

Hero of Weehawken rules summary

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Idea of the game

You play President Thomas Jefferson, trying to uncover what your rival Aaron Burr is up to. Burr, mockingly dubbed “The Hero of Weehawken” after his recent duel with Alexander Hamilton, is organizing something suspicious in the West. Is he simply founding a new settlement or is he committing treason against the United States? Or is it something in between?

Your goal is to deduce Burr’s true plan and bring him to justice. You do this by finding enough Conspiracy cards in the deck to rule out the alternatives. At the same time you want to collect as many Evidence cards and as few Trial Defense cards as you can. You also need to make sure you locate and arrest Burr before he can carry out his plan.

Each turn you draw a card as the current event. It may be related to Burr’s activities, advancing his plan. It may be evidence against Burr or arguments for Burr’s innocence, coming into play later when and if you bring Burr to trial. It may be information (Conspiracy cards) that help you deduce what Burr’s plan actually is. It may be an event occurring in the US or the world that affects Jefferson’s government. Cards typically gain or lose “Prestige” for you. You can spend Prestige to suppress defense arguments or to delay events that advance Burr’s plan. You also spend Prestige to push your presidential agendas that will help you during the search (Virginia Dynasty), during the trial (Judicial Reform), or during the victory determination (Pressure Britain). Finally, you need to spend Prestige to send Federal Agents to find and arrest conspirators in the hopes of finding and arresting Burr before he is able to launch his plan. (You also have to manage the loose cannon that is James Wilkinson...) When you do arrest Burr, the Trial stage of the game starts, when your collected evidence is weighed against the defense arguments to determine Burr’s innocence or guilt -- and ultimately how history views your dogged pursuit of The Hero of Weehawken.

Setup

Marker	Location
Prestige Points	roll d6 and place it on that space of <i>Prestige Points</i>
Plan Progress	<i>Start</i> space of <i>Plan Progress</i>
Virginia Dynasty, Judicial Reform, Pressure Britain	respective <i>Start</i> spaces
all 4 Federal Agents	<i>Washington</i>
all 12 Conspirators	face down in <i>The West</i>
James Wilkinson	<i>Chickasaw Bluffs</i>
Presidential Proclamation, Gunboats to New Orleans, Spanish & British Gold, Poor & Improved Relations, Austerlitz, Trafalgar	<i>Holding Box</i>
Filibuster / Treason and Trial in Progress / Verdict	set aside until Trial Stage

Card Icons

	Reshuffle card into deck
	Redraw (end turn)
	Prestige Points, aka PP (blue: gain PP, red: lose PP)
	Trial Evidence / Defense modifiers
	Federal Agent
	Search for conspirator
	Plan Progress
	Expedition Assest

Conspiracy Setup

Select unseen 3 random Conspiracy cards (with a red border) and place face down in *The Conspirators*. This combination of cards determine Burr’s plan, and are kept secret until the end of the game when you compare your guess with the actual conspiracy. Shuffle the remaining 6 Conspiracy cards with the rest of the deck and place in the Draw Pile.

Gameplay

The game is played in two stages, the Operations Stage and the Trial Stage. During the Operations Stage you draw cards, execute them, and take actions. Once you arrest Burr, the game moves into the Trial Stage, where you charge Burr with a crime and use the collected Evidence and Defense cards to determine the verdict. Alternatively, the game will end before the Trial Stage if: Burr successfully launches his expedition before you can arrest him; or you decide that Burr is not guilty of a crime and let him go.

Card Summary

Type	#	Description	Typical Features
Event (+1 Plan)	10	events that advance Burr’s plan	can spend PP to reshuffle card; otherwise +1 to Plan Progress and adds to Expedition Strength
Event (other)	9	world events as well as Wilkinson’s meddling and Joseph Daviess’ accusations	
President Jefferson	9	Jefferson’s policies and actions	many can be retained and be spent later for a benefit; ends turn (“redraw”)
Evidence	11	evidence to be used during trial phase	+½ to +3 to prosecution arguments, about 3 of each
Trial Defense	10	defense arguments to be used during trial phase	+1 (x5), +2 (x3), +3, and +5 to trial defense; can spend PP to reshuffle into deck; ends turn (“redraw”)
Conspiracy	9	reveals what cards are <i>not</i> part of the true plan	3 are secretly placed in <i>The Conspirators</i> at game start
Burr	1	abstractly represents Burr moving his plan along	acts as a timer to force his plan to come to fruition (and the game to come to a conclusion) in case you are not moving towards arresting Burr

Operations Stage

1. Draw & Execute Card

If the card has the Reshuffle icon  in the upper left you may pay the PP cost* and immediately reshuffle it into the deck and then draw a new card. (*If Austerlitz active then +1 PP cost.) *Typically you'll reshuffle a card because it advances the Plan Progress and adds Assets () that help Burr's expedition, or because it helps the Defense during the Trial.*

If there are PP  or Plan Progress  icons on the left bar of the card, gain PP (blue) or lose PP (red) , or advance Plan Progress (black) or retreat Plan Progress (red). A large "0" means no PP is gained or lost.

