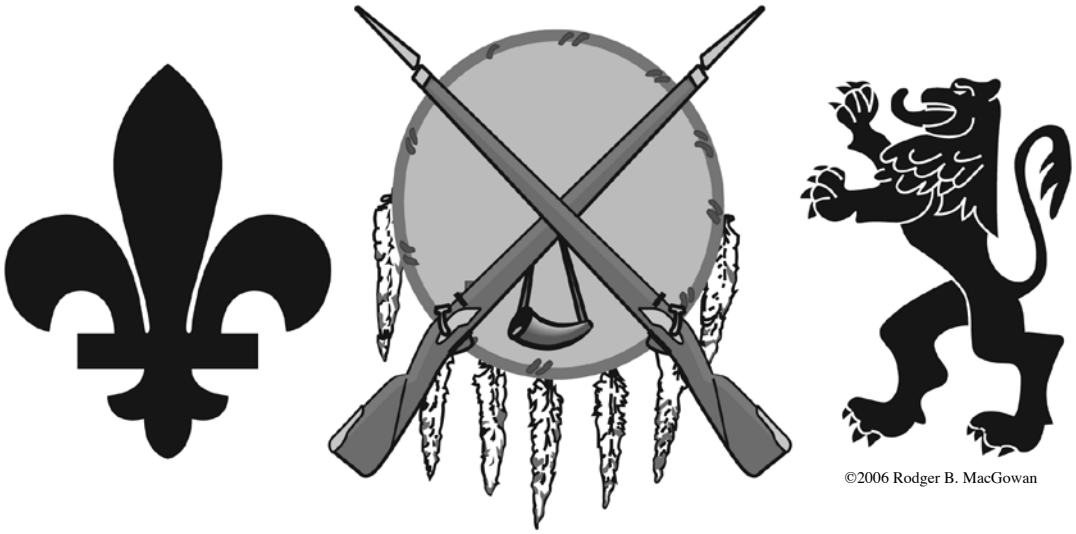
RULEBOOK

Wilderness War

Strategic Game of the French & Indian War

Designed by Volko Ruhnke

3rd Edition



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1.0 INTRODUCTION

WILDERNESS WAR is a two-player game based on the French and Indian War—the climactic struggle between Britain and France for control of North America. One player is the British and the other is the French.

3RD EDITION RULES: This rulebook folds the "Advanced Rules" of previous editions into its main body and includes Optional Rules previously available only on line. Other minor edits and clarifications made for the 2nd or 3rd editions are indicated with a ~ symbol. No other rules have been changed.

WILDERNESS WAR includes:

- One 22" x 34" mounted map
- Two counter sheets
- 24 leader stands
- Two player reference cards
- 70 strategy cards
- Two six-sided dice
- One playbook
- This rulebook

If there are any components damaged or missing, please contact us at:

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Hanford, CA 93232-1308

If you have any questions about the rules, we'll be glad to answer them if you send them to the address above with a self-addressed, stamped envelope. For faster response, we're on the Internet at www.gmtgames.com and on *WILDERNESS WAR* discussion forums at www.consimworld.com and www.boardgamegeek.com—or send email to rwinslow@gmtgames.com or vruhnke@gmtgames.com.

2.0 THE GAME MAP

Cultivated Spaces and Departments: All cultivated spaces, except the holding boxes of Louisbourg and Halifax, are in one of three Departments. The spaces within the St. Lawrence Department, plus Louisbourg, are "originally controlled" by and "originally friendly" to the French. The spaces within the Northern and Southern Departments, plus Halifax, are "originally controlled" by and "originally friendly" to the British. A space that is "originally friendly" to one side is "originally enemy" to the other.

Fortifications: "Fortifications" include fortresses, completed forts and stockades. Fortresses are marked on the map and cannot be built or destroyed; forts and stockades have markers. Forts under construction (pickaxe counters) do not count as fortifications until completed.

Fortresses: Friendly control of a fortress (or fortress/port) space requires that it be unbesieged, free of enemy units, and—if originally enemy-occupied by at least one friendly unit or "Amphib" marker.

HISTORICAL NOTE: Hostile population centers had to be garrisoned.

Settlements: Indian settlement spaces are marked with colored borders that correspond to Indian unit counters and Event card symbols. There is one settlement for each tribe except the Cherokee, whose settlement is off the map.

Connections: Spaces are connected by either water (river or lake shore) or land-only connections. Either connection can be used to move from space to space, retreat, and so on.

> ***Important:*** Water connections are assumed to have land connections as well and can be used for either land or boat movement.

Arrows: The arrows leaving Halifax and Louisbourg are for British Amphibious Landings only. All four arrows leaving Pays d'en Haut (the upper Great Lakes) can be used for either land or boat movement, but only in the direction marked. Spaces with arrows between them are NOT "adjacent" for retreat or any purpose not listed here.

Holding Boxes: Most leaders have holding boxes, where units and other leaders stacked in the same space may be placed for ease of play.

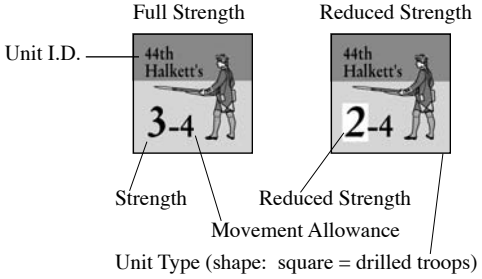
Stacking: The only stacking limit is that no more than four units may be INSIDE a fort when an enemy enters a space with a fort. Stacking affects various game aspects such as Attrition, SMALL POX, and whether a Battle results in a victory point award. Players may always inspect the contents of enemy unit stacks.

3.0 THE PLAYING PIECES

3.1 Units

There are three main types—Drilled Troops, Auxiliaries, and Militia—each with special abilities and restrictions. In general, Drilled Troops (square counters) are best in concentrated operations against fortifications. Militia (also square) defend cultivated areas (the square spaces on the map). Auxiliaries (round counters) are best in dispersed operations in the wilderness (the round spaces on the map).

Units are rated for combat strength and movement. All units have two steps—full strength on the front, reduced strength on the back (boxed in white).



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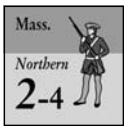
3.11 Drilled Troops include:



Regulars—Professionally trained infantry, mostly from Europe, accompanied by artillery, engineers, and so forth (all 4-4 and 3-4 units plus the French 1-4 Marine Detachments).



Provincials—Regiments raised by British colonies in emulation of European Regulars.

