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## 1775: Rebellion Free Download



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## About This Game



The year is 1775. The American colonies are outraged over new taxes imposed upon them by Great Britain. They begin to stockpile arms and organize militia. On April 18th, militia members ambush a column of 700 British Redcoats ordered to seize stockpiled arms. 273 British soldiers are killed or wounded before they reach safety in Boston.

The American Revolution has begun!

Now you and your friends command the armies of the British Redcoats, English Loyalists, German Hessians, American Regulars, Patriots, French Regulars and Native Americans to decide the fate of the Americas. Players from each faction cooperate to gain control of key towns and forts. Share the fun in this light and fast paced game vs the AI, hotseat or online!

1775: Rebellion is based on the [award winning board game](#) developed by [Academy Games](#).

The mapboard represents the original 13 Colonies plus Maine, Nova Scotia, and Quebec. Each Colony is further subdivided into

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areas over which factions will struggle for control. A faction holds control of a Colony when only units of its side are present in the areas of a Colony. Player controlled factions include the Continental Army, Patriot Militia, British Regulars and Loyalist Militia. In addition to this the Allied French and Allied Hessian factions, which are controlled by American and British forces respectively, can be brought into the game by event cards playable by each faction.

Each game is played in a series of rounds. Victory conditions are checked for each side starting on round three and each game ends with victory points being tallied automatically on round eight if no one has won before then. Each round is subdivided into four turns, one for each side, which happen in order determined by a blind draw of the turn marker for each faction. It is entirely possible for a faction to go last in a previous round only to go first in the next.



Every Faction has a deck of cards consisting of Event cards, Movement cards, and one Truce card. Every turn, each faction will play a movement card to maneuver their troops and any number of event cards. When both factions of a side (British or American) have played their truce cards, the game will end! Each deck has a specific number of movement cards in it and managing them is an important part of the game.

Each faction has a Truce card which serves not only as a timer for the game but as a powerful Movement card. However, a game may end prematurely if both factions of a side are forced to play it early in the game.



Each faction, including Allies have their own faction combat dice. For each 'Hit' symbol, the opposing faction loses one unit. For each 'Flee' result you lose one of your units to the Fled Units box where it will return later as a reinforcement. For each blank face rolled the player has a 'Command Decision' and may use that to retreat a unit in the battle to an adjacent area.

All faction units participate in a battle whether it is their turn or not! Each faction has different faces to their dice. Some factions are more likely to flee from battle to regroup later on. Other factions are more likely to score a hit or a command decision. American Continental Army are much less likely to flee, and have a higher hit percentage, but only have two dice per battle round. British Regulars have no flee results and hit on on a high percentage, but will have no fleeing units added to their reinforcements each turn. Militia on both sides have three dice but higher fled results. Knowing your units strengths and weaknesses is key to victory!

Battle across the Colonies with large armies or small. So long as each army group contains a unit of your faction, you may move units of your partner faction as well as Allied units with you from area to area. In a four player game, each faction must strategise with their partner to maximize potential!



1775: Rebellion features simple and unique game mechanics and special attention to historical detail. Experience this critical time in American history, you will not be disappointed!

- 3 Scenarios – 1775, 1775 (Short) and Siege of Quebec.
- Play solo vs. 3 AI difficulties
- 54 Cards (Movement & Event)
- Cross-platform online play or up to 4 player hotseat multiplayer.
- Faithful conversion of the original board game.

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Title: 1775: Rebellion  
Genre: Strategy  
Developer:  
HexWar Games  
Publisher:  
HexWar Games  
Release Date: 29 Sep, 2016

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English





### HexWar Multiplayer Game List

Logged in as: Fred

Scenario	Round	Opponent	Status	Ranked	Action
1775	3	Corrie	Your Turn	No	<a href="#">Play</a>
1775	2	James	Their Turn	No	<a href="#">Play</a>
1775 (Short)	3	Kev	Their Turn	No	<a href="#">Play</a>
1775 (Short)	1	John	Their Turn	No	<a href="#">Play</a>
Siege of Quebec	4	Carola	Their Turn	Yes	<a href="#">Play</a>
1775 (Short)	1	Andy	Their Turn	No	<a href="#">Play</a>
1775	2	Brett	Their Turn	No	<a href="#">Play</a>

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Overall, 1775 does a great job in translating a good board game to the PC. If you don't mind playing an AI that is less than competitive --- even on the hardest setting --- or you just want to learn the rules of the game playing solitaire you will enjoy this title. I found the graphics and art appropriate.

If you are like me and want to play the game with other people then that is where 1775 fails miserably. While the game states it supports multiplayer --- several types of multiplayer --- in it's current implementation it is not usable. The "online" multiplayer is really glorified play by email but worse. When it comes time for your opponents turn the game screen closes to the main menu --- you are not able to even view the board! --- and all decisions that are supposed to involve you are handled by the AI (poorly?). In reality you are playing when it's only your turn or 50% of the time. Completely unacceptable. Once I discovered this I decided to try the local multiplayer thinking the developers provided this option knowing that some people will not enjoy the asynchronous, let the AI make my moves during the other persons turn and during this time I see none of what transpires option. It works extremely well EXCEPT information that is supposed to be private --- the cards in the current player's hand --- are publicly visible with no ability to hide them. A simple click-to-show option solves the problem but is missing.

