

Be Cornwallis: Building a Military Base

Players: 5 – 15

Ages: 10 - 18

Set-up

1. Pull out the sheet titled “Important groups” and roll a dice to choose who is which group.
2. Each player gets five (5) energy points. Make note of that on your game sheet.
3. Take a moment to preview the maps. Discuss with your army what your strategy might be.

Playing

If your group is smaller than six people, each person gets twenty (20) energy points.

1. You will have fifteen (15) minutes to plan your building. Each person in your army gets ten (10) energy points to spend on building. It is up to your Commander (General Cornwallis) to decide where each of your ten (10) energy points get spent. It is everyone else's job to keep tally of the totals and argue for why your group should earn more energy points.
2. Every two (2) minutes, you need to take a "Dangers to a Seaport" card and follow the directions on it.
3. The game ends once the fifteen (15) minute timer goes off. You will then need to review the card titled "Washington has arrived!" to see how you would fair in the Siege of Yorktown.

Reflection

- What has this activity taught you about teamwork?
- What has this activity taught you about how the terrain affects building?

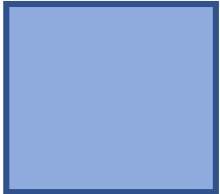
Important Groups: Players



Command Center:

Limit:

Cap:



Hospital:

Limit:

Cap:



Ammunitions:

Limit:

Cap:



Defenses against land attack:

Limit:

Cap:



Defenses against water attack:

Limit:

Cap:

Dangers to a Seaport

Flooding River: Rivers have flood zones, especially during hurricane season. For most people, this wouldn't be a problem. They can just leave. But not an army with a strict boss. Take away 2 (two) energy points to any operation within two (2) centimeters of the water.

Attack from land: Militia and angry colonists were just some of the dangers that need to be protected from. Have you heard the rumors about the continental army coming? Take away 2 (two) energy points from defenses pointed towards land.

Attack from Sea: Nothing much to worry about here! The Royal Navy is the best in the world! Except when the entire French fleet sails up from the West Indies. Take away eight (8) energy points from defenses pointed towards the water.

Disease: At any port, you have a mixing of people from all around the world. One little sneeze on someone that you don't know could lead to the resurgence of the common cold! Not everyone was protected from that! Take away 3 (three) energy points from every operation.

Dangers to a Seaport

Enemy sighting: Patrols saw signs of a camp not far from base. While there were no people, the camp supplies had rifles and gunpowder. The Commander must roll a dice and use twice that many energy points.

Message from General Henry Clinton: Even though he is having a good time in New York, he promise that he will send one hundred (100) energy points as soon as possible. Expect to see them about two minutes to the end of the game.

Enemy sighting on water: early this morning, masts were seen on the horizon. They looked like French flags and with only two ships, you should be nervous.

Minor rainstorm: Normally an annoying event is made even more of a nuisance when someone forgot to cover the gun powder. Take two (2) energy points away from the supplies.

Washington has Arrived!

Uh oh! You wake up on the morning of September 28th to find not one, but two armies outside your door step! It is the Continental Army combined with the French! To make matters worse, you also have confirmation of the French Fleet sitting off of the Capes. All of them appear to be preparing for a siege that will take place in waves. Review the directions below to see if you would withstand the might of these fighters.

Wave 1:

Take 3 minutes to fortify your energy points before the initial attack. Once that is complete, review the following enemy actions:

- **The French fleet attacks the British fleet sent to relieve you. Lose 7 energy points from any defenses pointed towards the sea.**

- **If at any time you run out of energy points, the allied forces win.**

Washington has Arrived!

Wave 2:

Take 2 minute to fortify and tally your energy points. Once that is complete, review the following enemy actions:

- **Continental and French forces build the first siege line and begin firing on your location with long range cannons. Lose 3 energy points from any defenses pointed towards land.**

Wave 3:

Take 1 minutes to fortify and tally your energy points before the initial attack. Once that is complete, review the following enemy actions:

- **Allied forces conduct a sneak attack on your outer land defenses. Lose 10 energy points from defenses pointed towards the land and closest to the water. If this reduces your energy points to zero, the allies take control of your defenses.**
-

- **If at any time you run out of energy points, the allied forces win.**

Washington has Arrived!

Wave 4 (Final Wave):

Take 5 minute to fortify and tally your energy points before the initial attack. You may also gamble with an escape over water. Roll the dice to determine weather risk.

- **If the dice is over 3, you may escape. Congratulations! You win the game!**
- **If the dice is 3 or below, lose 3 energy points from your defenses overall.**

Once that is complete, review the following enemy actions:

- **Allied forces build a second siege line (with the possible addition of your defenses). Lose 15 (plus 3 if your defenses are included) energy points from any defenses pointed towards land.**
- **If you still have energy points, congratulations! You have lasted until reinforcements could arrive! You win the game!**

- **If at any time you run out of energy points, the allied forces win.**

Playing

1. Energy points use the following dropdown menu.