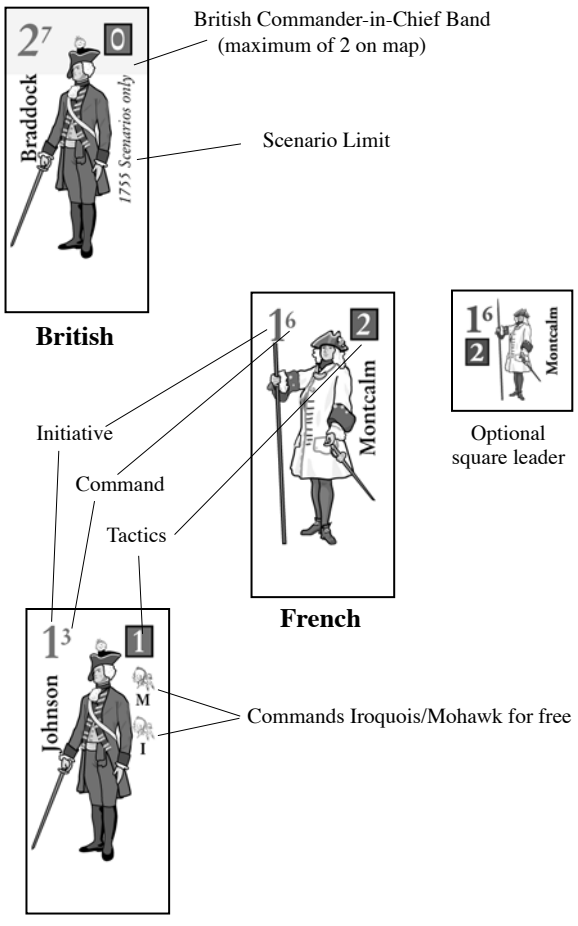


Light Infantry—Professionally trained British troops selected, equipped, and conditioned for flanking and advance guard duty. They emphasize marksmanship and use of terrain but commonly operate as an extension of an European army rather than in the more independent style of North American irregulars.

3.12 Militias include:



British Colonial and French Canadian Militia—Local inhabitants organized temporarily for frontier or territorial defence and given minimal training and equipment.



3.13 Auxiliaries include:



Indians—North American Indian warriors allied to the European combatants for their tribe's strategic advantage, out of personal loyalty or antagonism, or for plunder. They excelled at wilderness fighting, but were hesitant to participate in prolonged campaigns.



Coureurs des bois—"Runners of the Woods," French irregulars recruited from trappers and other French Canadian frontiersmen, and adept at Indian-style wilderness fighting.



Rangers—The British equivalent of *Coureurs des bois*, recruited most famously by Robert Rogers of New Hampshire.

3.2 Leaders

Leaders are used to command units. Leaders are rated for:

- Initiative—how easy it is to Activate them (1 = easiest).
- Command—how many units they can command for movement (the force activation limit). This rating also serves to denote rank—subordinate leaders must have the same or lower Command rating as the leader to which they are subordinate [5.3.4].
- Tactics—their talent for combat, siege, and raiding.



~ PLAY NOTE: This edition of the game includes both stand-up and square pieces for each leader. We recommend using the stand-up pieces for commanders of forces [5.34] and the square pieces for subordinates or leaders without units.

3.3 Markers

Markers are included for fortifications, Indian alliances, raided spaces, game record tracks, and the effects of various Events. Their use is explained in the applicable rules or on Event cards.

4.0 SEQUENCE OF PLAY

See the scenarios in the PLAYBOOK for game length and setup information. *WILDERNESS WAR* is played in a series of hands of cards, each of which constitutes a season. Two hands (representing an "Early Season" and a "Late Season") plus some year-end activity constitute a year. Play follows this order:

A. Early Season

A.1 Deal Cards. Deal each player cards as specified in the scenario set up. Events during the game can change the number of cards players receive.

A.2 Action Phases. Beginning with the French, players alternate taking Action Phases. Each Action Phase consists of playing a card to activate leaders and units, build fortifications, or introduce an Event. Continue until both players have played all their cards.

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Exception: When a player has one card left, he may announce that he will pass and hold his card. The held card, if applicable, may be played as an Event during an enemy Action Phase [5.5.6] or held until the following season. If held until the following season, the player must play ALL his cards that season. (Place a "Card Held" marker on the Year track as a reminder.) **~ A player's held card counts against next turn's hand size.**

If a player has expended all his cards—or held his last card—while his opponent has two or more remaining, the opponent plays his cards one after another until finished.

B. Late Season

B.1 Deal Cards. Same as Early Season.

B.2 Action Phases. Same as Early Season.

B.3 Indians & Leaders Go Home. Any Indian units NOT in friendly fortification spaces Go Home [10.4]. Also, any leaders in wilderness or mountain without troops or fortifications are placed in the nearest friendly fortification.

B.4 Remove Raided Markers. Award half a victory point for each "Raided" marker on the map to the side that placed it, rounding totals up [10.3.1 and 13.2.2], then remove all Raided markers from the map.

B.5 Winter Attrition. Units in stacks meeting certain conditions lose steps [11.0].

B.6 Victory Check. Check to see if the game has ended because victory conditions were met [13.1] or the last year of the scenario has been played. Otherwise, begin another year.

5.0 STRATEGY CARDS

5.1 General

The cards are the "engine" that drives a game of *WILDERNESS WAR*. The players initiate movement, combat, construction, and a variety of special events through the play of cards.

5.11 All cards are usable by both players for activation of leaders and units or for construction.

5.12 Red symbol cards are usable as Events only by the British, while blue cards are Events used by the French. A card with a red and blue symbol is usable as an Event by either player.

5.13 Events with brown backgrounds around their name are playable as response cards during the middle of an Action Phase.

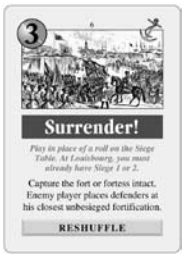
5.2 Card Deck

5.21 Both players are dealt cards from a single, facedown draw pile. The scenario instructions state how many cards players receive.

5.22 As cards are played, they are placed into a faceup discard pile. Certain Events allow a player to draw a card from the discard pile into his hand.

5.23 If a card which says "REMOVE" is played AS AN EVENT (only), it is removed from the game rather than added to the discard pile.

5.24 Players may inspect the number of cards left in the draw pile, the number of cards in players' hands, and which cards have been discarded or removed from play.

