hearts — George Washington pins down the Liberty Bell at Bunker Hill.

lin hasn't electrified something, if Adams hasn't bitched somebody into stupefaction, now is the time to strike. You get no more chances to be awesome after this. (Unless, of course, you're playing Campaign Mode, but don't let that stop you.)

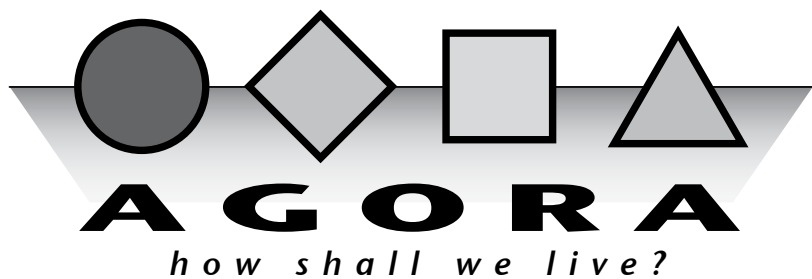
In this hand, the Tory Score is the sum of all the Tory's cards plus any remaining Tyranny chips, which can be quite a lot. Chips played to the table in this level still count for the Tory Score. The Patriot Score is, as always, the total number of cards on the table, not counting singles or pairs.

If the Patriots win, they complete the Primary Objective and strike a blow for liberty, democracy, and the American Way. After the Tory player narrates his bit of the resolution, the Patriot players should describe how the exploits of this battle go down in history, how the repercussions of the battle shape the fledgling republic, and how the Patriots are remembered by their descendants.

If the Tory player wins, the Sons of Liberty have failed to complete the Primary Objective. Instead, the British crush one more hope for freedom, poised to rampage forward and drape a cloak of tyranny over the American colonies. The Tory player should let the others narrate their bits of the resolution, describing their futile and hopeless efforts to turn the tide of battle, savoring their exquisite desperation before sweeping it all away beneath the awesome power of the largest empire on the planet. If you can make them cry, you earn bonus points.

There was a War.

Then...



Coming 2009 from Kallisti Press

Campaign Mode

“The fate of unborn millions will now depend on the courage and conduct of this army. Our cruel and unrelenting enemy leaves us only the choice of brave resistance, or the most abject submission. We have, therefore, to resolve to conquer or die.”

— George Washington

If one measly battle here and there isn't doing it for you, you can link up a series of battles to play an entire campaign of Sons of Liberty.



Campaign Mode is divided into three stages, with a few battles in each stage.

You begin in the days of the Intolerable Acts as the Sons of Liberty are still forging networks, swaying sensibilities, and preparing for the inevitable war. Then the Shot Heard Round the World catapults play into the portentous escalation of hostilities as the Sons scramble to maintain the loyalties and ideals of their allies. Finally, everything come to a head in the last stage of the Revolution, the Fires of Adversity, where the plans of the Sons of Liberty finally come to fruition or die on the vine.

In the early stages, not all of the Patriots have found the Sons of Liberty, and those who count themselves members have yet to realize their full potential. Only some figures are available to Patriot players, and only some of their circumstances can be used. As their struggles progress, however, the Sons of Liberty find new allies in the world and new strengths within

themselves. Each new stage you play through earns you new figures and new circumstances, increasing your arsenal for the momentous days ahead.

The Stages of the Revolution

There are three stages of Campaign Mode, and each one has a different personality and flavor. There are a few restrictions about what can happen in battles during that stage, and special rules for that stage's Tyranny. To underscore these differences, the battles in each stage begin with a different sign and countersign.



Ace of Diamonds — Abigail Adams contacts a correspondant in South Carolina.

Intolerable Acts (1760-1769)

Sign: “If we do not hang together...”

Countersign: “...we shall surely hang separately!”

In this first stage, the very idea of independence is not even on the table. Colonists consider themselves British citizens and when they act against local authorities they do so to preserve their British rights. Anything else is treason, punishable by death. If the Sons of Liberty do not ‘hang together’ through bonds of trust and brotherhood, they will surely hang – at the gallows – separately.

Obviously, this is a problem the Sons of Liberty must address. The bulk of their actions in this stage are to call attention to the often ludicrous excesses of the British and the fact that the British need the colonies more than the colonies need the British. The Sons of Liberty must spread the idea that the colonies should be independent of the Empire, and take the first steps in preparing for winning that independence.



For the most part, the Tories are barely aware that there is a problem. Most ascribe colonial dissent as a holdover from the French and Indian War, or simply the irrelevant griping of people who won't be satisfied no matter what you do. There are a few exceptions, such as Thomas Gauge, whose suspicions regarding “masonic conspiracies” are mostly dismissed as lingering resentment over his disfigurement. Most Tories are simply trying to maintain law and order —



which is to say, they are trying to squeeze every last quid from the colonies and expect the colonists to smile and thank them for it. Really, they're just paying for the war that protected the colonies against the marauding French!