Execute the text of the card.

If the card has a Redraw icon , then the turn is over; draw another card. Otherwise continue to next phase.

2. Advance Burr or Agenda

If Aaron Burr (Conspirator marker) is on the map, advance him one space towards New Orleans. This may trigger an § Expedition Launch Check, if indicated in the space.

If Aaron Burr is still hidden (in The West), you may attempt to advance the lowest-valued Agenda for free.

If the Plan Progress marker is in the 3rd row, perform § Expedition Launch Check.

3. Take Jefferson Actions

Take as many actions as you want; most actions require spending PP.

⇒ **Free Actions** (0 PP) – if Presidential Proclamation has been issued (see below), then you may perform 2 free Conspirator Searches and 1 free attempt to § Arrest Conspirator Using Local Authorities.

⇒ **Advance Agenda** (1 PP*) – choose an Agenda to attempt to advance; if d6 is within range of next space, advance. (*2 PP if Trafalgar active and you are Pressuring Britain.) When an Agenda is completed, you get the benefit:

- Virginia Dynasty: +1 PP / turn
- Judicial Reform: +1 to Trial rolls (during Trial Stage)
- Pressure Britain: increase level of victory at game end

⇒ **Dispatch Federal Agent** (1 PP) – move a Federal Agent to The West, a space on the map, or Washington.

⇒ **Conspirator Search** (1 PP) – if [d6 ≤ # Federal Agents in The West + # Wilkinson Conspiracy cards]: reveal a Conspirator marker in The West; apply § Revealed Conspirator Effects

⇒ **Arrest Conspirator** (1 PP) - must have a Federal Agent in the same space as the Conspirator. Put Conspirator into Arrested Box on the Trial mat and return the Federal Agent to Washington. Apply § Arrested Conspirator Effects.

⇒ **Move Wilkinson** (1 PP) – if [d6 + # Wilkinson Conspiracy cards ≥ 6]: move the Wilkinson marker one space in either direction on the map. Some spaces trigger an effect when Wilkinson enters it:

- Natchez: the first time Wilkinson moves into Natchez, Spanish Relations change one level. If currently Normal Relations, randomly choose Poor or Improved Relations. If Poor or Improved, return to Normal. (Spanish Relations add or subtract Assets.)
- Baton Rouge: perform § Expedition Launch Check

⇒ **Presidential Proclamation** (10 PP, once per game) – Presidential Proclamation now active. Advance Plan Progress 2 spaces. From this turn on, get 2 free Conspirator Searches and 1 free attempt to § Arrest Conspirator Arrest Using Local Authorities.

⇒ **Send Gunboats to New Orleans** (3 PP, once per game) – Gunboat now active on Plan. Advance Plan Progress 1 space. This modifies Expedition Launch Checks and Expedition Success Checks by -1.

4. Check New Orleans

If Burr is in New Orleans, perform § Expedition Launch Check.

If Wilkinson in New Orleans, perform § Wilkinson in New Orleans (next page).

§ Expedition Launch Check

roll d6, adding:

- Plan Progress row  modifier
-  Assets on Plan mat

If result is ≥ 12, the expedition is launched. Game ends; proceed to Scoring.

If Plan Progress ever reaches the Launch space, the expedition is automatically launched.

§ Revealed Conspirator Effects

- *blank* – no effect
- Riot! – lose PP and/or advance Plan, total equal to # Federal Agents in The West
- James Wilkinson Moves – advance Wilkinson towards New Orleans
- Aaron Burr – first time revealed: place in Blennerhasset Island. Subsequent reveals: place in d6 spaces from New Orleans.
- other Conspirator – no effect

Except for Aaron Burr, all revealed markers remain face-up in The West until they are arrested or remixed.

§ Arrest Conspirators Using Local Authorities

roll d6

(spend 1 PP before rolling for -1 DRM)

- 1-3 Conspirator Arrested
- 4-5 No Jurisdiction – *no effect*
- 6 Escape! – § *Remix Conspirators*

§ Arrested Conspirator Effects

- Adair – advance Plan Progress
- Dayton – find first Conspiracy card in deck; keep it and gain its PP; reshuffle deck
- Smith – advance James Wilkinson
- Swartwout – will aid defense during trial
- Tyler – discard Comfort Tyler Supply Convoy from Plan mat
- **Burr** – Trial Stage begins!

§ Remix Conspirators

All face-up Conspirator units in The West and on map (including Burr; excluding Arrested Conspirators on Trial mat) are flipped upside down and mixed up again in The West.