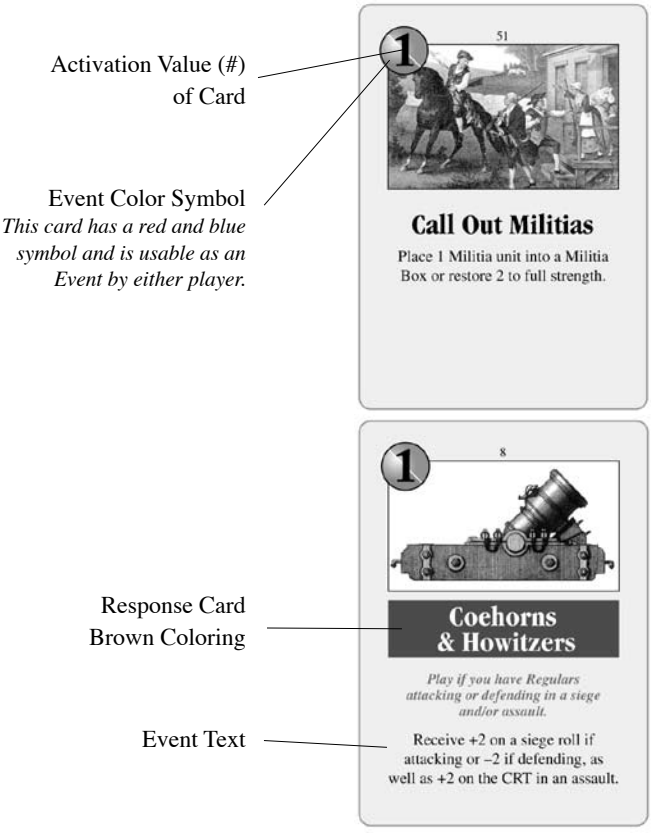


5.25 If the draw pile runs out when more cards are needed for the deal, or at the end of any season in which the SURRENDER! card has been played—whether or not for the Event (and even if a player was forced to discard it)—then reshuffle the discard pile and any remaining undealt cards together.

PLAY NOTE: Upon playing the SURRENDER! card, place it face up on the draw pile to serve as a reminder that the deck needs to be reshuffled.

~ CLARIFICATION: If SURRENDER! hasn't been played, and there aren't enough cards in the Draw Pile to refresh both player's hands, deal out the remaining cards in the Draw pile. Then reshuffle the Discard Pile and deal enough cards to fill both hands.

5.26 Card Options. During each Action Phase, the active player plays a card and chooses one use—EITHER "activating" leaders and/or units [5.3], OR carrying out construction of forts or stockades [5.4], OR causing the card's Event to occur [5.5].



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5.3 Activation

5.31 Either side can use any card (regardless of colored symbol) to activate leaders or units. Only activated leaders or units may move, initiate combat, carry out sieges, or Raid. An individual unit or leader may only be activated once per Action Phase.

5.32 Each card can be used to activate:

- Individual Auxiliary units and/or leaders moving alone totaling up to the card's number value. Indian units each count as only HALF a unit toward this total, OR
- One Drilled Troops unit, regardless of the card's number value, OR
- One force [5.3.4] under a leader with an Initiative rating equal to or lower than the number value of the card.

EXAMPLES: The French player could use a 3-value card to activate two Indian units plus one Coureurs unit plus any one leader moving alone. A force led by a "1" leader could be activated with any value card. A force led by a "2" leader may only be activated with a "2" or "3" card; and by a "3" leader only activates with a "3" card.

5.33 Activating Individually. Units and leaders activating alone can be anywhere on the map. When several units are activated individually, the player designates all that will be activated (we suggest tilting the counters), then the player completes the movement, combat, and Raiding for each before beginning with the next. Movement order need not be predesignated.

5.34 Activating a Force. A leader may "command" (activate as a force to move together) units stacked with him up to his Command rating, PLUS any subordinate leaders, ALONG WITH units up to the Command ratings of each of those subordinate leaders. Any leader in a space may be chosen to command, but only leaders with the same or lower Command rating may be subordinate.

Definition: A "force" is any group of units and leaders subordinate to a particular leader (a leader MUST be present). Force activation limits must be observed for Movement [6.0], Intercept [6.7], and Avoid Battle [6.8]. ~ Such limits do not affect Battles [7.0], Sieges [8.2], Assaults [9.0] or Raids [10.0].

EXAMPLE: A force under Murray (1-5-0) that includes Webb (3-5-0) and Bradstreet (1-4-1) as subordinates could move with up to 14 units, all activated together with either a 1, 2 or 3 card.

PLAY NOTE: The CAMPAIGN event activates two leaders and their forces, if any (the leaders do not need to have units to activate).

5.35 Co-Existence. Commanding and subordinate leaders and their force composition need only be defined for the duration of an activation, or at the instant of defending in a Battle, Avoiding Battle [6.8], Intercepting [6.7], and so on. Otherwise, numerous leaders and units can coexist in a space without defining subordinates or forces.

5.36 Sequence of Actions. Each active force or individually-activated unit or leader conducts any of the following actions that apply in the following order:

- Movement [6.0]
- Battle [7.0]
- Raid [10.0]

Alternatively, an activated force that does not move may Siege [8.2] and/or Assault [9.0] a fort or fortress.

~ ***Important:*** A unit or leader may not be activated if it previously participated in combat (per 8.251) or assault (per 9.12) in the current Action Phase.

5.4 Construction

A player may play any card to build EITHER stockades OR forts (not both).

Exception: A player may NOT carry out construction with two card plays in a row, even after beginning a new season.



5.41 Stockades. Place stockade markers (one per space) totaling up to the number value of the card. Stockades may be placed in any spaces occupied by friendly supplied [12.0] Drilled Troops units, or in any cultivated spaces that were originally friendly to the placing player (no friendly units need be present). They may not be placed in spaces containing enemy units or fortifications.



5.42 Forts. Construct forts in spaces occupied by friendly supplied [12.0] Drilled Troops units. Forts Under Construction counters (pickaxe symbol) may be placed, and previously-placed Pickaxes may be flipped to their completed side, up to the value of the card being used.

EXAMPLE: A player could use a 3-value card to flip one Fort Under Construction marker to become a completed fort and to place two new Pickaxe markers on other spaces. He could NOT place both stockade and fort markers with the same card, nor could he use a 2 or 3 card to place a Fort Under Construction marker and complete it in the same Action Phase.

5.43 One Per Space. No space may have more than a single completed fortification. Construction may not occur in a siege space. Stockades and forts may not be built in fortress spaces. Stockades may not be built in spaces with completed forts. If a fort is completed in a space with a stockade, remove the stockade. Fortresses may never be built or removed.



5.44 Forts Under Construction. These provide no benefits to the owner, nor any hindrance nor Victory Points to the enemy—in effect, they do not exist until completed.

