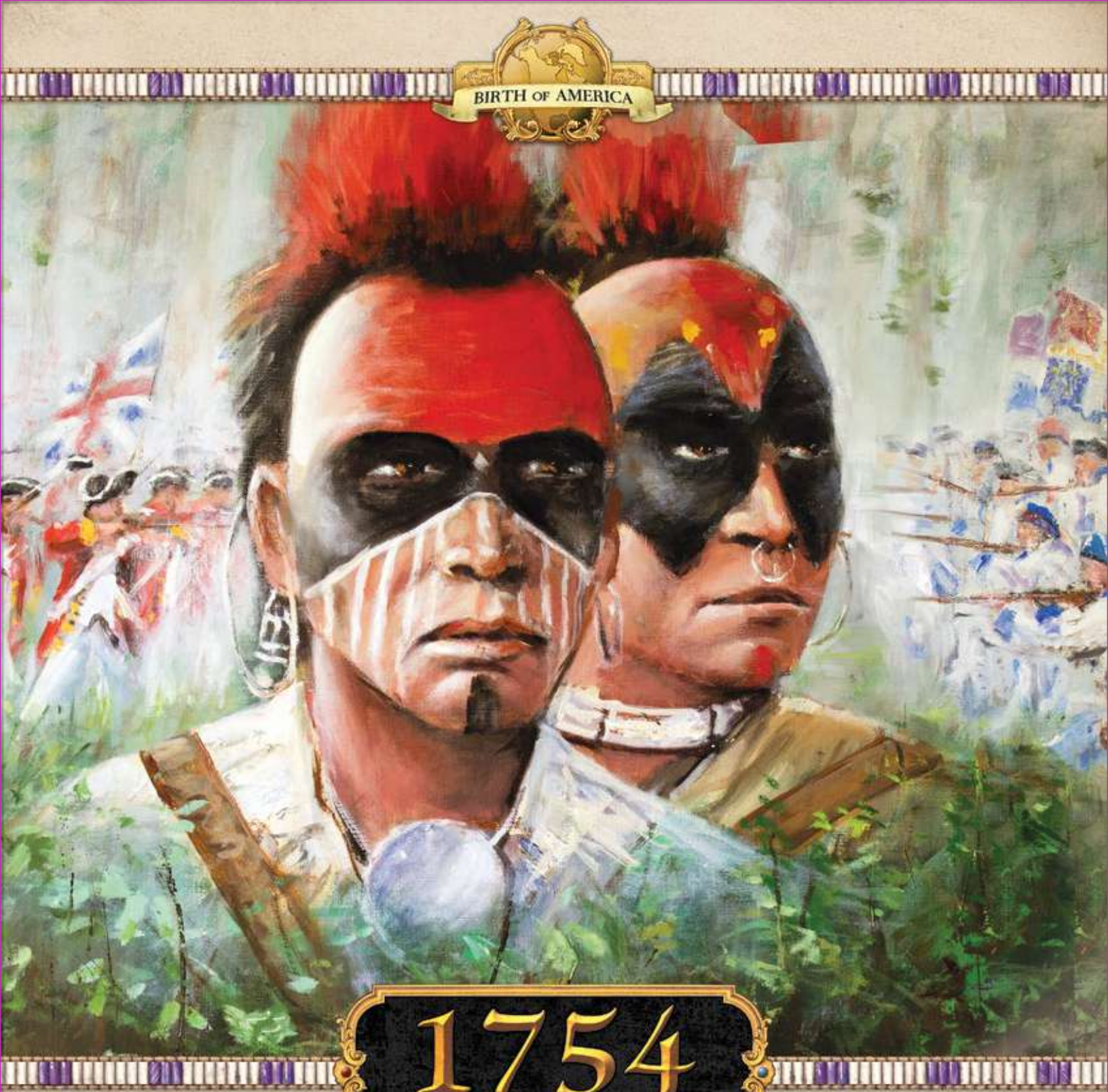
BIRTH OF AMERICA



1754 CONQUEST

Rule Book

Version 25

ACADEMY GAMES

1 Choose a Faction

Each player chooses a faction to play and takes the corresponding Units, Battle Dice, and Faction Cards of that faction's color. The French side's two factions are the the yellow **French Canadiens** and the purple **French Regulars**. The British side's two factions are the white **British Colonials** and the red **British Regulars**.

When playing with fewer than four people, one or more players will control multiple factions of one side. All factions must be played.

The Native Americans are not controlled by any single player but can be allied with both sides. Place the 40 green Native Units and the 2 green Native Battle Dice next to the map board (not pictured).

2 Unit Setup

Some Areas on the map are marked with colored 'Unit' squares. Populate the map Areas with the corresponding colored Units. After setup, these symbols are no longer used in the game.

Ex: The French player places 1 , 1 , and 1 at Ft. Machault.

3 Control Markers

Place a British or French Control Marker on each Green Native Home Area with a Victory Symbol that is occupied by the corresponding side's Units. *Players never place their side's Control Markers on their own Home Areas (4.2).*

4 Fort Markers

The French and the English sides **each** place 3 Fort Markers on any Fort Symbol areas on the map occupied by their units. Only 1 Fort Marker per area.

Ex: The French place Forts in Ft. Duquesne, Ft. Beauséjour, and Louisbourg.

5 Muster Markers

Starting with the British Colonials, place their two grey Muster Markers on any Town Areas occupied by English side Units.

Then place the two yellow French Canadiens Muster Markers on any Town Areas occupied by French side Units.

