1. **Begin Year**
   - Shuffle and deal each player five cards (three in 1775).

### Begin Game Turns
Conduct five Game Turns (three in 1775) following steps 2 through 6, below:

2. **Card Phase** [3.0]
   - Both players secretly select a card and reveal them simultaneously.

3. **Determine Weather** [4.0]
   - This turn’s Player 2 rolls for storms.

4. **Player 1 Turn** [5.0 & 6.0]
   - Player 1 performs Action or Supply card activities.

5. **Player 2 Turn** [5.0 & 6.0]
   - Player 2 performs Action or Supply card activities.

6. **Resolve Battles** [7.0]
   - Player 1 determines the order that battles will be conducted. See Battle Sequence.

### Battle Sequence
For each battle that occurs, conduct the following steps:

- **Honorable Shot [Opt.]**
  - All non-reserve defending Militia / Loyalist foot may fire in Round 1 at C2 but must retreat [7.4] in Round 2 unless their side wins the battle in Round 1.

- **Round 1 [7.22]**
  - Attacker’s “Main Attack” hexside units only (other blocks in Reserve).
  - Defender’s non-reinforcing blocks only (other blocks in Reserve).

- **Round 2**
  - Commit Reserves [7.22].
  - Honorable Shot [Opt.] retreats [7.4].
  - [Opt.] Bayonet Charges by British, French & Hessian foot at C[+1].

- **Round 3**
  - [Opt.] Blocks that Bayonet Charged must retreat [7.4] unless their side won the battle in Round 2.
  - If attacker hasn’t won, he loses [7.2].

- **Round 4 [Opt]**
  - Defender (only) fires (Indians at B3). Attacker must retreat all units in the normal sequence [7.4].

- **Regrouping [7.5]**
  - Any or all of the winner’s blocks in the victory hex may regroup at the instant of victory. No Forced Marching.

### Wintering
After the year’s final cards have been played and battles resolved, conduct the following steps:

- **Victory [11.1]**
  - British win if they have 30 or more Supply Points; lose if 11 or fewer, or at end of game.

- **French Entry [11.2]**
  - American player must roll an 8+ on two dice to trigger French Entry (starting in 1776).

- **Disbanding [11.3]**
  - Players may disband blocks (British first), returning them to their Replacement Pool.

- **Winter Attrition [11.4, 11.5]**
  - Both players must eliminate all blocks that exceed the Supply Limit of their hex and Leaders.

- **Prisoner Exchange [11.6]**
  - Eliminated blocks can be traded and returned to their respective Replacement Pools.

- **Advance Year Marker**
  - If the game was not won at 7a, advance the Year marker and play the next year.