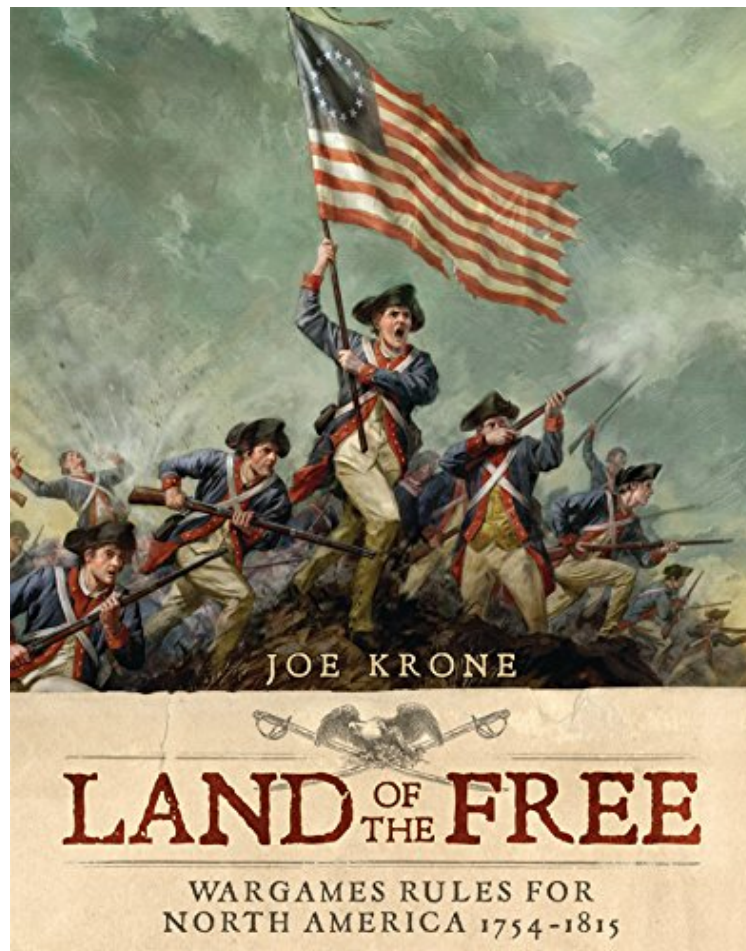


## Land of the Free: Wargames Rules for North America 17541815

*Joe Krone*

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#220210 in Books Osprey Wargames Osprey 2014-11-18 2014-11-18 Original language: English PDF # 1 .39 x .3 x 7.65l, 1.00 #File Name: 1472801121192 pages9781472801128 | File size: 32.Mb

**Joe Krone : Land of the Free: Wargames Rules for North America 17541815** before purchasing it in order to gage whether or not it would be worth my time, and all praised Land of the Free: Wargames Rules for North America 17541815:

This set of rules allows players to start with small warbands of 10-20 miniatures of any scale and develop their forces over time, building them up into armies of hundreds of models! No matter the size of a player's collection, these rules will provide an enjoyable game. England and France set upon the New World with a fury, building settlements whenever they could hack a clearing out of the wilderness. Expansion brought them into contact with the natives, with whom they established trade and commerce. The New World was vast but not nearly big enough for the ambitions of these powers and conflict was inevitable. In Europe they call it the Seven Years' War, but in the New World the

French and Indian War was fought for dominance over this new land. Nine long years of bloodshed saw England triumphant, but the war had placed great burdens upon colonist and King alike. Tariffs were created to pay for the war but the newly formed colonies quickly realized they were being treated unfairly. "No taxation without representation" became the rallying cry and a cultural revolution ignited into full rebellion. The American Revolution birthed a new nation that faced trials from the very beginning, not least a new conflict against England - the War of 1812. After nearly three years of warfare, the young nation stood strong and started down the road to becoming a new world power. Each player will build their forces using a unique system of command points. Throughout the game these command points will be used to perform actions, resolve morale tests, and reduce the enemy's will to fight. Resource management is determining what command points will be used for which elements and which actions. Risk management is evaluating whether you should extend your command point resources at the danger or exhausting your army and making them susceptible to counter-attack. Victory is determined by who holds the field of battle and which objectives were achieved.