All Muster Markers are placed with their 'two cube side' face up. Only 1 Muster Marker per area.

Ex: The French Canadiens decide to place their Muster Markers in Saint Jean and Montréal.



Faction Cards Draw Deck

1 French Canadiens

12 Yellow Faction Cards
45 Yellow Canadiens Unit Cubes
3 Yellow Canadiens Battle Dice



3 Battle Dice



Reinforcements Stockpile



Hand of 3 Cards





Faction Cards Draw Deck

1 British Colonials

12 White Faction Cards
45 White Colonials Unit Cubes
3 White Colonials Battle Dice



3 Battle Dice



Reinforcements Stockpile



Hand of 3 Cards



Faction Cards Draw Deck

1 French Regulars

12 Purple Faction Cards
35 Purple French Regulars Unit Cubes
2 Purple French Regulars Battle Dice



2 Battle Dice



Reinforcements Stockpile



Hand of 3 Cards





Faction Cards Draw Deck

1 British Regulars

12 Red Faction Cards
35 Red British Regulars Unit Cubes
2 Red British Regulars Battle Dice



2 Battle Dice



Reinforcements Stockpile



Hand of 3 Cards

6 Cards

Each faction shuffles its 12 Faction Cards to form its Draw Deck and draws 3 cards, which they may look at.

Each faction's Draw Deck consists of 12 unique cards: 8 Movement and 4 Event Cards. If a player holds only Event Cards, they must show these cards, reshuffle them into their Draw Deck, and draw three new cards.

Allied players may show each other their cards at any time in order to discuss and coordinate their actions.

7 Place Additional Units



The French Canadiens and the French Regulars **each** place 4 additional Units in any Areas already occupied by French faction Units. These Units may be placed in several Areas.



The British Colonials and the British Regulars then **each** place 4 additional Units in any Areas already occupied by British faction Units. These Units may be placed in several Areas.

All remaining Units are placed into their faction's Reinforcements Stockpile. Green Native Units are placed in their own Stockpile (not pictured).

8 Turn Cubes

Place the white, red, yellow, purple, and green Turn Cubes (the five dice with **all blank** faces) into the Draw Bag (not pictured).

9 Round Pawn

Place the Round Pawn on Space 1 of the Round Track.

Short Introductory Game

New players may choose to play the short introductory version of the game to learn the game's mechanics. Set up the game as normal except that each faction's Draw Deck only includes Faction Cards 7 through 10. The game ends at the end of Round 2.

Teaching Videos available on our webpage: AcademyGames.com

Game Overview

It is 1754 and both France and Britain have thriving colonies in North America. In response to New England colonists expanding into the Ohio River Valley, France has begun building a chain of forts to protect its claim to the land. Virginia's Governor sends a young George Washington with a small militia force to defend the region. He is defeated and this incident leads to an open war between France and Britain.

This regional confrontation will quickly ignite a world wide war that will engulf the Americas, Europe, India, and parts of Africa. The war in the Americas is known as the **French and Indian War** in the United States, the **War of Conquest** in Canada, and a fringe part of the **Seven Years' War** fought around the world by the European powers.

In 1754 - Conquest, players each control a French or British Faction that fought for dominance over the Americas. The French players control the French Canadiens and the French Regulars. The British players control the British Colonials and the British Regulars. Both sides can ally themselves and fight with the Native American Nations.

Players for each side work together in order to coordinate their strategies. To win, each side attempts to control Victory Symbol Areas on the map. The French Canadiens and the English Colonials receive reinforcements from Muster Points, while the French and English Regulars must ship their reinforcements in through harbors. The game ends when the Treaty of Paris is signed. The side controlling the most Victory Symbol Areas wins the game.

Game Play

1.0 Rounds and Turns

The game is played for 3 to 8 Rounds. During each Round, all four faction players will take a Turn in random order.

At the beginning of each Round, all five Turn Cubes are placed into the Draw Bag. Next, a Turn Cube is blindly drawn from the bag and placed on the left-most space of the Turn Track. The color drawn denotes which faction's Turn it is. This faction completes its Turn, after which the next Turn Cube is drawn from the bag and placed on the next left-most open space on the Turn Track.

Once all five Turn Cubes have been drawn and all the faction players have had their Turn, the Round ends. The Turn Cubes are placed back into the Draw Bag, the Round Pawn is advanced to the next Round Space on the Round Track, and a new Round begins.

1.1 Game End Check

At the end of Round 3, and at the end of each subsequent Round, the Game End Conditions must be checked *(6.1)*.

1.2 Turn Sequence

A drawn Turn Cube designates which faction takes its Turn next. The drawn faction is the **Active Faction** and that faction's player performs the following phases in order:

1) **Reinforcements Phase** *(2.0)*
2) **Movement Phase** *(3.0)*
3) **Battle Phase** *(4.0)*
4) **Draw Cards Phase** *(5.0)*

Reinforcements Phase

2.0 French and British Regulars Reinforcements

During the French Regulars or British Regulars player turn, that player pulls **4 Reinforcement Units** from his Stockpile. These 4 Reinforcement Units may be placed in one or more **Harbor Areas** that do not contain enemy Units.



Harbor Area

2.1 Canadiens and Colonials Reinforcements

During the French Canadiens or British Colonials player turn, that player's Muster Markers generate the number of yellow or white Reinforcement Units that are pictured on each Muster Marker. Pull these Reinforcement Units from their Stockpile and place them in the Areas with the Muster Markers. If a Muster Marker's Area is occupied by enemy Units, no Reinforcement Units are mustered by that marker.


