

LOYALTY SYSTEM IN



The Concept

Loyalty is a concept that represents the allegiance of local population in the game's different regions and their tendency to support one side or another. This is based on percentage values, a region is fully loyal to you if your loyalty is 100%, and at 0% it is supporting your opponent.

Loyalty is affected by events, cards and military units, through the concept of Police values of units.

1 - Each region has a **Loyalty Value** (0-100) for each side. The sum of both sides' loyalties shall not exceed 100.

On the map, this is shown via a special **loyalty button** in the minimap panel that allows the display of loyalty indicators (vertical bars with tooltips showing the percentages of each side).



2 - Loyalty would go up to the side's by adding **each end phase** the sum of the 'Police Value' of all the side's units present there. If there are units from both sides (can happen when you have undiscovered hidden guerrilla units in the region), the loyalty will be adjusted by the difference of those sums of Police values.

3 – All units now have **police values**, usually from 0 to 10. This is indicated in the unit's tooltip by a shield with a star and the corresponding value.



4 - Some cards effects will add/remove to loyalty of the different sides, both as a flat value or a percentage (%). A similar effect will be available also inside events (as it uses the same logic)

5 - When a side's loyalty falls beyond a certain adjustable threshold, there is a chance/risk that the region switches/reverts ownership to the other side...therefore you can't leave disloyal regions without garrisons.

6 – Fog of War is automatically lifted in all regions that are a certain percentage (usually high, e.g. 75%+) loyal to your side, even if enemy occupied. In such regions you can check enemy stacks as if you had played an 'examine enemy stack' card (those stacks will bear the mirror glass icon).

7 - An empty region that has at least a certain loyalty in the favor of a side is considered as an eligible valid region for retreat, even if enemy controlled.

8 - Income of a region is modified by loyalty. It will be rounded up or down at 0.5 threshold (0.4 = 0, 0.6 = 1)

9 - Construction of units will require a certain level of loyalty, defined in the Loyalty section of the scenario.

10 - The loyalty rules can be made ON/OFF for a scenario (*by designer only*).



Police Values

Infantry, Artillery, Supply: 2 - Cavalry: 4 - Irregulars (including Indian garrisons): 4
Garrisons (all kind but Indians): 2

Ships: 2 for warships and gunboats, 1 for boats and transports

Fixed Defenses: 2 for stockades, depots and trenches, 1 for Frises

Leaders: variable between -2 and 10

New Units

British Regimental Companies: a few « garrison » units for the British, received by card play: they disband a regiment and receive 3 garrison companies (immobile, reconstructible) to place in a given state or area. They are immobile and have a 3 police value

Congress: a leader-like or support-like unit whose sole purpose is to bring Loyalty (via police value) and VP (existence for USA, destruction for GBR).



Levels, thresholds and triggers

See the screenshots below that show the levels of thresholds for each side (as they can be different). This information is accessed via the nation's flags panel on the top left of the UI.



British



American

NEW Recurrent Events

Undisclosed and recurring events happen every turn, to alter loyalty, as follows:

New England Rebels: +5 each turn in favour of Americans → all of New England
Southern Tories: +5 each turn in favour of British → all of Deep South
Canadians: +5 each turn in favour of British → all of Canada
Indians: +2 each turn in favour of British → all Indians villages but 2 pro-US Iroquois
Iroquois: +?% each turn in favour of Americans → all Pro-US Indians villages
The Wild Wild Northwest: loyalty set to 50 each turn in Northwest and Florida.

Exceptional Events with loyalty gains

Thomas Paine: +15 American, in all 13 colonies
Declaration of Independence: +20 American, in all 13 colonies
Galpin: 10 British (or +10 American) in all DS
Georgia Governor Arrest: +10 American in Savannah and +5 in the rest of GA
Josiah Martin Tories: +20 to British in Wilmington and +5 all of NC
Waxhaw Massacre: after *Tarleton* is in play in the Deep South. British lose -2 in all colonies + extra -8 in the Deep South.
Nathan Hale Martyr: after play of equivalent American card, for information (text only).

Cards

Existing American Cards

Betsy Ross: +10 American, in all 13 colonies
Jane McCrea Murder: +5 American, in all 13 colonies + extra 10 in frontier areas
Culper Ring: sets to 75 in NYC, instant (allows examination of British stack in the place)
Paul Revere: sets to 75 in Boston, instant (allows examination of British stack in the place)
Press Gangs: -2 Americans all fortified ports

Extra American Cards

Propaganda : +2 American all 13 colonies + same effects as British (-2\$, -1 enemy replacement)
Northern Governors supports the cause: +5 In one state of New England / Middle States area
Southern Governors supports the cause: +5 In one state of Central South / Deep South / West
Local (Rebel) Sentiment: +25 in target region
Francis Marion guerrilla: British lose 5% in SC + 1 partisan unit full strength (Marion shall be in play)
Nathan Hale Martyr: +5 American all 13 colonies + special bonus +5 in CT following turn + 2 replacements.

American Option Cards

Native Treaty: value of Indians/Iroquois regular events changed to half + 20 American loyalty in all Indian villages/frontier

Quebec Act Rejected: value of recurrent Canadian event changed to half + 10 Loyalty pro US in Canada and +10 extra in QC
Restless Natives: Recurrent event Wild Wild West cancelled, instead random changes 20 to +20%
Southern Support: value of recurrent Southern Tories event changed to half + immediate random boost in all of Deep South and South Central.