It may seem strange to our modern sensibilities, but in this stage of the revolution no one is killed on either side. The Tories are oppressive and insensitive, but they don't go around killing people. They're far

more likely to lock you away and forget about you, estranging you from your family, destroying your professional reputation, and ruining your life. The Patriots, by contrast, are playing the subtle game of swaying public opinion and refusing to engage the British where they are strongest — martial might. They are far more likely to burn you in effigy, organize a boycott to stop doing business with you, set your family against you, and otherwise encourage you to take up the cause of liberty.

The signature action of this stage is the Boston Tea Party: no one was hurt, there was absolutely no fighting, and the destruction of property was a more powerful symbol than a tactical victory.

This stage ends with the Boston Massacre, when tensions finally boiled over and a group of British Regulars opened fire on heckling colonists. In one hasty action, the Regulars went from somewhat frustrating civil servants to a

foreign occupying force — of course, Revere's pamphlets and engravings of the Boston Massacre might have helped shift public opinion, as well.

Intolerable Restrictions: During the Intolerable Acts, nobody can be killed. This applies to Patriots, Tory figures, and innocent bystanders. Characters can be removed from the level through any number of other means, but in this world of lightning reversals, they can return in the following scene with nearly any explanation ("my prisoner convoy was liberated by pirates!").

Intolerable Tyranny:

During this stage, the Tories are entrenched and powerful. Until the Boston Massacre, they can put out less effort to get more effect due to their coordinated infrastructure. The Tory player need only lay out two Tyranny tokens at the start of each level.



Patriot players may only select the following patriots: Abigail Adams, John Adams, Sam Adams, Benjamin Franklin, John Hancock, Thomas Jefferson, the Martin Women, Paul Revere, and George Washington.

Patriots may only select circumstances from the Intolerable Acts stage.

Shot Heard Round the World (1770-1776)

Sign: “Give me liberty...”

Countersign: “...or give me death.”

In this stage, the question of independence is on the table, on every colonist’s lips, and out in the streets. This is in large part thanks to Thomas Paine’s *Common Sense*, as well as a number of other pamphlets, and the Committees of Correspondence network. The colonies are massively divided. Nearly everyone agrees that the British (specifically Parliament and the military) have overstepped their bounds. The first question is if their actions really justify secession, a move with almost no historical precedent. The second question is if that is even possible. While a lot of breath is spent on the first question, it is the second that’s the clincher, and the Sons of Liberty strive to prove that the colonies can not only rebel, but they can also win.

This stage is characterized by the Sons of Liberty exhorting their fellow colonists and sabotaging the British. They assist community leaders in networking with each other, equip their allies, and spread the word. They make surgical strikes against the British in the background so that larger colonial forces can win public victories. Their eyes are forward, planning for the full brunt of the brewing war.



By contrast, the Tories in this stage are desperately trying to stem the tide of insurgency. A common phrase is “No one wants a war,” but the truth is that only



Ten of Hearts — John Adams (and Franklin and Chase) charge a militia in New Brunswick.

the Tories don't want a war because a war would challenge their dominance. Tory actions attempt to quietly isolate and remove rebellious elements, disarm the colonists, and prevent the inevitable.

The signature action of this stage is its namesake: the shot heard round the world at Lexington and Concord. In this confrontation, British troops sought to confiscate a stockpile of colonial arms to prevent an armed uprising; the colonists used that stockpile to stop them... with an armed uprising. The event that distinguishes this stage from the next is the Battle of Saratoga, where colonial soldiers finally attain a level of coordination capable of making a ma-

for victory — and thereby earned the backing of the French.

Restrictions Around the World: During the Shot Heard Round the World, the world is actually waiting and watching. Foreigners – primarily French, Dutch, and Spanish – leave the colonies to avoid being caught up in the hostilities. The only exception are Germans, commonly known as Hessians, who are being imported en masse



by the German King George. Outside of Hessian mercenaries, no foreigners may be involved in narration.

Tyranny Around the World: The Tories are playing a tricky game at the dawn of the armed rebellion.

Expectations in London are also rising. The Tory player must now lay out three Tyranny tokens at the beginning of each level. However, whenever the Tory player spends Tyranny, he may elect to stack more than one on the cards they effect. If the Tory player loses, these additional tokens are lost, but if the Tory player wins they are doubled as any other Tyranny chip played.

Patriot players may select patriot figures from the Intolerable Acts stage as well as the following new figures: Ethan Allen, Fanny Campbell, Alexander Hamilton, Francis Marion, Thomas Paine, and Salem Poor.

Patriots may only select circumstances from the Intolerable Acts and Shot Heard Round the World stages.

The Fires of Adversity (1777-1781)

Sign: “The United States of America does not need to win...”

Countersign: “...the Empire just has to lose.”