Muster Marker

Ex: The British Colonials Muster Marker shown above allows the Colonials player to place 3 white Colonials Units in the Area that the Muster Marker occupies.

2.2 Limited Reinforcements Stockpiles

If the Active Faction does not have enough Reinforcement Units in its Stockpile to place the full number of Reinforcements, then only the remaining Units get placed.

2.3 Native Reinforcements

When the green Native Turn Cube is drawn and placed on the Turn Track, Native Reinforcements are placed on the map.


Native Symbol

Each Turn Space is marked with one of five **Native Symbols**. Each of these Native Symbols is also depicted on two Areas on the map.

3 Native Units ■ are placed on each of the two Areas with the Native Symbol that matches the Symbol the Native Turn Cube was placed on. *Once the Native Reinforcements have been placed, a new Turn Cube is drawn.*

2.4 Fled Units

During the Active Faction's Reinforcements Phase, any of the Active Faction's Units located in the Fled Units Space re-enter play. These Fled Units may be placed anywhere the Active Faction may place Reinforcements.



Fled Units Space

If the Active Faction has nowhere to place its Fled Units, they stay in the Fled Units Space.

Native Fled Units only re-enter play if the Active Faction plays an Event Card that allows them to do so.

Movement Phase

3.0 Play Movement Card
The Active Faction **must** play one (and only one) Movement Card at the beginning of its Movement Phase.

3.1 Armies
Armies are formed from Units in the same Area. An Army may include Units from factions of the same side and both sides may include Native Units in their Armies. A player may include all or some of the Units in the Area, ***but at least 1 Unit must belong to the Active Faction.*** The Active Faction can then move the Army.



Ex: The Active French Regulars player (Purple) forms an Army in Area A (below) that includes 2 Regulars and 2 Canadiens. He will move all of these Units together as an Army to Area B.

3.2 Movement Card
Movement Cards allow armies to move from one Area to the next. Armies are moved by the Active Faction as permitted by the Movement Card they played.

The bottom of each Movement Card shows the maximum number of armies the Active Faction may move followed by how many Areas **each** Army may move. An Army, including any of its Units, may be moved only once during a Turn.

Ex: For the purple Movement Card shown, the French Regulars player may move up to three different Armies up to two Areas each.

Armies are moved from Area to Area, across Area boundaries. Armies may move to and from Harbor Areas as if they were Land Areas. An Army must stop if it enters an Area occupied by enemy Units or independent Native Units. Armies cannot drop off or pick up Units while moving. Units may not move multiple times with different Armies during a single Turn.

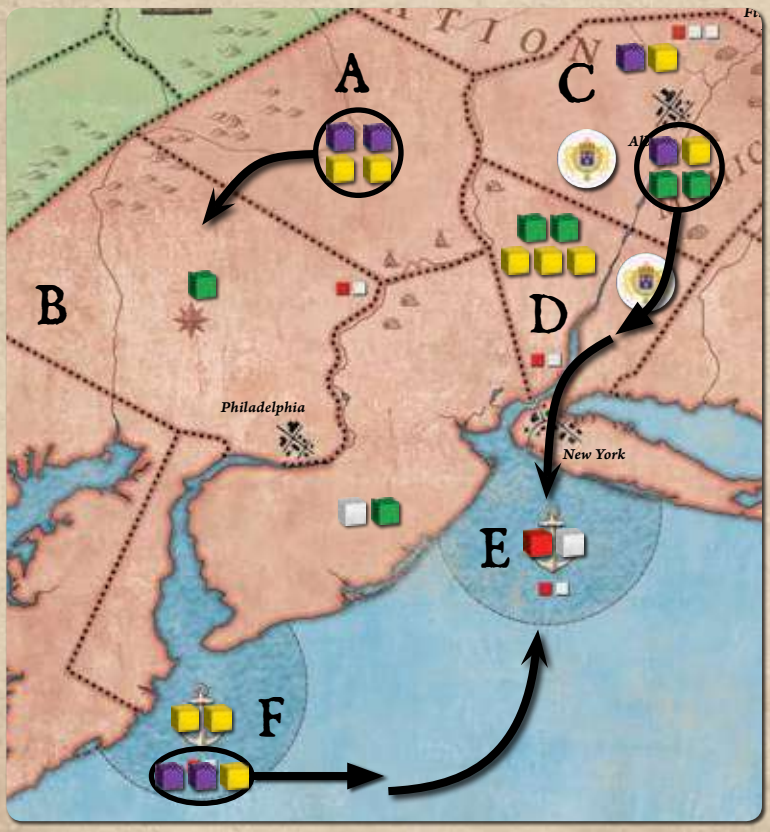
A player need not move the full number of Armies indicated on the Movement Card, nor use all allowed movement for each Army.

3.3 Boat Movement
Open Water is the Area outside of Harbor Areas. ***Only French and British Regulars Armies*** may move through Open Water from one Harbor Area to another Harbor Area using their Movement Cards. The Open Water counts as one Area, so moving between Harbors costs a total of two moves. An Army may not stop in Open Water. *Note: British Colonials, French Canadiens, and allied Native Units may be part of French or British Regulars Armies crossing open water.*

3.4 Allying with Natives
Native Units in an Area are independent until allied with a side. They become allied when British or French Units move into their Area. Once allied, the Native Units are controlled by that side. Native Units in different Areas may be allied to the French and British at the same time.

As soon as allied Native Units do not have British or French Units in their Area, they become independent, until allied again with either side.