5.45 Enemy Destruction/Capture. A stockade is Destroyed (removed) if enemy Drilled Troops units win a Battle in the space. The stockade is Captured intact (flipped over to the new owning side) if enemy Drilled Troops units enter an otherwise unoccupied stockade space. In either case award 1 VP. A Fort Under Construction is removed whenever a space is solely occupied by enemy Drilled Troops units. See Sieges [8.2] for how

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fortresses and completed forts are captured. Stockades also can be destroyed in Raids [10.31].

5.46 Demolition. At any time during his OWN Action Phase and at no activation cost, a player may demolish (remove) any of his own UNBESIEGED forts or stockades anywhere on the map. Stockades and Forts Under Construction may be demolished without VP penalty, but demolishing a fort costs 1 VP.

5.5 Events

5.51 If a card is played as an Event, follow the instructions on the card. Markers are provided for use on the Year track as appropriate reminders of the effects of the following Events:

- Diplomatic Revolution
- William Pitt
- Louisbourg Squadrons/No Amphib
- Louisbourg Squadrons/No French Naval
- Quiberon
- British/French Blockhouses
- Cherokees/Cherokee Uprising

5.52 Reinforcements and Replacements. When an Event calls for the placement of units, they must come from counters which are not currently in play. The counters provided in the game are a limit on the entry of units.

PLAY NOTE: Due to the nature of the reinforcement Events and the counter mix, eliminated Regulars and Coureurs units are removed permanently from the game, while Provincials, Light Infantry, Militia, Indians and Rangers units may re-enter the game by play of the appropriate card.

5.521 Units always enter at full strength.

5.522 Units may NEVER enter the game at a space occupied by enemy units or fortifications, including besieged spaces [8.2]. If no suitable entry space is available when an Event is played, the reinforcements are not received.

5.523 Certain Events allow reduced-strength units to be restored (flipped back) to their full-strength sides. Units may NOT be restored from reduced strength to full strength while Besieged [8.22] or if they are Out-of-Supply Drilled Troops [12.3].



5.53 Indian Alliances. Cards 23 through 30 may be played as Events to secure Indian allies, either entering them as new units or restoring reduced units already on the map.



5.531 Indian unit counters, settlements on the map, and related Event cards are color-coded for ease of play:

- **Northern Indians** (pro-French, blue stripe): Abenaki, Algonquin, Caughnawaga and Mississauga.
- **Western Indians** (pro-French, orange stripe): Delaware, Mingo and Shawnee.
- **Pays d'en Haut Indians** (pro-French, half orange and half blue stripe): Huron, Ojibwa, Ottawa and Potawatomi. These can be placed with either the Northern or Western Alliance Events.
- **Iroquois** (neutral, gray stripes): Seneca, Cayuga, Onondaga, Tuscarora and Oneida.
- **Mohawks** (pro-British, red stripes).
- **Cherokee** (pro-British, green stripes).



5.532 Players should mark settlements with Allied markers while the corresponding Indian units are on the map, as reminders of where units are to "Go Home" and of allied settlements' vulnerability to enemy Raids. If all Indian units from a settlement are eliminated, immediately remove the Allied marker—that settlement is no longer a Raid target.

PLAY NOTE: This means that if a would-be Raider eliminates the last step of Indians from a wilderness settlement in a Battle at that settlement, no Raid occurs.

Important: Settlements—allied or not—are no hindrance to enemy movement.

5.533 The game has (gray) counters to represent Iroquois tribes allied to either the French or the British. An Iroquois unit may not be entered if the corresponding enemy Iroquois counter of the same name is already on the map.

5.534 The only British leader who can command Mohawk or Iroquois units is Johnson, and he commands any number of them for free (they do not count against his command rating). French leaders command Indians normally and British leaders command Cherokee normally. (Any Indians may be activated individually.)

EXAMPLE: Johnson (1-3-1) could command a force of three Regulars units (his Command rating), both Mohawk units and all five British Iroquois units.

HISTORICAL NOTE: William Johnson, Superintendent of Northern Indian Affairs and "Colonel of the Six Nations," was Britain's principal diplomatic link to the Iroquois, especially the Mohawk.

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5.54 British Colonial Politics. The COLONIAL POLITICS event moves the position of the marker on the Provincial Assemblies Track—which restricts the number of British Provincial units that may be in play, by Department. When the French play COLONIAL POLITICS, the British player must immediately select Provincial units in excess of the limits stated on the Provincial Assemblies Track and eliminate them.



Exception: In the unlikely occurrence that more than the allowed number of Provincial units are besieged [8.2], they are exempt from this restriction until the next French play of COLONIAL POLITICS.

5.55 British Leader Reinforcements: When a British Event calls for leader placement, the British player draws the appropriate number of leaders randomly from a pool, then chooses where they enter. The British may NOT have more than two leaders with Command ratings of "7" in play. Whenever a third is chosen from the pool, the British player must immediately choose and remove from the game one of the other two already on the map. If both on-map "7" leaders are besieged, return the third to the pool (without substitution).

HISTORICAL NOTE: The British suffered command disruptions until a satisfactory commander-in-chief for North America was found.

5.56 Response Events. Events with a BROWN background around the name (only) may be played during friendly or enemy movement or other unit activity. Their play does not replace the normal card play during the Action Phase.

EXAMPLE: An active player could play the SURRENDER! event immediately upon fulfilling the requirements for making a siege roll, thereby removing the need for a successful Siege and Assault.

6.0 MOVEMENT

6.1 General

Active forces, individual units, or individual leaders move in one of three ways, which may not be combined during the same activation:

- Land movement is along any land (brown) or river/lake (blue) connections.
- Boat movement is faster, but is mostly restricted to river/lake connections.
- Naval movement is from port to port.

A force may NOT "pick up" additional units or leaders as it moves, but MAY drop off subordinate units or leaders, which move no further that Action Phase.

6.2 Land Movement

Land movement is conducted by entering adjacent spaces up to the movement allowance of the moving unit/force, along any combination of land AND/OR river/lake connections.

- Drilled Troops that pass through a wilderness space stop in the NEXT space—UNLESS moving with Auxiliaries.
- Auxiliaries that pass through an enemy cultivated space stop in the NEXT space—UNLESS moving with Drilled Troops.
- All units/leaders must stop upon entering a mountain space.

Exception: Spaces that have friendly fortifications do not count for the above three restrictions. For example, a Regulars unit may pass through four wilderness and mountain spaces if each space has a friendly stockade or fort.

HISTORICAL NOTE: Auxiliaries help Drilled Troops find their way in the wilderness. Auxiliaries without Drilled Troops move more cautiously amidst hostile populations.

6.21 Leaders moving alone have a movement allowance of 6.

6.22 A force moves at the rate of its slowest unit. If slower units are dropped off, faster units may continue moving up to their higher movement rate.