The final stage of the Revolution is the bloodiest, as both sides finally recognize that they are at war and act accordingly. With the French navy harrying British convoys across the Atlantic, the Tories in America are distressingly on their own against a rising tide of colonial partisans. Tory loyalists get mean, organizing vicious counter-insurgency squads which quickly gain the most bloodthirsty reputations in the war. However, the British troops have



Nine of Hearts—The Marquis de Lafayette trains minutemen in Valley Forge.

taken off the kid gloves, too, and the generals are now doing what they do best: waging war. In battle after battle, the redcoats are victorious thanks to superior numbers and training, crushing and scattering colonial forces. On the open battlefield, the British prove that they are still the finest fighting force on the face of the planet.

The only problem is, the rebels have a be-deviling way of turning British victories into stories of British oppression, of surrendering the battlefield without taking heavy losses, and of thinning British numbers off of the battlefield: in midnight raids, ambushes, and endless counts of sabotage. Perhaps most heinous are the pamphlets being circulated within the British regiments themselves: pamphlets encouraging desertion, and promising soldiers tracts of land in the new Republic if they abandon their posts. Behind it all, of course, are the Sons of Liberty.



The Sons of Liberty understand one simple truth: America doesn't have to win, the British just have to lose. Since Saratoga, France has declared war on Britain, pulling resources and attention away from the

colonies. All the Americans need to do is hold out and wait until Britain can no longer sustain a war on two fronts, on two continents, and in two hemispheres. Still, the Sons of Liberty are scrambling behind the scenes to ensure that

America's underdog militias are sufficiently equipped, adequately led, and correctly placed to weather the onslaught of British warfare. Eventually, Parliament and King George will tire of the American thorn in their side, pull the troops, and concentrate on fighting France... like they've been doing reliably for seven hundred years.

The signature event of this stage is the Battle of King's Mountain. Under General Clinton, over a thousand Southern loyalists rallied to the King's banner. The local patriots applied hit-



and-run tactics to harry the British militia until its commander, Major Patrick Ferguson, made camp on King's Mountain and issued an arrogant challenge: face him or he would "lay waste to their country with fire and sword." Seeing that Ferguson's men had bottled themselves up, the volunteer militias of South Carolina swarmed the foothills below them. Bayonet charges down the hill proved ineffective as the rebels melted away into the forest; moments later the rifle barrages would start again. Hours later, the Tories on King's Mountain surrendered.

The Fires of Adversity end with the Siege of Yorktown. The bulk of the British army in the colonies is cornered by Washington's forces on land. Cornwallis attempts to escape via naval evacuation across Chesapeake Bay, but when he reaches the shore, he finds only a French naval blockade. Both sides fight like tigers, but at

Sons of Liberty

the end of the day, Cornwallis is forced to surrender – and not to the French admiral, but to General Washington, leader of the rebel scum.

Restrictions of Adversity: It is the peak of the war. All bets, the kid gloves, and the chain are off. There are no restrictions on either side, outside of killing figures, all of whom will make it to the end of the war. You won't die, but you can certainly lose.

The Tyranny of Adversity: Now that the Tories are not holding back, they bring the full force of the British Empire to bear on the colonies. Each Tyranny invested in a level returns three Tyranny if the Tory player wins. One false step can easily spell disaster for the cause.



Two of Hearts — John Hancock arms a soldier at Saratoga.

Players may select any Patriot figures and select from the full complement of their circumstances. New figures available include the Marquis de Lafayette and Deborah Sampson.

The New Republic (1782-1800)

This stage is the setting of Versus Mode, the rules for which appear in the next chapter.

The Secret Objective

A war is a grueling affair of constant frustration and uncountable setbacks. This holds true for the struggles of the Sons of Liberty. It is often hard to see the way forward from the trenches, and impossible for the



Grandmasters at the lodge to plan absolutely everything. That's where the Secret Objective comes into play.

A Campaign only progresses with the completion of Secret Objectives. Every battle has a Secret Objective which the Tory player creates on his own. The Grandmasters do not predict the Secret Objective, and the Patriots who volunteer for the mission will only discover the Secret Objective while in the field. The Sons of Liberty are often faced with the difficult decision between completing the short-term priorities of the battle or forwarding the long-term agenda of American liberty. Those difficult choices are revealed as Secret Objectives.

Creating the Secret Objective

After the Tory player selects his starting figures, he should create the Secret Objective. He draws five cards and consults the tables on pages 72-73, filling in the blanks on the Tory Sheet. The Tory player should not reveal the results to the Patriot players.

Example: Secret Objective

Seth is playing the Tories in the third battle of Campaign Mode. He draws five cards to determine the Secret Objective: a five of diamonds, a six of clubs, a seven of hearts, the queen of hearts, and a two of clubs. He finds their meanings on the Tables of Actions, Objects, and Priorities: "The Sons of Liberty can incite a horseless carriage before the British unite a heliograph station." Seth decides that there will be a finicky but souped-up horseless carriage in the battle, and that the British will need to send an important message via heliograph. He doesn't need much more detail to start.