Movement Example



A new Round begins and the French Regulars player's Turn Cube (purple) is drawn. During the Reinforcements Phase, he places 4 purple Reinforcements onto harbors on the map, one of which is placed on Harbor F. He also places a purple Fled Unit on Harbor F. He then plays a Movement Card that allows 3 Armies to move up to 2 Areas each (shown above). He forms an Army of all 4 Units in Area A and moves them into Area B. The Army must stop because it entered an Area with independent Native Units. It however allies with the Native Unit in Area B, which joins the French Army.

The player then forms a second Army in Area C and moves it into Area D and then into Harbor E, using both of the Army's allowed moves. Notice that two Units were not included in the Army and were left behind in Area C. The Army **may not** pick up or drop off Units in Area D as it moves through.

Lastly, the player forms a third Army of 3 Units in Harbor F and moves it through Open Water into Harbor E. This uses up both of the Army's two moves, one for moving into the Open Water Area and one for moving into Harbor E.

Note: Each of these Armies includes at least one French Regulars Unit. The French Regulars player may not form an Army with the Units in Area D because there is no French Regulars Unit in it.

Now that all Army moves have been completed, the Active Faction moves on to its Battle Phase.

Battle Phase

4.0 Battle Phase
A battle occurs when opposing Units occupy the same Land or Harbor Area. If there are multiple battles, the Active Faction chooses the order in which the battles are resolved.

Each faction's controlling player rolls their own Battle Dice and makes decisions for their own Units. Each player rolls a number of Battle Dice equal to the number of their Units present in the battle. ***The maximum number of dice that may be rolled is the number of dice a faction possesses.***

Ex: The British Regulars possess 2 Battle Dice, whereas the French Canadiens possess 3 Battle Dice.

The Active Faction's side is the attacker, and their opponents are the defenders. The defenders have the initiative, and simultaneously roll their Battle Dice, applying the results. If Units of both sides remain in the battle, the attacking players then simultaneously roll their Battle Dice and apply the results. The battle continues, alternating back and forth, until only one side remains in the Area.

4.1 Battle Dice Results
Each faction's Battle Dice have a unique combination of Hit, Flee, and Command faces.

4.1.1 Hit Result
When a Hit die face is rolled, an opponent's Unit is removed from the battle and placed into their Reinforcements Stockpile. The opponents decide among themselves which Unit to remove if Units from more than one faction are present in the battle. If the opponents cannot agree on who's Unit to remove, the attackers choose which Unit is removed.



4.1.2 Flee Result
When a Flee die face is rolled, that faction's player removes one of their **own** Units from the battle and places it into the Fled Units Space *(2.4)*.



4.1.3 Command Result
When a Command (blank) die face is rolled, that faction's player **may** decide to move **one** of their **own** Units out of the current battle. This Unit may move into any adjacent Area occupied by friendly Units, an empty Allied Home Area, or an empty green Native Home Area.



An adjacent Area that contains both friendly and enemy Units (an upcoming battle) may be moved into using a Command Result.

Hit and Flee results are resolved first, then Command results.

4.2 Victory Symbols
Some Areas contain Victory Symbols. If a side's Units occupy **an Opponent's Home Area** with a Victory Symbol, they place one of their side's Control Markers (or) on the Victory Symbol. If a side's Units no longer occupy one of these Opponent Victory Areas, their Control Marker is removed.


Victory Symbol

Note: Louisbourg contains two Victory Symbols. The British place two Control Markers if they occupy this French Home Area.

If the British no longer occupy this area, their Control Markers are removed. The French do not replace them with their own, because a side only places Control Markers to mark Opponent and Native Home Area occupation.


Louisbourg

4.3 Natives in Battle
Native Units may move and battle with either side. If at the beginning of a battle Native Units are included in both opposing Armies, then pairs of Native Units, one from each opposing Army, flee to the Fled Unit Space until only one side has Native Units remaining in their Army. The Battle then begins as normal.

If a side only has its allied Native Units remaining in a Battle, it loses the battle and the Native Units switch sides to become allied with their opponent's.

4.4 Forts
When a battle includes a Fort in the Area, one of the defending players rolls the black **Fort Die** at the same time that the attackers roll their Battle Dice. If the defender rolls a Block result on the Fort Die, one of the attackers' Hit Results is ignored. The blank sides of the Fort Die have no effect.


Fort Marker

If the defending players use Command Results to move the last of their side's Units out of the battle, they may destroy and remove the Fort Marker, so that the attackers do not gain control of the Fort.


Fort Die

Draw Cards Phase

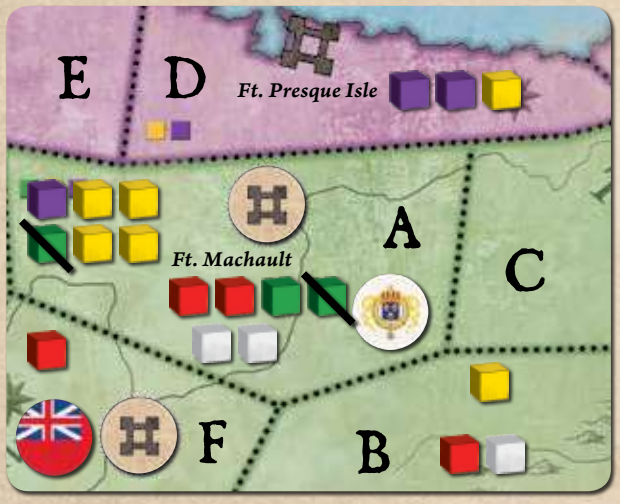
5.0 Draw Cards Phase
At the end of the Active Faction's Turn, the player discards the Movement and any Event *(7.0)* cards played. The player's hand is then replenished back up to 3 cards. If there are not enough cards left in the faction Draw Deck, draw what remains.