PLAY NOTE: French play of a FOUL WEATHER event precedes any British play of GEORGE CROGHAN.

6.3 Boat Movement

Boat Movement is conducted by moving up to nine spaces (regardless of terrain) using only river/lake connections.

Exception: A force or unit moving by boat may pass over ONE land connection during its activation if each end is either an originally-friendly cultivated space or a friendly fortification (even if besieged, though the force or unit would have to stop upon entering it).

HISTORICAL NOTE: Much of the movement of men and supplies in the war was via bateau (a flat-bottomed boat holding 20 men) or canoe. At several stretches between bodies of water, goods and often the boats themselves had to be hauled along portage roads or paths—called "carrying places" or "carries"—such as the 14-mile carry between the Hudson River and Lake George, which by 1757 was protected by British forts at either end.

6.4 Naval Movement

Naval Movement is conducted by moving directly from one friendly-controlled port to another. The French may naval move only between Québec and Louisbourg.

6.41 A FORCE may only naval move if activated with a 3-value card. (All 3-value cards are marked with an anchor to show that they enable an entire force to naval move.)

6.42 Units or leaders activated INDIVIDUALLY may naval move with any card.

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6.43 British Amphibious Landings. The British may use a special kind of naval movement only along the "Amphibious" arrows on the map.



6.431 To make an Amphibious move, in addition to the card used to activate movement, the British player must play an AMPHIBIOUS LANDING card (which has an Event name on a brown background). The British must control the port of departure, but not the destination space. Place an "Amphib" marker in the destination space. If that space ever becomes solely occupied by French units that include Drilled Troops ~ or an unbesieged French fortification, remove the Amphib marker.

PLAY NOTE: Thus, the Amphibious arrows mean that the British can launch Amphibious Landings from Halifax (only) against Louisbourg, or from Louisbourg (once the fortress is captured) to Baie-St-Paul, Île d'Orléans or Rivière-Ouelle. The arrows do not affect normal naval movement.

Important: If the French player wishes to block a British naval movement with a FOUL WEATHER event, he plays it AFTER the British player plays a card for activation but BEFORE play of AMPHIBIOUS LANDING.

6.432 An "Amphib" marker has the following effects:

- It allows normal British naval movement (not Amphibious Landings) between the Amphib space and any British-controlled port—even if a Siege is underway in the Amphib space.
- It maintains British control of Louisbourg (no British unit need be present).
- It allows British retreat from the Amphib space directly to any British-controlled port.
- It allows British placement of reinforcements as if the space were a port.

  ~ Clarification: Reinforcements CANNOT be placed on an Amphib Marker in a besieged space [8.22].
- ~ It allows British Avoid Battle from the Amphib space directly to any British controlled port, not just an adjacent space [6.811].

6.5 Moving Into Enemy-Occupied Spaces

6.51 A unit or force using any kind of movement to enter a space occupied by unbesieged enemy units or fortifications must stop and take the appropriate action as listed below:

- If the space has enemy units, the moving unit or force must attack (the enemy units defend). Attackers may continue moving after an Overrun Battle [7.82], or if all defenders Avoid Battle [6.82].
- If the space has an enemy fort or fortress while no enemy units defend outside [8.1], place a "Siege 0" marker on the fortification.



- If the space has an unoccupied enemy stockade and the moving unit or force includes Drilled Troops, the stockade is captured intact (flip the stockade marker, award 1 VP).
- If the space has an unoccupied enemy stockade and the moving unit or force includes Auxiliaries without Drilled Troops, then the Auxiliaries must Raid [10.0].

6.52 Only a unit or force that includes Drilled Troops may enter an unbesieged enemy fort or fortress space.

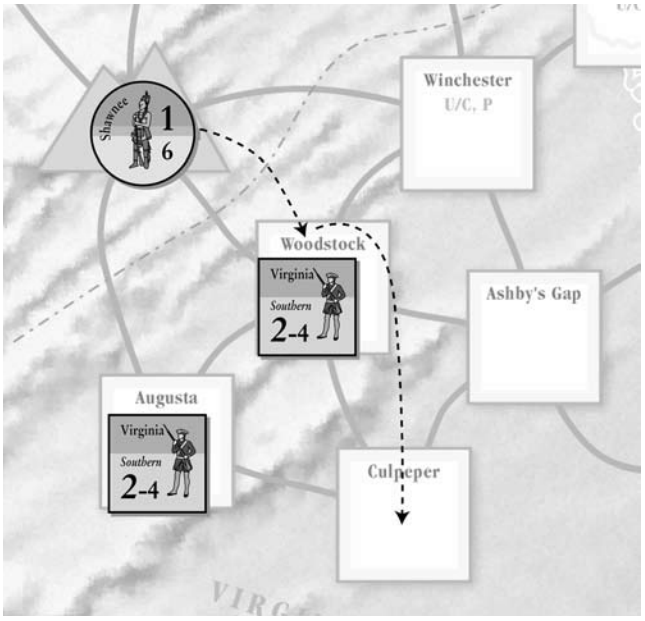
6.53 Leaders moving alone cannot enter an enemy-occupied space. If a leader is ever without friendly units or fortifications in an enemy-occupied space, he must retreat or be eliminated [7.92].

6.54 Leaders alone, Forts Under Construction, and settlements are no hindrance to movement.

6.6 Infiltration

~ A lone Auxiliary unit (either activated individually or commanded by a leader and moving without any other units) may move by land or boat THROUGH one or more spaces occupied by enemy units or unbesieged enemy fortifications.

PLAY NOTE: Infiltration is the only way that Auxiliaries moving without Drilled Troops may enter unbesieged enemy fort or fortress spaces.



EXAMPLE: Virginia units are in Woodstock and Augusta, and a Shawnee unit is in Allegheny South. The Shawnee moves into Woodstock, attempting to Infiltrate to Culpeper. The Virginia unit in Woodstock attempts to Intercept the Shawnee in Woodstock and fails on a roll of 2. The Shawnee enters Culpeper, where the Virginia unit in Augusta may attempt Interception, but the unit in Woodstock may not because the Shawnee is moving from the Woodstock space.

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~ 6.61 A unit that attempts to Infiltrate must have sufficient movement allowance (or remainder of the nine spaces by boat), assuming successful Infiltration, to reach a space that it may enter without using Infiltration.

6.62 Regardless of terrain and unit types, an Infiltrating unit is subject to Interception [6.7] by enemy units within the same space.

6.63 An Infiltrating unit (along with any accompanying leaders) is eliminated if it is forced back (either by retreat from Battle or by the LAKE SCHOONER event) into an enemy-occupied space.