Existing British Cards

Brant: +10 British in all Iroquois + Oswego + Niagara
Loyal Citizens (alt): 10 British in a given region
Press Gangs: -2 British all fortified ports
Propaganda: +5 British all 13 colonies

New British Cards

Traders support England : +5 British all sea ports and +1 income
Southern Governors supports the cause: +5 In one state of Central South / Deep South / West
Northern Governors supports the cause: +5 In one state of New England / Middle States area



When playing the Governors card, the different sectors (i.e. states/colonies) highlight. Click inside one to select it.

Local (Tory) Sentiment: +25 in target region

Regimental Companies: disbands an on-map regiment and create 3 immobile companies in a given area. Only 4 cards (one per area). The disbanded regiment can be rebuilt (but the “loss” costs 1 VP)

Destroyed companies can be rebuilt (2\$ each).

British Option Cards

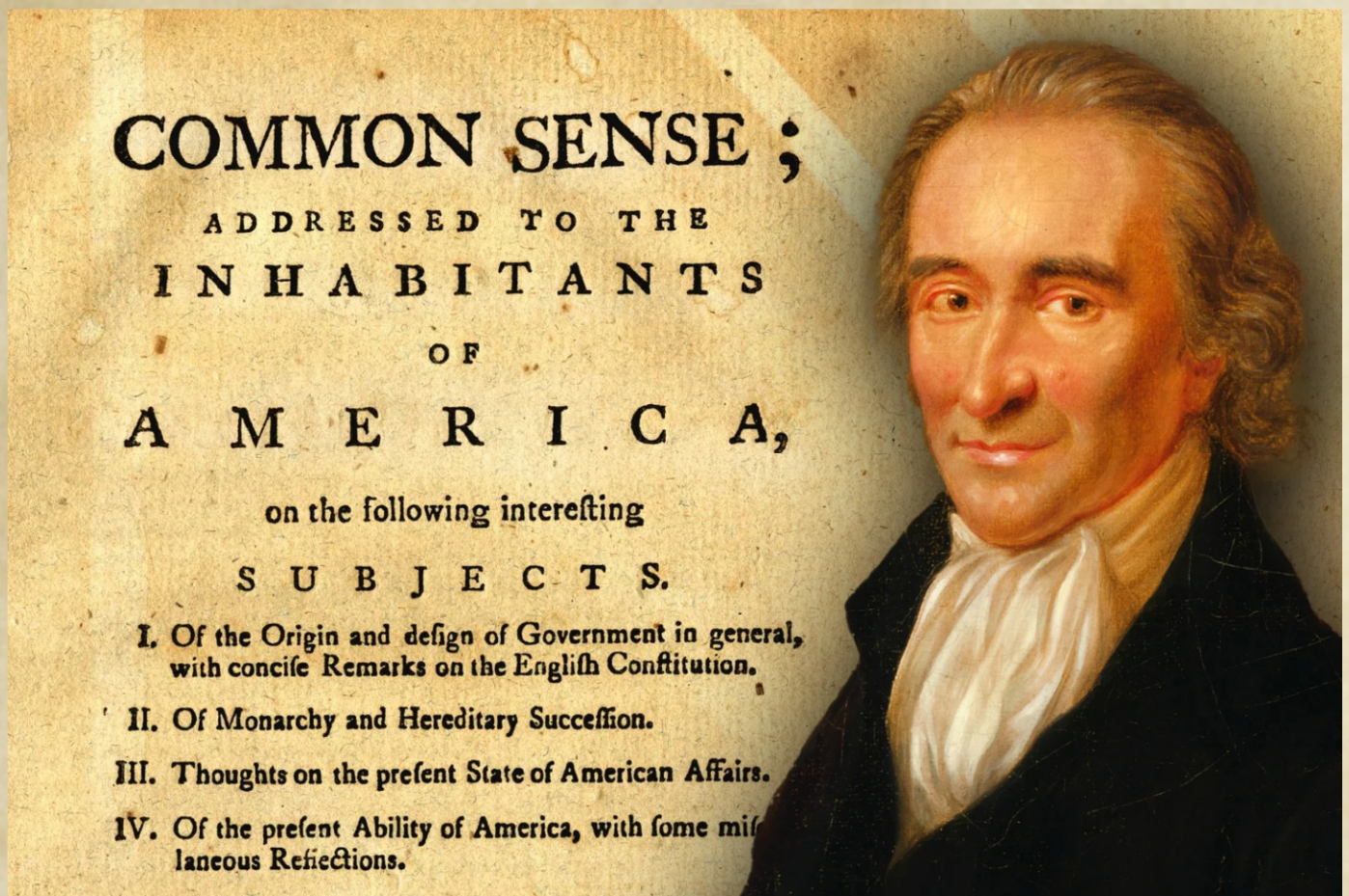
Iroquois active: immediate boost to 100% to all Iroquois, but new recurrent event pro-US in NY, PA and OH with a random each turn

Limit Ohio expansion: adds a new recurrent pro-American event in the "Frontier zone" (more or less along the Ohio river) with random American loyalty gain each turn

Ohio Natives: same as above

Quebec Act: double the value of Canadian recurrent event + immediate +20 loyalty in Canada

Southern Loyalists: value of recurrent Southern Tories event increased + immediate 10 boost in all of Deep South /Middle States + 10 extra in Virginia.



By We the People