If the Active Faction has no Movement Card (i.e., only Event Cards) in its hand after the draw, the Active Faction must show its cards, reshuffle them into its Draw Deck and draw 3 new cards. The Active Faction must always have at least one Movement Card in its hand after drawing.

The Active Faction's Turn is now over. A new Turn Cube is drawn from the Draw Bag and that Faction becomes active and takes a Turn. If all Turn Cubes have been drawn, the Round is over and the Game End Conditions are checked *(6.1)*. If the game does not end, a new Round begins.

Battle Examples

It is the British Colonials player's turn (white). During her Movement Phase she moved Armies into Areas A and B that contained enemy Units, so battles will be fought in each of these Areas. She decides to resolve the battle in Area A first.



The British Colonials Army in Area A consists of 2 🟥, 2 ⬜, and 2 🟩. Both opposing Armies include Native Units 🟩, so a Native Unit 🟩 from each of the British and French Armies must Flee to the Fled Unit Space. Only one Native Unit 🟩 remains in the British Army.



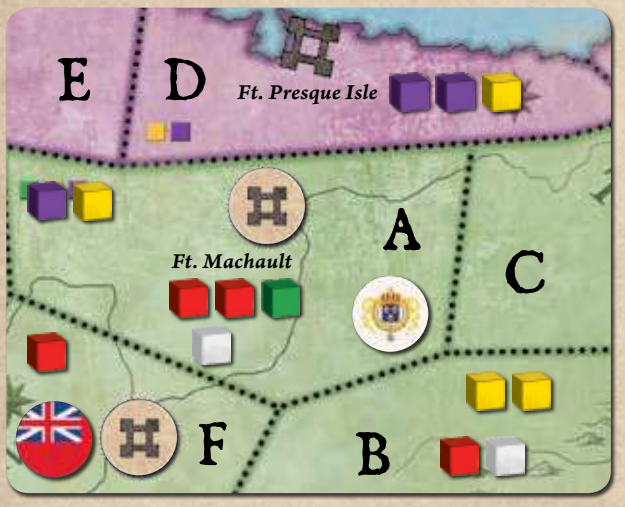
1st French Side's Roll

The defending French roll first. The French Regulars (purple) player rolls one purple Battle Die and the French Canadiens (yellow) player rolls all three yellow Battle Dice. *Note: Even though the French Canadiens player has 4 Units in the battle, she can only roll 3 dice, since only 3 yellow Battle dice are available.*

The French roll 1 Hit, 2 Flee, and 1 Command. The British players **choose** to remove one British Colonials (white) Unit.

Two French Canadiens Units flee and are placed into the Fled Unit Space.

The French Canadiens player may choose to use the Command Result to move one of her Units into Areas B, C, D, or E. She decides to move her Unit into Area B to help in its upcoming battle! *Note: A player may use a Command Result to move into an upcoming adjacent battle. With proper planning, this can be a powerful strategic option!*





1st British Side's Roll

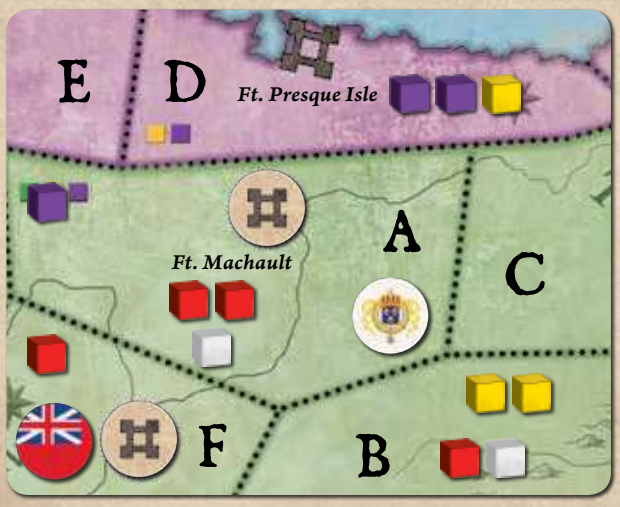
The British Regulars (red) player rolls her two red dice and the British Colonials (white) player rolls one of his white dice. Either British player may roll the one Native (green) die. One of the French players rolls the Fort Die, since the French are defending with a Fort Marker in the Area.

The British players roll 2 Hits, 1 Flee, and 1 Command. The French roll 1 Block on the Fort Die. The Block Result cancels one of the Hit results, so the British only inflict 1 Hit on the French.

The French decide to remove their remaining French Canadiens (yellow) Unit.

The Native (green) Unit flees to the Fled Units Space.

A British Regulars (red) Unit may use the Command Result to move into Areas B, C, or F but the player decides to keep the Unit in the Battle. *Note: The British players may not use Command Results to move into purple French Home Areas not occupied by British Units and the French players may not use Command results to move into red British Home Areas not occupied by French Units. Both players may use Command Results to move into green Native Areas that are empty or occupied by friendly Units.*





2nd French Side's Roll

Only the French Regulars player rolls one die, since the French Canadiens player has no Units left in the battle. He rolls a Command result and moves his Unit into Area B, so that it can participate in the upcoming battle. Since the French player is moving his last Unit out with a Command Result, he may destroy the Fort Marker. He chooses to do so and removes the marker. There are no French Units left in the battle so the British win! The French remove their Control Marker from Area A, to be replaced by a British Control Marker. *Note: If the French players had not destroyed the Fort Marker, the British would have gained control of the Fort after they won the Battle.*

Game End & Victory

6.0 Truce Cards
Each Faction has one Movement Card that is marked as a Truce Card. After being played, a Truce Card is placed face up beside the map instead of being discarded. This enables players to track which Truce Cards have been played.