6.64 An Infiltrating unit may end its movement or keep moving (and may conduct additional Infiltrations). If it ends movement in an enemy-occupied space, it causes a battle [6.51].

6.7 Interception

6.71 General. Units may attempt to Intercept enemy units that are using land, boat, or naval movement (not Retreating, Intercepting, or Avoiding Battle) to enter spaces adjacent to them. Units being Infiltrated also may try to Intercept within their space. For each Interception attempt, first designate which leaders and units will make the attempt. Then roll one die and add the Tactics rating of the Intercepting commander, if any, to the roll. Interception succeeds on a modified die roll of 4 or higher.

- **~** If successful, place the Intercepting force or unit into the space with the Intercepted enemy—who must immediately attack in a Battle (i.e., the activated, moving unit or force will be the attacker, the Intercepting unit or force will be the defender.) All defenders not inside a fort or fortress must participate [7.1].
- If the Interception attempt fails, the moving units may continue normally.

6.711 If units Intercept into a space where their side has an unoccupied stockade, the stockade is not captured but remains in place and benefits them in the ensuing Battle [an exception to 6.51].

6.712 If an Auxiliary unit is Intercepted while attempting to Infiltrate an enemy fort or fortess space, it attacks the Intercepting units in a normal Battle outside the fortification, but the Infiltrator (only) must retreat—regardless who wins.

~ Clarification: First, attempt Interception. Then, units that started in the fort/fortress space may retreat inside (Intercepting units must fight).

6.72 Who May Interecept. For each space a moving enemy force or unit enters, you may attempt Interception with any ONE unbesieged force or individual unit that is adjacent or in the same space. Leaders may not Intercept alone. An intercepting force need not include all units in a space, and it may not exceed the force activation limits of the commanding leader and any subordinate leaders [5.34].

6.721 A lone Auxiliary unit (with or without leaders) entering a wilderness or mountain space may be Intercepted ONLY by a lone enemy Auxiliary unit (with or without leaders).

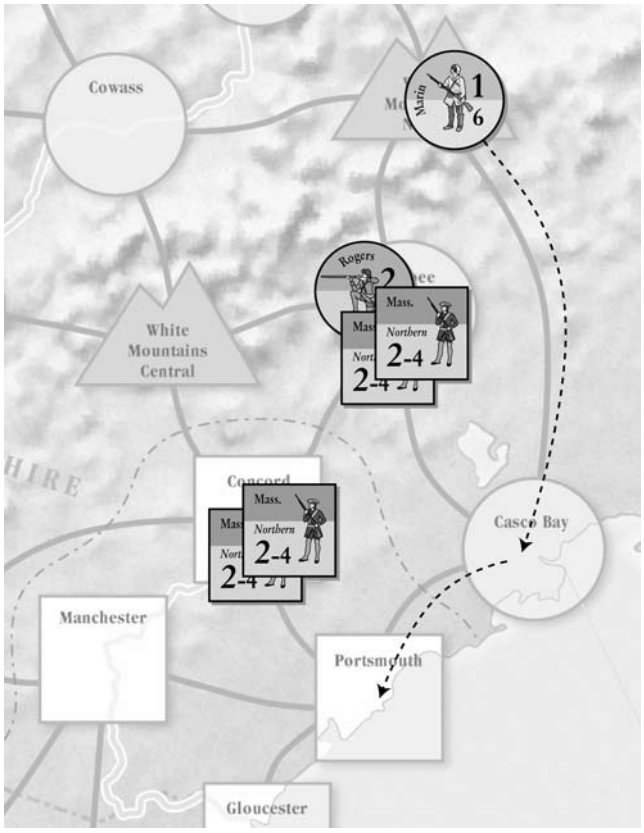
Exception: This restriction does NOT apply to Interception against Infiltrators within the same space [6.62].

6.722 Units entering a space already occupied by their side's unbesieged units (not leaders alone) or fortifications may NOT be Intercepted.

6.723 Leaders moving alone can NOT be Intercepted.

~ 6.724 Units may not Intercept an enemy leaving their own space.

EXAMPLE: If Interception against a unit attempting to Infiltrate [6.62] fails, or if no attempt is made, any Infiltrated units may not attempt Interception against the Infiltrating unit in the next space it enters. If all besieging units leave a space, the formerly besieged units may not Intercept in the first space entered.



EXAMPLE: Ossipee and Concord each contain two British Provincial units and Ossipee also contains a Ranger. A French Coureurs unit is in White Mountains North and intends to move to Casco Bay, then Portsmouth, then Gloucester in order to Raid. Only the Rangers can attempt to Intercept the Coureurs in Casco Bay, which is wilderness, succeeding on a roll of 4-6. If they fail and the Coureurs enter Portsmouth—a cultivated space—one (only) of the two Provincials in Concord could attempt to Intercept the Coureurs in Portsmouth. If Concord also contained the leader Bradstreet, he and both Provincials could attempt to Intercept into Portsmouth together, succeeding (with a +1 for Bradstreet) on a 3 or higher.

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6.8 Avoiding Battle

Any ONE unbesieged force or individual unit in a space about to be attacked may attempt instead to Avoid Battle. An Avoiding force need not include all units in a space, and it may not exceed the force activation limits of the commanding leader and any subordinate leaders [5.34]. Roll a die and add the Tactics rating of the Avoiding commander, if any. On a modified roll of 4 or higher, the Avoiding force or unit is placed in a single adjacent space.

Exception: In wilderness or mountain spaces, an Auxiliary unit or a force whose units include only Auxiliaries may automatically Avoid attackers who have no auxiliaries.

6.81 The adjacent space to which the avoiding units move may not be the one from which the attacker entered, nor may it contain unbesieged enemy fortifications or units.

~ 6.811 British units in an Amphib space may Avoid Battle directly to any British-controlled port [6.432].

6.82 If all defending units successfully Avoid, the active force or unit may continue moving. If the active force/unit again moves into the defenders' space, they may again attempt to Avoid Battle.

Exception: If the space has an enemy fortification, the active units must stop. If it is a fort or fortress, place a "Siege 0" marker. If it is a Stockade, Drilled Troops capture it—flip it and award 1 VP—while Auxiliaries without Drilled Troops must Raid.

6.83 A force or unit can Avoid out of a fort or fortress space while other units stay inside [8.1]. But if Avoidance fails, the Avoiding group must defend in a Battle while the group inside the fortification remains inside.

~ Clarification: Declaration of "inside" or "outside" comes before "Avoid Battle" die roll is made.

6.84 Intercepted and Intercepting units are not allowed to Avoid Battle. Intercepting units which fail their Interception attempt also may not Avoid Battle if later attacked during the same enemy move.