For me the lack of a functional multiplayer option is a dealbreaker. Had I known in advance how multiplayer is implemented I definitely would not have purchased the game at any price let alone the \$25 retail price. I am hopeful HexWar is planning enhancements to the multiplayer functionality, but they have not responded to my inquiries on this topic.

[EDIT] HexWar has been extremely responsive and added a feature to allow toggling card visibility so there is at least one viable multiplayer option. Now, with a an optional multiplayer mode our group can actually play the game.. Wow. This game is SLOW. The battles take 20 times what they should. And all other aspects are clutzy, at best. A couple of bugs in the game - I noticed the Injuns cannot command option out after a battle a couple of times.

Overall - I am not sure I want to recommend this game. It is an OKAY implementation of the boardgame - but seriously slow. And, the funnest part of the boardgame is the human player interaction - which obviously this will not have.

. Played the borad game before, This is a pretty great representation of it. It dose have single player if you would to play solo.. I am experienced player of the original board game. I bought this PC version of the game when it first came out and the developers has done a great job fixing all the bugs. They have been very responsive. Currently at v1.05 I have yet to find any bugs. At its hardest level the AI can be beaten many times but not easily. The AI is challenging and requires your concentration. However, the AI doesn't always make smart moves and on rare occasion, very ridiculous moves that would cost the AI the game. I have been beaten by the AI a couple times and in one game, it ended in a draw.

I can't say anything for multiplayer because I haven't tried it yet. The AI is worth playing in a solitaire game and preps me for the board game with friends when I haven't played it in a long time. This game is worth buying for both new and experienced players of the original board game.. First Playthrough:

I didn't play the boardgame so I can't vouch for how close of an adaptation this is. That being said, I won my first playthrough as continental army/patriots on default difficulty and I enjoyed the game.

Interesting game mechanics - turns are random every round and your turn consists of 3 phases - reinforce -> move -> battle. You draw 3 random cards at the beginning of your turn and play them during one of the three phases depending what the card is. Sometimes the French/Hessians will show up to reinforce you, sometimes you will pull a warship movement enabling you to hit your opponent from any coast, and sometimes you won't get a movement at all. In my opinion this randomness makes you think on your feet and makes the game pretty enjoyable.

I was worried this would be too much like Risk and it really isn't. It's fairly unique.. I love this game. The physical one. The issue I have with this version of the game is that it's not at all like playing someone at the same table. You can't see the opponents moves. You can't even be in the game when your turn is done. You get booted back to the main screen at the end of your turn. If you want to play asynch it's fine I guess, but if you want to play someone live as if you're at a virtural table this version of the game is terrible for that. Terrible. Waste of my money.. A faithful and well-done conversion of an excellent boardgame. Simple to learn but suprisingly deep, it trades tactical and strategic complexity for a simple ruleset that accurately simulates the Revolutionary War without bogging you down in minutiae. The 'Truce Card' is a brilliant way to reflect civilian

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morale and military depletion. The AI for the single player is competent but not perfect; I think new players will probably be a little frustrated at first until they grasp the subtleties, but even experienced players can hone their skills.. Hooray! One of my favorite board games has been ported to PC! It's incredible, especially if you turn off the animations.

I haven't made up my mind about the AI yet, but this is a must-buy for computer wargamers.. A fun game true to the board game. I am happy to say I now own both. In fact, after playing the computer game, I learned my friends and I were overlooking a rule in the board game regarding unit placement. While I prefer the board game over the video game, I nonetheless am glad to have purchased this game. Why? Because I can play and enjoy the game anytime.. The idea, concept of the game is great, but game is not very well prepared - it needs more work on it. It is slow, bugged, and price of it is too high in comparison to other games and their quality. I was hoping for a great game (indeed it could be great!), but now I am only dissatisfied. Do not recommend it unless its quality be improved.

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I like this one because it is easy to understand the gameplay and the map is simple.

Only tried the British side so far and without the need of the manual.. I nice little game based on the real board game. It includes some amateur intro which shows very little, but explains what the game is about. The dice rolls are real enough.

Although who the hell counts a tipped die!? I sure don't. Needs to be flat on the board to count.

Gameplay wise the A.I. is decent at it's job, and it includes online play. My only complaint...the achievements don't seem to work at all. I recommend this small board game if you like such board games with very simple mechanics and Risk style play.. On version 1.02 there are bugs that prevent the game from progressing or being able to save so you lose everything. Game looks promising, but can't be trusted.. Great game that accurately embodies the board game of the same name. The AI needs improvement so I am looking forward to the upgrade, but otherwise very enjoyable. Hope to see the other games in the series on Steam soon!. Great translation over to PC from the board game. I do wish the Cards the AI plays would stay on the screen a longer or allow you to click on them to move on would be nice. Can't wait to try multiplayer.. If you are into playing board games than I think you will like this game. I never played the physical version of 1775: Rebellion but I imagine this game plays very similar to it. I have been playing war board games for 20 years and this game is right up my alley So far I have played 3 complete games, 1 American and 2 British, and I feel that I could play many more before the game begins to lose it's replay value.

Games typically take about an hour to complete against normal AI settings, playing the standard long game. I have not yet played the shorter game or the Siege of Quebec. Will probably play those after my current playthrough. I also haven't tried the multiplayer.

I have found a few bugs in the game but nothing that will break the game or ruin your game.

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