Embedding the Secret Objective

The Tory player should inject elements of the Secret Objective in every level he can. For every level he includes one of the objective's actions or objects, he increases the value of the Secret Objective. If only one level included one of the objective's actions or objects, the Secret Objective is worth three Tyranny. If two levels



featured actions or objects, it is worth four Tyranny. If he managed to thread elements of the Secret Objective into three different levels and reveals it in the last Opportune level, it is worth five Tyranny. Of course, the

Patriots may choose to skip the last Opportune Objective and proceed directly to the Primary Objective, which makes holding out for that last Opportune Objective a dicey proposition, at best.

The Tory player may reveal the Secret Objective in any Opportune level by simply reading the objective aloud. Once it is revealed, Patriots may select the Secret Objective when directing cut scenes. No matter



how much the Secret Objective is worth, the Tory player only gains the Tyranny payoff if the Patriot players accept the challenge.

Example: Embedding Actions and Objects

In the first Opportune Objective, Seth introduces a ring of horseless carriage street racers who have had their carriages impounded. In the second Opportune Objective, he has Gauge and Clinton, two of his Tory figures, bicker with each other over who is in command. In the third Opportune Objective, Seth introduces the heliograph station and its staff, who is divided between Gauge and Clinton supporters.

In his narration at the end of the third Opportune Objective, he explains that the British can signal New York for reinforcements, if only they can unite the staff of the heliograph station. Of course, the Sons of Liberty could always race to the next heliograph station and intercept the message... if they can make it there in time.

The Secret Objective is worth a full five Tyranny chips, as Seth embedded actions and objects in all three Opportune levels.

Accepting the Secret Objective

Once it has been revealed, any Patriot player may select the Secret Objective while directing a cut scene. The Tory player sets in front of him three, four, or five new Tyranny tokens from supply (not from his pool), and the Secret Level begins.



All the normal battle rules apply in the Secret Level. When any player calls the question, the scores determine if the patriots complete the Secret Objective. Players narrate the resolution as normal, with the winner last and the Patriots in order of highest card. Additionally, the Secret Level has one of the following consequences:

If the Patriots complete the Secret Objective, the next stage of the revolution is unlocked. The next battle will take place during the next stage. Figures from that stage become available, and all figures have access to the circumstances of the unlocked stage. If all three stages have already been unlocked, the Primary Objective may become the Final Battle.

If the Patriots fail, the next stage of the revolution remains locked. The next battle will take place in the current stage.

However, win or lose, the Tory player receives two Tyranny for every single token spent on the Secret level.

The Final Battle

During the Fires of Adversity, completing the Secret Objective increases the importance of the Primary Objective. No longer is this an everyday Tory scheme that should be stopped or a Patriot gambit that can ease the difficulties of war. Now the Primary Objective becomes a make-or-break affair that can end the war entirely. Everything else was just warming up; now it's *on*.

If you are the player directing the Cut Scene after the Secret Level, you will add the special import to the Primary Objective. Draw two cards from the top of the deck and look up



King of Hearts — Fanny Campbell inspires a ship captain outside of Charleston.

their meanings as an action and object. Add these to the Primary Objective, either as an additional thing that the Patriots must do, or as an additional Tory plot. Use your cut scene to explain how the new objective finally puts victory within reach of the Patriots.

There may still be an Opportune Objective available to the Patriots, and they may elect to take advantage of it before proceeding to the new Primary Objective.

When the patriots do address the Primary Objective, a few new rules apply. The Tory player immediately doubles his pool of Tyranny. If the Tory player is out of tokens, he may draw two from supply instead. The Tory player may also activate an additional Tory figure in the Final Battle, although it must be a figure who has appeared in earlier battles.

Example: Final Battle

It is the Fires of Adversity, and the players have completed the Secret Objective. The Primary Objective of this Battle has become the Final Battle. Dain is the director of the cut scene following the Secret Level, so he draws two new cards: a six of hearts and a queen of clubs. These cards correspond to rescue and a printing house. Dain decides to add these as additional objectives for the Sons of Liberty, turning it into “The Sons of Liberty must bribe an author and rescue a printing house before the British supply a fort.” Not only do the Sons need a book written, Dain explains, they need it published, too.

Chris, who is playing the Tories, has managed to hold on to five Tyranny chips. He doubles this to ten chips before the Final Battle begins. He also looks over the Tory figures on his sheet and plans to drop John Enys into the battle, who hasn’t been seen since the third battle.

Then it's time to deal the cards and find out how final the Final Battle is.

If the Patriots complete the augmented Primary Objective, they pave the way for the Revolution's end. In their closing narration, Patriot players should explain how their actions in this and prior battles are the decisive resources that earn the American victory.