6.1 Game End by Treaty
At the end of Rounds 3 thru 8, if all Truce Cards of **one or both sides** have been played, the game ends. The side with the most Control Markers *(4.2)* on the map wins. If there is a tie, the game is a draw.

Note: A side's Control Markers only occupy Opponent or Native Home Areas, never its own Home Areas.

Ex: In Round 1, the French Canadiens player (yellow) played her Truce Card. In Round 4, the British Colonials player (white) played his Truce Card. In Round 5, the French Regulars player (purple) is the first to take a Turn and plays his Truce Card. Both French factions have now played their Truce Cards and the game will end with the current Round, after all of the factions have taken their Turn.

Event Cards

7.0 Event Cards
Each faction has unique Event Cards in its deck. The Active Faction may play any number of Event Cards from its hand during its Turn. Each Event Card specifies in which Phase it may be played.

Ex: The British Regulars player may play the Joseph Brant Event Card during her Reinforcements Phase.



The Phase the Event Card is played in.
Card Name
Card Effects
Historical Text
Card Number

Card Clarifications



Movement Cards (Faction Cards #02-08)
Each card describes how many Armies may move and how many Areas each Army may move.

Ex: The French Canadiens player may move 3 armies up to two Areas each. An Army must stop when it enters an enemy occupied Area or an Area occupied by independent Native Units.



George Washington (British Colonials Card #12)
Fortifications (French Regulars Card #11)
These Event Cards allow the British Colonials or French Regulars player to place a Fort Marker on ANY Area with a Fort Symbol not controlled by the enemy.



Fort Symbol



William Pitt (British Colonials Card #11)
Bolster (French Canadiens Card #12)
These Event Cards allow the British Colonials or French Canadiens player to upgrade **one** of their Muster Markers from the side that provides only 2 Units to the side that provides 3 Units each Reinforcements Phase.







Marquis de Vaudreuil (French Canadiens Card #09)
Virginia Regiment (British Colonials Card #09)
These Event Cards allow the French Canadiens or British Colonials player to move one of their Muster Markers to one of their Home Areas with a City Symbol not controlled by the enemy or to a Native Home Area with a City Symbol that is controlled by their side.



City Symbol



Truce Card (Faction Card #01)
A player plays a Truce Card as a Movement Card. After play, this card is not discarded, but is placed face up beside the map. Once both factions of either side have played their Truce Cards, the game ends at the end of Round 3 or later.

Ex: The British Regulars player plays his Truce Card and may move 3 armies up to two Areas each.



William Johnson (British Regulars Card #09)
At the beginning of each Battle during the British Regulars player's turn, all French allied Native Units become British allied Native Units. If both sides start with Native Units, no Native Units flee. Instead, all the Native Units join the British.



Massacre (French Canadiens Card #10)
If the French Canadiens player has Native Units in their army when the British Colonials player rolls a Flee Result, the fled Colonials Unit is killed instead of being placed into the Fled Unit Space.

Historical Overview

The Seven Years' War (1754-1763) between the French and British is one of the first great wars, occurring on fronts across Europe, parts of Africa, the Indian subcontinent and across the Atlantic Ocean in North America. In these geographical regions, the conflict is known by different names. It is known as the French and Indian War in the United States. In French-speaking Canada, it is known as the War of the Conquest, while it is called the Seven Years' War in English-speaking Canada. Though there was a long history of animosity between the French and the British, the conflicts which arose in North America were a catalyst to the eventual declaration of war between these two countries. The outcome of the French and Indian War changed the culture of North America dramatically, to the dominantly Anglophone culture we know today.



The French Pre-War

The French had a long history in North America. Beginning with the exploration of the Saint Lawrence River by Jacques Cartier in 1534, when France claimed the land as New France. At its peak in 1712, the territory of New France, also sometimes known as the French North American Empire or Royal New France, occupied the largest portion of North America. It extended from Newfoundland to the Rocky Mountains and from Hudson Bay to the Gulf of Mexico. The French territory existing in the St. Lawrence River Valley was known as Canada. By 1753, Canada appeared to be a permanent fixture with farms, towns, cities, colleges and cathedrals. French society was centered in the cities of Québec and Montréal, in the fortress of Louisbourg and spread thinly through villages along the St. Lawrence and in small forts that advanced French territory into the interior.

The French had a strong alliance with the Natives. They forged alliances with dozens of Native nations who were living in close proximity, enabling French control of the west and the interior of the continent from Fort Detroit to Louisiana. The French admired the Natives' courage and needed their numbers and their skills at tracking and for trade.



The British Pre-War

The English had a greater population than the French and controlled the eastern coast from Halifax to Savannah, but growth was geographically limited by the Appalachian Mountains. A group of Virginian business men viewed the fertile Ohio Valley as a land of great opportunity. They forged passage over the Appalachian Mountains to expand the British colony into the Ohio Valley.