§ Wilkinson in New Orleans

roll d6

- spend 1 PP before rolling for ± 1 DRM
- spend Wilkinson Conspiracy cards after rolling for ± 1 DRM each

- 1-2 Martial Law – *lose 1 PP*
- 3-4 Burr Alerted – *§ Expedition Launch Check*
- 5-6 Fateful Encounter – *§ Wilkinson Arrests Burr*

§ Wilkinson Arrests Burr

roll d6

- 1 Burr Escapes – *§ Remix Conspirators*
- 2 Inflamm Locals – *lose 1 PP*
- 3 New Information – *free Conspirator Search*
- 4-5 Burr Apprehended – *if revealed, Burr is arrested and trial begins; otherwise no effect*
- 6 Burr Killed – *game over; proceed to Scoring*

Trial Stage

If Burr is arrested (by a Federal Agent, by Local Authorities, or by Wilkinson) the Trial Stage begins.

If Burr launches his expedition or if you let Burr go (which you may do at any time), there is no Trial Stage; proceed to Scoring.

Trial Setup

Charge Burr		consult the Conspiracy Objective player aid to guess which Conspirator cards were secretly selected at the beginning of the game, based on the Conspirator cards you saw during the game (there are 4 Wilkinson cards and 1 each of the other conspirators)
	Charge # I-V	place marker Filibuster* side up on the charge on the Trial mat; maximum sentence is life imprisonment (*an illegal private military expedition against a foreign power)
	Charge # VI or VII	place marker Treason side up on the charge; maximum sentence is death; also note § The Neutrality Act of 1794
Trial in Progress		Start space of the <i>Verdict</i> track
Pressure Britain		only if agenda completed: place its marker on the Trial mat – level of victory will be increased
Judicial Reform		only if agenda completed: place its marker on the Trial mat – prosecution die rolls get a +1 modifier
Arrested Conspirators		all except Swartwout (if arrested) can be set aside (they may be counted during scoring)
Trial Defense cards		shuffle collected Trial Defense cards and place face down next to Trial mat
Evidence cards		place collected Evidence cards face up next to Trial mat
Wilkinson Conspiracy cards		keep nearby to count if Wilkinson Indictment is tested (and will also be counted during scoring)
Supreme Court Appointees card		if collected during the Operations Stage, keep nearby to use

Trial Process

Repeat the Argument process until the trial is over.

- **Start Argument:** Prosecution and Defense each roll a d6 – these are the Argument's starting Prosecution (P) and Defense (D) values. +1 to P if Judicial Reform.
- **Prosecution:** If necessary, spend Evidence cards to apply  modifiers to P until $P > D$.
 - If you can't, there is insufficient evidence and the trial is over.
 - Note § The Neutrality Act of 1794 and § Wilkinson's Grand Jury Indictment.
- **Defense:** Do the following, stopping when $D \geq P$:
 - Draw 1 Trial Defense card and apply its  modifier to D.
 - Draw a 2nd Trial Defense card and apply its  modifier to D.
 - If Swartwout was arrested and hasn't been used yet, apply his +1 modifier to D.
 - If D is still $< P$, End Argument (skip Rebuttal).
- **Rebuttal:** Spend Evidence cards to apply  modifiers to P until $P > D$.
 - If you can't, there is insufficient evidence and the trial is over.
- **End Argument:**
 - Advance Trial Progress by one.
 - (If Trial Progress is now at maximum sentence, then trial is over.)
 - Start a new Argument.

§ The Neutrality Act of 1794

This Evidence card can only be used in Filibuster charges, not Treason charges.

§ Wilkinson's Grand Jury Indictment

The first time you try to spend an Evidence card with Wilkinson's name on it, roll d6, with a +1 DRM for each Wilkinson Conspiracy card you have.

If result ≤ 4 , Wilkinson is indicted!
Discard all Wilkinson Evidence cards, including the one that triggered the roll.

Verdict

- Flip Trial Progress marker over to its Verdict side
- Reveal the conspiracy (consulting the Conspiracy Objective chart) and compare to Charge
 - Exact match: advance Verdict one space (but not above maximum sentence)
 - Type mismatch (ie, one Filibuster and the other Treason): retreat Verdict one space

Scoring

If not already revealed, reveal the conspiracy (consulting the Conspiracy Objective chart).

See the Scoring (section 15.0) player aid.

If expedition launched, perform § Expedition Success Check and consult Expedition Outcome chart for VPs.

In all cases +1 VP for each remaining PP.

If you have fully advanced the Pressure Britain agenda, increase your victory by one level.

§ Expedition Success Check

roll d6, adding:

- Plan Progress row  modifier
-  Assets on Plan mat
- additional  modifiers listed under the appropriate Conspiracy on the Expedition Outcome chart

If result ≥ 12 , the expedition succeeds.
Otherwise it fails (Burr is stopped by local forces and agencies).