If the Tory player wins the Final Battle... well, it's no big loss. The Patriots can return to fight another day, because as they tell each other at the beginning of each round, they don't have to win so much as the British have to lose. Of course, that doesn't mean the Tory player can't gloat a little first.



Jack of Diamonds — Francis Marion, the Swamp Fox, recruits a mole in Virginia.

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Versus Mode

“Jefferson still lives!”

— John Adams, on his death bed

You were going to play the next installment of Campaign Mode. This might have been the night that you finally unlocked the Fires of Adversity and got to play Lafayette. But oh no, Alex had to cancel because his daughter has scarlet fever or something, and that apparently trumps Game Night.



So now it's just you and Meghann, sitting across the table looking at each other. You really wanted to get some of that high-flying, patriotic action goin on, but there's just the two of you. Whatever are you to do?

Answer: Versus Mode.

Jump a few years ahead to the fledgling days of the New Republic, where the old comrades among the Sons of Liberty become each other's greatest and most frustrating rivals. Or in looser terms, you both pick a Patriot figure and you go at it.

Choosing Patriot Figures

Both players draw a single card and compare values. Break ties with a second card. The player with the highest card selects a Patriot figure first; then the second player selects from the remaining Patriot figures.

Don't assign your circumstances and suits yet; first it's time to kick up some trouble at Congress.

Support Decks

Each player needs their own deck of cards to play in Versus Mode. They should have different backs so you can tell them apart. These decks represent their allies, networks, and connections.



For some radicals like Hamilton or Jefferson, it may even represent their political party. Scandalous!

Set your support deck half-way between you and your opponent. Your deck should be to the right of your opponent's.

At the Congress of the Confederation

Play begins at the Congress of the Confederation, a toothless legislative body created under the Articles of Confederation, America's original and quickly forgotten system of government. This body is the titular government of the United States. Its resolutions must be ratified by all the state legislatures. It cannot raise taxes to pay the army and navy it is supposed to maintain. It can't even require attendance of its delegates, who are often absent. As such, it is a nexus of frustrated plotting and bitter sniping. This is where you go to find out what's acting.

Describe your figure's entrance to the Congress of the Confederation as an introduction of who you are playing in your bout.

The Issue at Hand

The Patriot figures were idealists and activists possessed of opinions strong enough they changed history. After history was changed, they retained their strong opinions – and found that they held some very different beliefs and aspirations regarding the Republic’s future.

There are ten hotly contested issues debated in the New Republic. The various Patriot figures fall on one side or another of each of these. Some figures find themselves rather ambivalent about some issues. However, any given pair of Patriot figures has at least one issue that sets them against each other.

The issues are:

Alliance to France or Britain. Many support France because of their assistance during the Revolution. However, others prefer re-establishing relations with Britain, this time as equals.



Censorship is a looming question haunting the new government of the United States. Long used to sharpening their knives on the abuses of the war, the newspapers and pamphleteers alike are quick to criticize. Are they too harsh, strangling the dream of America in its crib? Or is criticism the best medicine for the struggling republic?

Elitism is the belief that there are “elites” who are better equipped to participate in the government than the rest of the populace. Proponents of elitism support



laws that restrict the vote to men of property and good community standing. Detractors believe that all men should have the vote, regardless of property ownership.



Federalism is perhaps the issue of the day, as the two greatest factions in the Confederation face off on the future structure of the United States of America. Some criticize the weak government under the Articles of Confederation and believe a stronger, more centralized government must be established. Others like things just fine the way they are – with the power securely in the hands of the individual states.

Navy matters are a recurring source of argument. The United States has no actual navy, just a volunteer merchant marine and privateers with letters of marque. Certainly, some argue, the nation should build itself a navy. Certainly, the others contest, that would cost a fortune that nobody has.



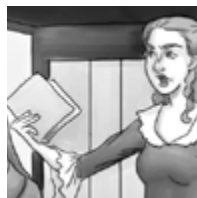
Religion has long held a place in British politics, and now the new American derivative is no different. Still smarting from cruel repressions and recalling their background as religious dissidents, many colonists desire a strong separation of Church and State; others point to the strong communities that surround their churches and ask how any victory would have been possible without Divine assistance.

Slavery is a contentious issue now that the abolitionists and the slaveholders aren't fighting a common enemy in the British. In broad strokes, this issue splits North-South... with the exception of the actual slaves in the South, most of whom think slavery is a rather bad idea.



Urbanization is a question of the future character of the nation. Will the United States be a nation of cities or a nation of farms and fields? Many fear cities as hotbeds of sin and corruption; others laud cities as centers of commerce, trade, and industry. Generally speaking, the city dwellers want bigger cities and the farmers want more farms.

Veterans and their reimbursement and pensions are a hot topic in the post-revolutionary confederation. The United States is strapped for cash – especially since the Congress can't raise taxes. Many veterans were promised pensions for serving; others want what others were promised in the spirit of fairness. This is especially true of the privateers who were essential in the war. Paying those pensions means not paying for other things.



