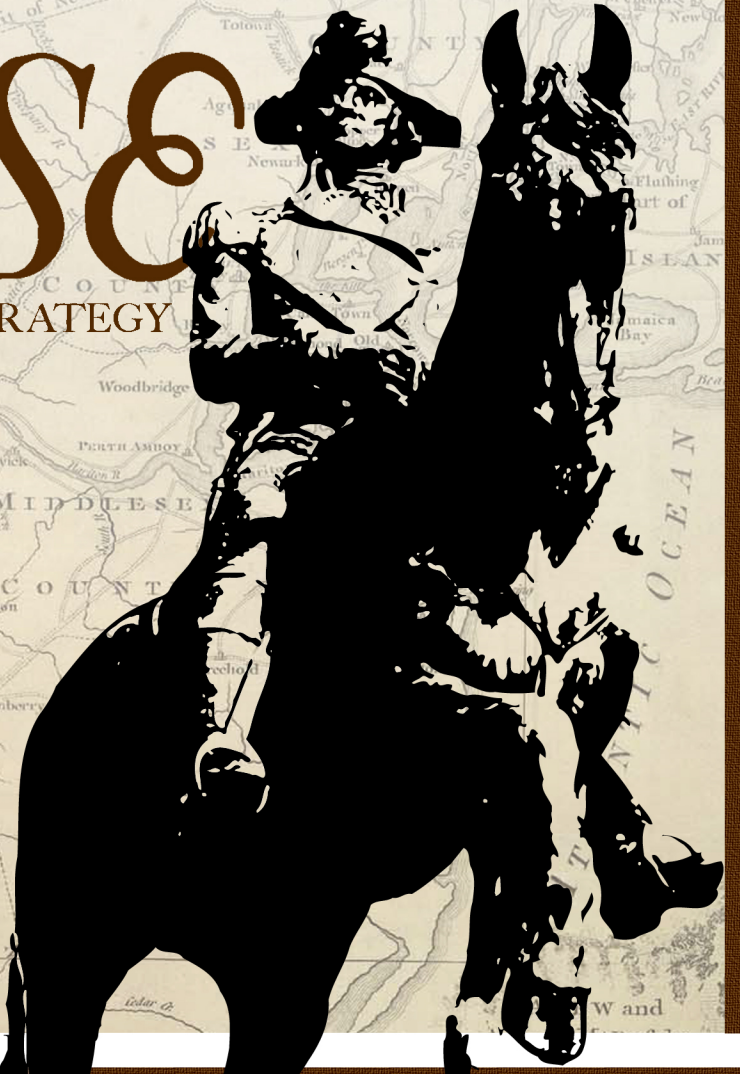


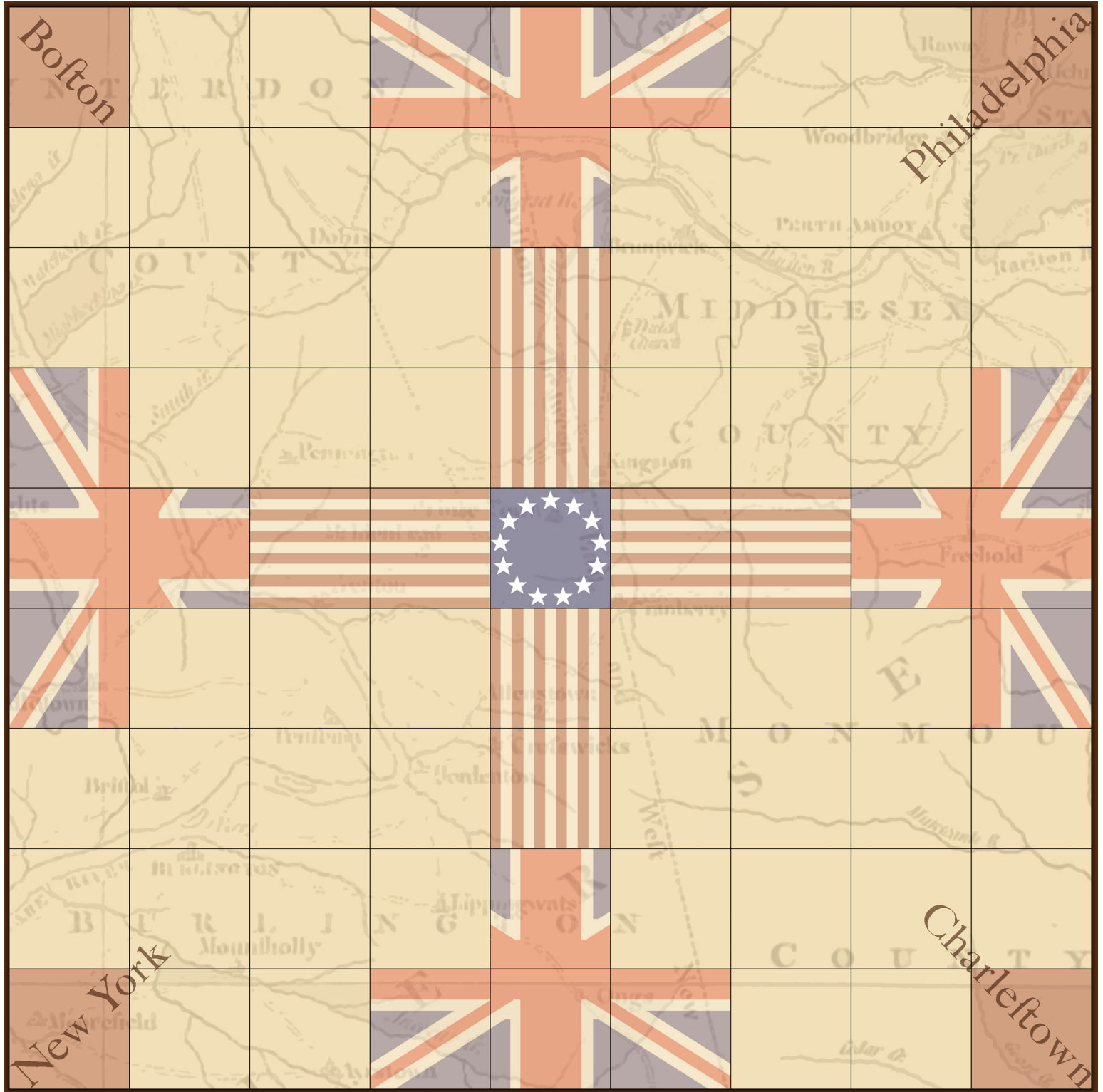
FOXY CHASE



A GAME OF REVOLUTIONARY STRATEGY



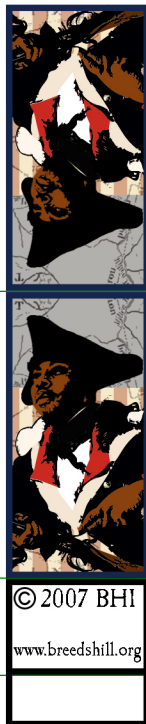
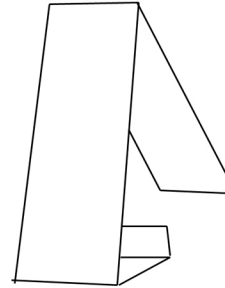
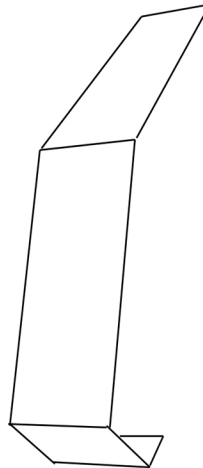
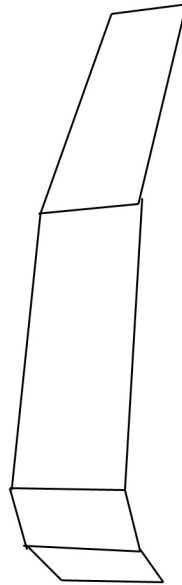
Fox Chase



GAME BOARD

Playing Pieces. These are the 25 playing pieces needed for a game of A Fine Fox Chase. There are sixteen British Troops, eight Colonial Troops and one General Washington piece. A ruler or other straight edge should be used to score the folds (green lines). The back of a dull hobby knife or a ball point pen that has run dry can score the paper just enough that it bends easily. After scoring you can cut out the pieces and shape them as seen below. A small amount of glue will hold each piece together. Once all your pieces are built and your game board is cut out you are ready to play. These pieces are best printed on card stock or even photo paper.