6.85 A player may not Avoid Battle from a space with some units and attempt to Intercept into it with others (whether successful or not) during the same enemy move—he must chose one or the other.

7.0 BATTLES

7.1 General

A Battle occurs when an active force or unit ("the attackers") moves into a space containing enemy units ("defenders"). With the exception of units and/or leaders inside a fort or fortress [8.1], Battle in such a space is mandatory and all other units present must participate.

Important: "Battles" are distinct from "Assaults," which are combat between besieging and besieged units [9.0].

7.2 Resolving Battles

Battles are resolved with the following procedure:

A. Determine if any Militia will participate [7.3].

B. The attacker and then the defender, if they wish, play one or more Events to influence the combat.

C. Each side totals its combat factors to determine their column on the Combat Results Table (CRT), applies die roll modifiers (DRMs) or other modifications [7.5], and rolls a die.

D. Unit step and leader losses, if any, are inflicted according to the results read from the CRT.

E. A winner is determined [7.8] and VPs awarded.

F. Militia return to their box and the loser retreats.

7.3 Militia

When any Battle is to occur in an originally-friendly CULTIVATED space (including outside a fort or fortress), any or all Militia units in the box corresponding to that Department may participate. The owning player simply places them in the Battle space. Because Louisbourg is not part of any Department, Militia may never deploy there.

Exception: Militia may not deploy on the map for Battle if the enemy has placed any "Raided" markers within that Department that year (but, see 10.2).

7.4 Events Influencing the Combat

The attacker must play all Event cards he wishes to use for that Battle before the defender does.

EXAMPLE: After the attacker's option to play cards, the defender plays a Fieldworks card and places a Fieldworks marker. The attacker is also holding a Fieldworks card, but may not play it to remove the marker for this Battle, because the attacker always plays all his cards first.

7.5 DRMs and Column Shifts

The Combat Results Table (CRT) summarizes the following die roll modifiers (DRMs) and other modificatons for leaders, unit types in certain terrain, stockades, and Event cards.

~ 7.51 For Battles, Sieges [8.231], Assaults [9.0], and Raids [10.0], the active side adds the activated leader's Tactics Rating, and the non-active side uses the Tactics rating of any one leader with the highest Command rating in the space. For Intercepting [6.7] or Avoiding Battle [6.8], use the commander of the force making the attempt. For "dropped off" Raids [10.13], use any leader in the space that could command the force. Force activation limits [5.34] do not apply to combat.

7.52 If only one side in a Battle (not Assault) in wilderness or mountain terrain has Auxiliaries or Light Infantry, the other side suffers a –1 DRM.

7.53 If only one side in a Battle (not Assault) in cultivated terrain has Regulars, the other side suffers a –1.

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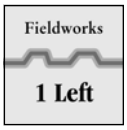
7.54 If attacking in an Amphibious Landing and/or against defenders in a stockade space, the attacker suffers a –1 for each that applies.



7.55 If attacking defenders under a Fieldworks marker (regardless of when the marker was placed or what type of units are defending), the attacker shifts one column to the left. ~ One Fieldworks marker per space.



7.56 If only one side in a Battle (not Assault) in wilderness or mountain played an AMBUSH! event, its combat strength is doubled (before any column shift) and it fires first. The other side takes losses first, then fires with its surviving combat strength.

7.6 Step Losses

Each side's fire on the CRT inflicts a number of step losses. Unless an AMBUSH! event has been played, results are simultaneous. However, the attacker must assign his step losses (flip and eliminate units) before the defender assigns his.

7.61 All units at full strength have two "steps." A full strength unit that loses one step flips over. A reduced strength unit (already "flipped") that loses one step is eliminated. When eliminated, the Regulars and Coureurs units are removed permanently from the game. However, eliminated Provincials, Light Infantry, Indians, Militia and Rangers may re-enter the game by play of the appropriate card.

~ 7.62 The owner chooses which specific units take losses, but at least half (rounded up) of the step losses must be fulfilled from a Drilled Troops unit, if available. This takes precedence over 7.63.

~ EXAMPLE: If five losses are suffered in a Battle, at least three of the steps lost must be from Drilled Troops units if there are at least three steps of Drilled Troops units in the stack.

~ 7.63 Except as required to meet the Drilled Troops loss requirement above, a player may not assign overall losses from a battle such that some units are eliminated while others remain at full strength.

~ EXAMPLE: Three Indian units and one Light Infantry unit (at full strength) suffer a 3-step loss in a Battle. The Light Infantry is eliminated and one step loss comes from any Indian unit (7.62 takes precedence over 7.63).

7.64 Leaders are never removed due to step losses. If all units are eliminated in a Battle, any leaders retreat [7.9].

7.7 Leader Losses

Either side's leaders may be killed (removed from the game). If you roll a natural "1" or "6" (before DRMs) AND cause at least one step loss, the opposing player must roll a die for EACH of his leaders involved in the Battle. A roll of "1" for any leader kills him.

7.8 Winner/Loser

If only one side has surviving units, it wins. Otherwise, the side that caused the higher number of step losses wins. The defender wins a tie. ~ The side that caused most step losses on the CRT wins if both eliminated. Defenders still win ties.

7.81 The winner of the Battle is awarded 1 VP if the losing side included at least one Regular unit or more than four units of any kind.

7.82 Overrun. If there are no defending fortifications and the attacker eliminated all enemy units without suffering any step losses himself, he may continue moving as if the space had been unoccupied.

7.9 Retreat

7.91 In step F of the Battle, return any surviving Militia to their box (reduced units remain reduced). Then retreat the losing leaders and units to one or more spaces adjacent to the Battle space (defenders may split up).

Exceptions: Units defending outside a fort or fortress may retreat inside [8.1]. British retreating from an "Amphib" space may be placed in any British-controlled ports [6.432] within the usual requirements [7.92].

7.92 Any retreating units or leaders that cannot meet the following requirements are eliminated:

- The French may never retreat via naval movement (and thus may not retreat from Louisbourg). The British may do so from an "Amphib" space [6.432].
- Losers may not retreat to a space with unbesieged enemy units or fortifications.
- Defenders may not retreat into the space from which the enemy entered.
- Attackers must retreat back into the space from which they entered.
- Drilled Troops must retreat to either a cultivated space or a friendly fortification.

PLAY NOTE: This means that it can be very risky, for example, to move with Drilled Troops in the midst of wilderness without securing a line of retreat via stockades or forts.

EXAMPLE: A defending stack containing a Drilled Troops unit, an Auxiliary unit and a leader is forced to retreat. The defenders have several options. All could retreat together to a cultivated or fortification space. The Drilled Troops could retreat to such a space, while the Auxiliaries retreat to a wilderness or mountain space, and the leader could accompany either unit or retreat into a third space alone.