Women did their part in the Revolution, often fighting side-by-side with the men. However, many in the former colonies believe that, now that the emergency has passed, it is time for the women to return to their kitchens just as the

men are returning to their fields. The women, for some reason, aren't buying this.

Review your figures' stance on the issues. Find the one that you disagree on. That issue is the issue at hand. Write it into the space provided on the Versus Bout sheet.

The New Whist Code

Old partisans of the Revolution have taken up sides on the various issues of the day. Drawing from their old exploits, they have found that Revere's old Whist Code continues to serve them well.



Draw six cards and find their meanings on the tables on pages 70-73 and add the keywords to the Versus Bout sheet. Fill out both sides with the same keywords.

Challenge your opponent to explain the actions of his faction. Be sure to sneer, mock, deride, and so forth. Suggest they've taken leave of their senses. You know: post-Revolutionary smack talk.

Now that you know what's happening, assign your favored circumstances and specialty suits on your Patriot sheet. Then get ready to rumble.

Example: The New Whist Code

Chris and Rachel are playing a versus bout. Chris is playing Alexander Hamilton, while Rachel is playing Ben Franklin. The issue they disagree on is elitism. Chris draws six cards while Rachel looks up their meanings under the Whist Code. They fill out the Versus sheet like so: "In Saratoga, the People consider Elitism. Supporters defend a Congressman after Detractors improve a Sailing Ship."



King of Diamonds — Alexander Hamilton convinces a congressman in New York City.

Chris mocks Rachel: “Oh please, a sailing ship? Really, Ben, is that supposed to be impressive?”

Rachel retorts: “Hamilton, you come from the West Indies; certainly your lily-white hands wouldn’t have manned the ship that brought you here. When will you recognize that these men have just as much a right to govern as you and your drunken congressman do?”

Chris makes a show of looking offended. “You will not speak of Congressman Morris like that! His initiative for refining the electorate is a work of genius.”

Rachel rolls her eyes. “And it will mean nothing if the common men down at the docks prove that they can deliver Paine’s broadsheets to the all the port towns before they even hear about Morris’ silly resolution.”

Ready? Fight!

Both of you should draw your regular hand of four cards from your support deck. The player who chose their figure last gets first play. After that, it's no holds barred action as you try to sway the opinion of the new republic to your side.



Use Patriot plays and Patriot tactics as described on pages 86 and 99. Play sets and straights from your hand to your side of the table. Draw your hand back up from your support deck.

If you get to a point where you have no plays, you get to watch your opponent hand you your ass.

If both of you get to a point where you have no plays, you may need some help from your support deck. Both of you should narrate how you turn to your friends and acquaintances to see what they think of the issue at hand. Then turn over cards from your support decks simultaneously and set them to the right of the deck. If there is already a card there, place the new card to the right of that card, one 'step' further. As you go, you will build a line-up of cards. You may use the cards from your own support line at any time, but not your opponent's.

Your opponent may force you out of your favored circumstances as long as they play a straight or set to accompany that narration. If

you are so forced, you lose your five-card hand or other associated tactic.

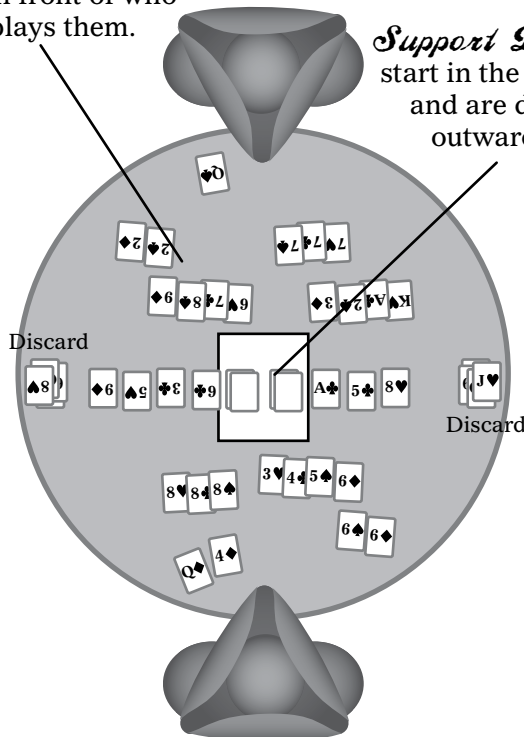
You may not work off of the sets and straights of your opponent. However, you may use a card from either support line to displace a joker on your opponent's side of the table and then use the joker yourself.

When you call for cards using your Patriot tactic, you may take any cards of the appropriate suit from the support lines. If you use a card from your opponent's line, be sure to rub it in his face by narrating how you're recruiting his supporters to your cause!

Diagram of Versus Mode

Patriot Plays
go in front of who
plays them.