SCORE on Green lines
Do not CUT





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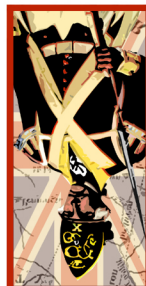
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Rules for playing

SET UP

There are three kinds of playing pieces:

- (1) One General Washington (tall & blue edged)
- (2) Eight Colonial Troops (blue edged)
- (3) Sixteen British Troops (Red edged)

The design of the game board shows the starting placement for all pieces. General Washington starts in the center on the blue field with white stars. Washington's Colonial troops are placed on the striped squares and the British troops are placed on the squares with the Union Jack (British flag).

GOAL

The game can be won by the American Colonial forces when General Washington has made it safely to any of the four corners (Cities) or if all British Troops are captured (This 2nd option is unlikely). The game is won by the British Ministerial Troops when they capture General Washington.

MOVEMENT, CAPTURE, VICTORY

- (1) The British have the first move.
- (2) All pieces have the same movement abilities. All pieces move in a straight line vertically or horizontally but never diagonally. Any piece can move as many free squares as desired until blocked by another piece. No piece may jump another.
- (3) No piece but Washington may occupy Washington's square, although others may pass over it.
- (4) Pieces can capture each other by book ending or sandwiching. This means that one player manages to place one piece on either side of an opponent's piece. The captured (defeated) piece is then removed from the board. (see fig.A)
- (5) Pieces may also be captured in a corner if pinned by two pieces. (see fig.B)
- (6) General Washington may take part in a capture.
- (7) To capture General Washington he must be surrounded by British pieces on all four sides. He can also be captured if surrounded on three sides and his central (starting) square on the fourth. (see fig.C)
- (8) Any piece can move intentionally into the space between two opposing pieces and not be captured. A capture can only result from enemy action. (see fig.D)

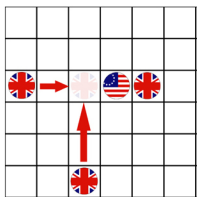


fig.A Capture

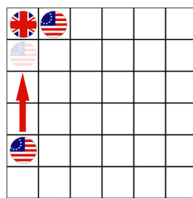


fig.B Corner Capture

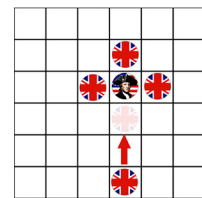


fig.C Washington Capture

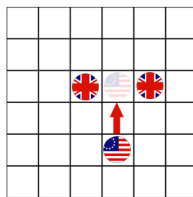


fig.D Move Between

STRATEGY

The game can be played either aggressively or defensively by either player at any time. Because the challenges are different for each side you should switch between playing the Colonial side and the British side every other game. The British side must mind the city corners and attempt to capture Washington while the Colonials must protect Washington at all costs while finding a route to reach a corner.

HISTORY

This game demonstrates some of the unique military challenges that faced both sides in the Revolutionary War. Washington knew that he did not have to win every battle, but had to keep his army alive and in the field. This forced the British to continue to spend money and resources fighting in an unfriendly country 3000 miles from home. If the British had captured Washington at any time in the conflict the war for the Colonials would most likely have been lost, as no other General really had the ability or the relentless will needed to keep the army together. The British had won major battles and even captured the cities of Boston, New York, Charlestown and American Capitol in Philadelphia at different stages of the war, but Washington's army (and the Congress) simply fled and regrouped. General Nathaniel Green said, "We fight, get beat, rise and fight again". In history, as in the game, the British had superior forces. In fact, theirs was the best military in the world at that time. It was only after eight years of war that British General Cornwallis made the mistake of getting cornered himself in Yorktown between the Colonial Army with its French allies on one side and a French fleet of ships on the other. Washington's strategy paid off, but as you play the game you will see it might not have gone that way.

The name of this game comes from the year 1777. After fighting a brutal battle at Assunpink Creek Bridge, General Lord Cornwallis thought he had Washington cornered. Cornwallis is reported to have said

"We've got the old fox safe now. We'll go over and bag him in the morning."

But the joke was on him. Washington once again snuck away in the night and the following day attacked the British on the way to Princeton. The battle was going poorly for the colonials when Washington rode his horse out between his troops and the British trying to rally them for another attack. Muskets fired on both sides and when the smoke cleared Washington was miraculously unharmed. The Colonial troops rallied and drove back the British. Washington himself chased after the retreating British yelling to his men

"It's a fine fox chase, my boys!"

The Game's Origin

While the theme of the A Fine Fox Chase is set in the Revolutionary conflict, the game itself is hundreds of years older. Our game is based on the game Tafl or Tablut. Tafl games are a family of ancient Germanic and Celtic board games that have been played throughout Northern Europe since 400 AD