War Begins

In 1753, the Ohio Company of Virginia received large land grants from the British Crown to settle the Ohio Valley, creating friction between the British colonialists and the local Natives. Meanwhile, Canada in the north felt it had nothing to gain from stopping this westward advance of British settlement. However, in Europe, the French government decided that it could pose a threat to its territorial claims. With British settlers on the verge of moving into the Ohio Valley, the French sent an expedition southward that established a chain of supply depots and forts from Lake Erie deep into the Ohio Valley. A year later, in 1754, the Ohio Company built a fort on the site of modern-day Pittsburgh and conflict between the French and British erupted. The fort was quickly taken and destroyed by the French and their Native allies and subsequently replaced by Fort Duquesne.



The Ohio Company and the colony of Virginia sent a small force led by George Washington to defend their claim on the region only to be again defeated by the French and their Native allies. Washington was forced to withdraw his army back across the Appalachian Mountains. This incident quickly led to open war between France and Britain; on May 17, 1756, Britain officially declared war on France, beginning the Seven Years' War. In this widespread, global conflict, North America would be the site of some of its most famous battles.



George Washington

The French Plan

Québec was the center of France's operations in North America, and by 1756 it had become a wartime city, filled with soldiers and refugees. New France's governor general was Pierre de Rigaud, the Marquis de Vaudreuil, a 60-year-old colonial aristocrat born in Québec. He was commander-in-chief of the Canadien militia, and through guerrilla tactics and shrewd deployment of his limited military resources, Governor Vaudreuil was able to fend off the larger British forces and American militia.

General Louis-Joseph, the Marquis de Montcalm was a 47-year-old career soldier. He was sent from France to command the troupes-de-terre (ground troops) and to bolster the military efforts of Governor Vaudreuil and his Canadiens. In contrast to Governor Vaudreuil's guerrilla tactics, General Montcalm used the European strategy of warfare by bringing large forces directly to bear on each other, then delivering a single well-timed volley that would devastate the enemy. Governor Vaudreuil and General Montcalm despised one another and both wrote regularly to France, informing their superiors of the other's shortcomings.



Marquis de Montcalm

In the conflicts that took place in the interior of the continent, the French and British were well matched, even though they had widely different armies. There were far more British colonials than there were French, but the British were divided amongst the colonies which struggled with internal political issues and had no unified leader. The French, on the other hand, were fewer in number but had a professional garrison of troops, a trained militia, a First-Nations alliance, and a unified allegiance.



The British took the offensive and tried to expel the French from the disputed territory in the Ohio Valley with little luck. The French responded with pre-emptive strikes that captured British outposts before they could be used to make advances into French Territory.

In the first battles of the war, General Montcalm took Fort Oswego from the British on the south shore of Lake Ontario. Then on August 3, 1757, General Montcalm led the Siege of Fort William Henry at the southern tip of Lake George. He used traditional tactics, employing siege guns and French soldiers. With an army of 3,600 men he defeated Major-General James Abercromby's force of 15,000 after 6 days of siege, a stunning tactical defeat. By contrast, Governor Vaudreuil assigned the Canadien and Native militia to conduct raids that were designed to destroy the enemy's morale.



The military victories were welcome news in France but the colony in North America was suffering from lack of food, smallpox, savage battles, and uneasy alliances. This difficult time inspired the famous quote from the French writer Voltaire who wondered if Canada was worth fighting for and said "two nations are at war about a few acres of snow".

The British Plan



At this point the French were dominating in Europe, so the British decided to concentrate their efforts in North America and attack the French where they were weak. The initial setbacks for the British were not a deterrent and they committed more troops, more ships and more money to the North American front. They decided to shift their objectives to give them a much needed advantage. Instead of trying to secure the disputed lands, they would use their naval superiority to eliminate the French once and for all by taking Louisbourg and Québec. The first step was to capture Louisbourg, the French fortress that guarded the entrance to the Gulf of St. Lawrence on what is now Cape Breton Island in the province of Nova Scotia. It was a key military site and a training base for the French navy.

The Siege of Louisbourg

Louisbourg, under the French Governor Augustin de Drucour, was heavily defended by a garrison of soldiers, militia, and 10 warships. In 1758 the British sent a massive force of 12,000 troops, 39 ships, and almost 2,000 mounted guns - the Siege of Louisbourg began. The siege was led by the British commander Major General Jeffery Amherst. Governor Drucour knew that Louisbourg could not hold off the British but his plan was to delay the British long enough so that they would not be able to continue up the St. Lawrence to Québec before winter set in. In late July 1758, after almost 2 months under siege, Governor Drucour finally surrendered Louisbourg. The French were deported back to France and the Fortress was completely demolished.

The Siege of Québec



James Wolfe

Among the British invaders of Louisbourg was a 31-year-old brigadier-general named James Wolfe. A 17-year military veteran, he had participated in battles in Scotland and Belgium. After their victory at Louisbourg, Wolfe believed that there was still time to sail up the St. Lawrence River and take Québec before winter set in, but the rest of the command did not agree and they returned to London for the winter. The following spring, Wolfe left London with a quarter of the British navy, a massive fleet of over a hundred ships carrying 15,000 soldiers. As the fleet moved up the St. Lawrence River, they were plagued by farm boys and old men firing at them from the woods but Wolfe had come to fight the



French, not the Canadiens. In June of 1759, they landed just downriver from Québec. By this time, the French had established defenses around Québec that consisted of a line of entrenchments along the shore to the east and a chain of military outposts covering the roads to the west of the city.

General Montcalm also had an army of 15,000 troops, but he knew he would need more. He had previously sent a message to France requesting reinforcements but only received a mere 400. It seemed that France was more concerned with the war on the home front than in North America. General Montcalm hoped to survive, but he had been predicting military defeat for the French in Canada for months, writing to the minister of war that it was inevitable after the fall of Louisbourg.