Support Decks
start in the center
and are dealt
outwards.



The Victor

Play proceeds until the first support deck is gone. Your score is the number of cards played to your side of the table – not counting singles and pairs, of course. However, cards taken from your opponent's support line count double.

Find the winner of the bout. The loser may take a moment to narrate their figure's final, frustrated gambits. Then the victor may narrate their stunning victory and how it molds the shape of the republic to come.



Options Screen

Following the rules presented so far will give you a very specific, and somewhat peculiar, game experience. If you're not really into punching redcoats in the face with clock-work gauntlets, or more specifically shouting about it while throwing cards at your friends, there are a few little things that you can do to switch things up a bit. These little things are listed below as different options.



Some of the following options may also be applied to Versus Mode. In general, anything that doesn't affect the Tory player is fair game to add to your PvP bouts.

The default game's difficulty is relatively balanced between Patriot and Tory players. Many of these options increase or decrease the difficulty for certain players, and this is noted at the end of each entry.

Replace Awesome with Clever Play in Turns

Rather than abandon taking turns after the Travel Hand, you may play through the entire game in turns. This results in a much slower-paced, more thoughtful game. The rampaging, pulse-pounding torrent of awesome in the default game ("...and so I ride the moose through the stained glass and onto the dirigible!") is replaced with careful card plays and clever nar-

ration ("I tell Clinton, 'And that's why America has no need of British port, sir.'").

As in the Travel Hand, play rotates around the table and each Patriot player must make a play or discard. The Tory player may pass on his turn. Importantly, you may always role play and describe your figure's actions and dialogue outside of your turn. You just can't play cards.

Because this option constrains how often you may play, the Tory player may fall behind as he waits for everybody to take their turn. Especially in large groups, the Tory player should be given an opportunity to play after every other Patriot player (Patriot 1, Patriot 2, Tory, Patriot 3, Patriot 1, Tory, Patriot 2, Patriot 3, Tory, and so on). Alternately, you might employ multiple Tory players (see Largest Army on the Planet, below).

Also note that it is very possible to enact this option for only part of your game. The director of the cut scene might declare that the next level will be played with or without turns.

Effect: This option does not alter the mechanical difficulty of the game, although it may favor clever players over awesome players. If you're all right with that, have at.

Tory Three-Card Handicap

Tory Hand of Three versus Two Patriots

Playing against two Patriot players, the Tory player may find a hand of two cards very constraining; the Patriot players may find the level ends too soon as two face cards are easy to come by. In this option, the Tory player playing against two Patriot players has a hand of three cards. He must collect three face cards to

call the question, but the Tory Score is the sum of the two highest cards, not all three.

Effect: This option is actually relatively balanced mechanically. The additional card that can be played is offset by the need to collect another face card. The Tory Score is not greatly affected. This option primarily makes for a more fluid fiction and less frustration for the Tory player.

Seed the Field

Single Cards for Patriot Plays

Games with two Patriot players can suffer from a bottleneck at the beginning of each level. To mitigate this, this option begins each level by dealing out four cards and placing them face up on the table. Patriots may use these cards in their plays as if they were single cards played by other Patriots. They do not count toward the Patriot score until they are incorporated into a Patriot play.

Effect: Technically, this option decreases the difficulty for Patriot players; however, when used in games with two Patriot players, it decreases the difficulty from “heinous” to “pleasantly challenging.”

Patriot Tag Teams

Playing Two Patriots At Once

Instead of each Patriot player selecting one Patriot figure, each Patriot selects two figures and creates a “tag team.” Patriot players only ever play one of their selected figures at a time; however, at any point during a level, and as often as they like, they may “tag out” and switch to the other figure. Describe the first figure’s

exit and the second figure's entrance. Patriot players keep only one hand of cards and use the same hand for both figures.

Patriot figures with circumstances that refer to each other, such as John Adams' "with Abigail Adams," may not be used when the second Patriot figure is the second member of the tag team. In other words, if you play John and Abigail Adams, you may not slot "with spouse" in their five-card tactics and play the entire game with a larger hand. Because you only ever play one figure at a time, they are never "with" the other figure. Furthermore, if another player has a favored circumstance referring to one of your figures, they gain the associated tactic only when that figure is your active figure.



This option is especially appropriate for games with two Patriot players, and can be used instead of Seed the Field.

Effect: This option decreases the difficulty for Patriot players slightly.

Finish Him!... Fatality! *Patriot Combos*

Whenever a Patriot player makes a play incorporating all four suits from his hand, he has made a "combo." Alternately, two or more Patriot players perform a combo when they make an unbroken series of plays on a single set or straight that incorporates all four suits from their hands. The cards must come from Patriot

hands, not prior plays, and there may not be any other plays interrupting the combo. Players should be sure to describe especially memorable deeds whenever they perform a combo.

When a combo is performed, play immediately stops. The player or players may remove one Tyranny token from the table, unlocking a set or unblocking a straight. If a card was stolen from the table, the Patriots may steal it back. The Tyranny token is placed by the discard deck, and doubles as normal if the Tory player still wins the level.

In Versus Mode, a combo allows you to discard your opponent's entire support line.

Effect: This slightly decreases the difficulty for the Patriot players (combos are not easy to come by).

Tory Oppression Points Tory Plays Add to Tory Score

This option gives the Tory player a simple advantage. This is especially useful if you are finding the Tory player is being overwhelmed by your Patriot players, either through numbers or volume.

In short, at the end of every level, the Tory Score is calculated as the total value of the Tory's hand plus the number of single cards that remain in front of the Tory player. Tory plays have have been exploited by the Patriots and used in Patriot plays do not add to the Tory Score.

Effect: This option increases the difficulty for Patriot players.

Largest Army on the Planet

Multiple Tory Players

You may elect to play with more than one Tory player. This is especially appropriate for large groups, and vastly increases the sense of oppression and difficulty for the Patriots. In general, there should not be more than one Tory figure for every two Patriots.

Each Tory player has his own budget of Tyranny tokens, which should be of different colors to distinguish them. Each Tory player may introduce one new Tory figure each level, and they may not share these figures. Either Tory may call the question upon collecting three face cards; they do not need the seconding of the other Tory players. The Tory Score is the highest hand among the Tory players.

Effect: This option increases the difficulty for the Patriot players, but not as much as it may seem. It may also slightly increase the difficulty for the Tory players if they are not careful to select new figures that complement each other—it is quite possible to step on each other's toes.

The Benefits of Tyranny

Earning Tyranny during Levels

Whenever the Tory player removes a Patriot figure from a favored circumstance by playing a card, the Tory player earns one Tyranny from supply. Tyranny earned in this way is not added to the Tory player's pool. Instead, it is placed in front of the Tory player and must be wagered in that level or else it is lost.

Effect: This option increases the difficulty for the Patriot players.

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Objectives Sheet

Photocopy at 150% to fill Letter-sized paper.

Sons of Liberty: a Roleplaying Game of Freedom and Badassery

Objectives Sheet

Travel Hand

1

_____ to _____
(Grand Lodge) (Correspondent's Location)

Primary Objective

2

The Sons of Liberty must _____
(action) (object)

_____ the British _____!
(priority) (action) (object)

Opportunity Objectives

1

The Sons of Liberty can _____
(action) (object)

_____ the British _____!
(priority) (action) (object)

2

The Sons of Liberty can _____
(action) (object)

_____ the British _____!
(priority) (action) (object)

3

The Sons of Liberty can _____
(action) (object)

_____ the British _____!
(priority) (action) (object)

Sons of Liberty: a Roleplaying Game of Freedom and Badassery

Patriot Sheet

I am playing _____

I normally have a hand of four cards.

I play **Hearts** for Patriotic actions: courage, martial prowess, and making sacrifices.

I play **Spades** for Unorthodox actions: shady deals, surprise, and breaking the mold.

I play **Diamonds** for Connected actions: networking, socializing, and spending money.

I play **Clubs** for Clever actions: tinkering, lawyering, writing, and being witty.

I have a hand of five cards when _____
(circumstance)

I can draw a new hand when _____
(circumstance)

I can claim a joker when _____
(circumstance)

I can, when _____, call for _____ cards.
(circumstance) (suit)

I can always play single _____ cards.
(suit)

Download at: <http://sol.kallistipress.com/downloads/patriot-sheet.pdf>

Tory Sheet

Tory Plays

A	break up groups of colonists or shut down communications	6	convict colonists of any crime and sentence accordingly
2	disarm colonists of any weapons they are in possession of	7	assess arbitrary fines on colonists
3	bring in the troops to invade colonist homes and businesses	8	enact a cruel and unusual punishment on a colonist
4	discover colonists' dirty little treasonous secrets	9	trample on colonists' rights in some new and clever way
5	make an on-the-spot judgment that divests colonists of their rights or property	10	assume the rights of a colonist: to his home, his property, his wife, and so on

Secret Objective

The Sons of Liberty must _____
_____ the British _____!

Tory Figures

William Franklin

Royal Governor of New Jersey
Against Ben: **Block Heart**
Organize Tories: **Lock 6s**

General Thomas Gauge

The Mechanical Man
Clockwork Prosthetics: **Lock 2s**
Conspiracy Evidence: **Steal 2s**

John Howe

Newspaperman
Editorial: **Steal Heart**
Buy Newspaper: **Lock Aces**

Thomas Hutchinson

Governor of Massachusetts Bay
Litigate!: **Lock 7s**
Ignore Problem: **Steal Heart**

Samuel Seabury

Minister, Pamphleteer
Condemn Rebels: **Lock Aces**
Pulpit Pressure: **Steal Diamonds**