The battle began with a lengthy siege of Québec but Wolfe was not satisfied with just battering down the town walls. Wolfe had to get his troops back to England before the ice made the St. Lawrence impassable. While waiting for starvation to draw the enemy out, the British were constantly involved in skirmishes with the Canadiens and the Natives resulting in mounting casualties. If General Montcalm could simply endure, he would win this war of attrition.



For over 2 months, Brigadier General Wolfe tried and failed to force his way into Québec or to lure the French army out. As the summer passed on, Wolfe was infuriated by General Montcalm's inaction and gave the order to burn the surrounding countryside. Twenty-three villages and 1,400 farmhouses were torched. There were now only 4 weeks left before he would be forced to take the world's largest naval force home to winter in England. On September 13, 1759, Wolfe made one last attempt; at around midnight he quietly landed his army in an unlikely cove at the foot of a steep cliff. After spending hours scaling the 50 meter cliff, at dawn Brigadier-General Wolfe stood on the Plains of Abraham with his army only a few kilometers from Québec.

When General Montcalm received news of the British landing, he quickly assembled his army and marched west to meet them. The French army was then joined by the Canadien militia and their ferocious Native allies, the Huron and the Algonquin.

The battle began with random sniper fire coming from the cornfields and woods and by 8:00 a.m. the British artillery began firing. As the two armies clashed, Wolfe was spotted and shot through the wrist by a sniper. His wound was bound by a handkerchief and he continued on. Later he was shot in the groin and had to be helped forward, where a third and fatal shot hit him in the chest. As he slumped to the ground he received the news that the enemy was in retreat.

On the other side of the line, General Montcalm received a mortal wound just below his ribs. He was carried from the field by his men to the Hôpital-Général where he later died of his wounds.



The British narrowly took the victory and by September 18th 1759, the British flag was raised over Québec. A small garrison was left to hold the city over the winter months while the British fleet returned to England.

In Montréal, General François-Gaston de Lévis planned to recapture Québec. He still had an army of 7,000 troops and sent word to France to send another 4,000 reinforcements. Unlike General Montcalm, General Lévis embraced the guerrilla warfare tactics of the Canadiens and Natives. He trained them to fight along side the French troops to avoid disastrous mistakes.

Through the long winter, both sides were cut off from Europe. General Lévis hoped that the 4,000 troops he had requested would come. He marched on Québec with his army of 7,000 and on the morning of April 28, 1760, he stood on the Plains of Abraham. The British army moved to meet them and brought 20 pieces of field artillery. The two armies fired into each other's lines for two hours until the British finally retreated back to the city. At the end of the day the French flag flew on the Plains of Abraham but the Union Jack still flew over Québec.

After the battle, both armies waited to see whose navy would come up the St. Lawrence River bringing reinforcements first. After 11 days a ship appeared. The British had won the transatlantic race. William Pitt, the British secretary of state, had sent 22 ships with reinforcements. France had been suffering defeats in Europe and had only sent 5 ships and 400 men. General Lévis quickly retreated to Montréal but was soon overtaken by the British armies.



William Pitt

Negotiations

After the French defeat, Governor Vaudreuil, now the Governor of New France, negotiated a single yet important exception in the terms of their surrender. The exception was that the French were to retain religious freedom and could remain Catholic. This was a dramatic exception given that in Protestant England, Catholics had few civil rights at the time. On September 8, 1760, half of North America changed hands and England now had 65,000 French-speaking, Catholic subjects. The Canadien militia returned to their farms and villages and the French soldiers who had married Canadien women were allowed to stay. A garrison of 3,000 British troops remained in Québec, the rest left for Europe or were reposted.

In the spring of 1761, peace talks between England and France began in Europe. William Pitt was negotiating for the English and Étienne-François de Choiseul for the French. These two men detested one another and negotiations proceeded slowly. Both Pitt and Choiseul were eventually removed from the negotiating table and an agreement was finally reached on November 3, 1762. The French would give Canada to the English and France would retain Guadeloupe in the Caribbean and fishing rights in the Gulf of St. Lawrence. The following year, the peace treaty was formally ratified in Paris and passed in the British parliament. The war had been won but it left Britain heavily in debt. This debt, which led to higher taxation of the colonies, would eventually result in the American Revolution.



Conclusion

By 1763, the French state had essentially been expelled from North America. The deeply rooted colonies of Canada and Louisbourg that had seemed so permanent a decade before had been absorbed into British provinces. Although these new provinces were under British rule, the people, language, religion, and French-Canadien culture survived. For the First Nations people it was a different story. The fighting between the English and French had been resolved, but the First Nations people were excluded from any of the peace talks. The British victory had disturbed 150 years of alliance between the French and the Native peoples. The French forts of the interior were now occupied by the British which opened up traditional Native territories to British settlement.

The French and Indian War left a legacy of global conflict and cultural change. It set the tone for how wars were fought, soured the relations between colonials and First Nations communities, and changed the dominant culture in North America from French to English.

Historical Writeup by Beau Beckett and Liisa Toose

Definitions

Allied Native Units - Native Units occupying an Area with either British or French Units. These Allied Native Units can be moved by their British or French allies and participate in battles with them.

Independent Native Units - Native Units occupying an Area alone, with no British or French Units. British or French Armies must stop when they move into an Independent Native Area. They then immediately become allied.

Turn Cubes - The five dice with all blank sides.

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