~ NOTE: See 6.53 for leaders alone in a space.

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8.0 FORTS, FORTRESSES AND SIEGES

8.1 Battles Outside Forts or Fortresses

When units move into a space with both enemy units and an unbesieged enemy fort or fortress, the defending player must decide which units and leaders will defend inside and which outside. Players may designate units "inside" by placing them under the fort marker or on the fortress symbol directly. Defenders at a stockade may NOT similarly avoid an attack by going "inside"—instead a Battle results normally with the attacker suffering a –1 DRM for the stockade.

~ Clarification: If Infiltrating a fort or fortress space [6.6], the inactive side first attempts any Interception [6.7]. Then, units that started in the fort/fortress space may retreat inside (Intercepting units must fight).

~ Clarification: Declaration of "inside" or "outside" comes before "Avoid Battle" die roll is made.

8.11 No more than four units and any number of leaders may defend inside a fort. Any number may be inside a fortress.

8.12 If any units defend outside, they fight a Battle without help from the fortification or any units or leaders inside it.

8.13 If the defenders lose a Battle outside a fort or fortress, they retreat either into adjacent spaces normally, or some or all may retreat inside the fortification (up to four units if a fort).

8.2 Sieges

8.21 If friendly units are in a space with an enemy fort or fortress (not stockade) but no enemy units are outside the fortification, then the fort or fortress is besieged. Place a "Siege 0" marker on the space. Any space with a siege marker (0, 1, or 2) on it is "besieged" (a "siege" space), and any units or leaders inside the fort or fortress are "besieged" units or leaders.

EXAMPLES: Placement of a Siege 0 marker would occur: a) immediately after defenders lose a Battle outside a friendly fort or fortress, or b) if all units choose to defend inside, or c) if enemy units move into an otherwise unoccupied fort or fortress space.

REMINDERS: Only a unit or force that includes Drilled Troops may enter an enemy fort or fortress space that is not already besieged [6.51]. Stockades, though included in the term "fortifications," can never be besieged. They provide a DRM in Battle but are eliminated if the defenders lose the Battle [6.5].

~ 8.22 Siege Spaces. A besieged fortress (or fortress/port) space is controlled by neither side for the purposes of naval movement, reinforcements, victory, or requirements for the play of an Event [Exception: 13.12]. Reinforcements may never be placed in a siege space, although units outside can be restored to full strength. Units and leaders which are INSIDE a fortification under Siege cannot be removed nor restored to full strength by an Event. If subsequently the Siege is lifted, they can be restored or removed only by newly-played Events.

Exception: Besieged units CAN lose steps and be removed by the SMALL POX event.

8.23 Resolving a Siege. To capture a fort or fortress, besiegers must first increase the "siege level" by rolling on the Siege Table. The siege level begins at "0" and can be increased to either "1" or "2."

8.231 To increase the siege level, the besieging stack must begin an Action Phase in the besieged space (there would already be a siege marker) and must include supplied [12.0] Drilled Troops and at least one leader. The besieging player then activates a leader with the highest command rating in the space (regardless of how many units or subordinate leaders are present). There is no movement. Either player may play the COEHORNS event. Then the Active player rolls a die and checks the Siege Table, applying all applicable modifiers and adjusting the siege marker as indicated. Possible DRMs (also summarized on the Siege Table):

- Add the Tactics rating of the besieger's commanding leader.
- Subtract the Tactics rating of the defender's commanding leader.
- If the besieger played the COEHORNS event, add two; if the defender played the Event, subtract two.
- If the Siege is at Louisbourg, subtract one.

~ Clarification: To roll on the Siege Table, a FORCE (not an individual leader or unit) must be activated, though force limits can be ignored. For example, if Loudoun is the highest ranking leader in a siege space, a "3" card would need to be played to roll on the Siege Table.

~ Clarification: SURRENDER! may be played after COEHORNS. A siege roll may enable SURRENDER! even if the fortification's siege level [8.24] has been reached. SURRENDER! does not prevent the effects of MASSACRE!.

8.232 If a besieged space ever becomes vacant of besieging units, remove the siege marker.

8.24 Assault Possible. If the required siege level has been reached ("1" for forts, "2" for fortresses), the active force may IMMEDIATELY Assault [9.0] in that Action Phase. Assault is not mandatory after siege, but, once declared, must proceed even if the defender waits until then to play COEHORNS. Unoccupied forts or fortresses still must be Assaulted.

Exception: A captured, originally-enemy fortress that the captor leaves unoccupied immediately reverts to enemy control, awarding the owner 3 VPs.

8.25 Breaking the Siege. Besieged leaders and units may be activated normally. They may not leave the space, but may attack the besieging stack in a Battle outside the fortification. Militia may participate.

8.251 If units move into a space in which the enemy is conducting a siege, friendly units inside the fort or fortress MAY participate in the subsequent Battle even though they were not activated.

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8.252 If the besieged units lose the Battle, they retreat back inside and remain under siege. Units that entered from an adjacent space may not retreat inside.

9.0 ASSAULTS

9.1 General

Combat to capture a fort or fortress is called "Assault." To Assault, an active stack may not have moved and the fort or fortress must have reached the required siege level (1 for a fort, 2 for a fortress).

~ 9.11 An Assault may occur immediately after the siege level is reached (1 for a fort, 2 for a fortress). If the siege level was reached in a previous Action Phase, the besieging force (it must include a leader) may be activated to Assault without rolling on the Siege Table.

~ 9.12 As in all combat, force activation limits are ignored (all units and leaders participate). If one force activated by a CAMPAIGN event enters a space where the second activated force is besieging, both may be combined for a subsequent Assault, even though the force that moved would no longer be activated.

9.13 These DRMs and column shifts are applicable to an Assault (also summarized on the CRT):

- Both sides add the Tactics rating of their commander (highest-rated leader)
- Add two to the side that played the COEHORNS event that phase (including a play to influence a siege roll).
- The attacker automatically suffers a one column shift to the left.

9.14 An Assault works just like a Battle, with the following differences:

- No Militia take part.
- Steps must first be lost by both sides from involved Drilled Troops (even if some Drilled Troop units would be eliminated before non-Drilled Troop units are reduced.)
- No retreat occurs.
- No VPs are awarded for the combat itself (but are awarded for capture of the fort or fortress [9.22].)

9.2 Winner/Loser

The Attacker must cause a HIGHER enemy step loss result to win an Assault, otherwise the Defender wins. Eliminating all defending units is NOT sufficient to win: unoccupied forts and fortresses continued to defend themselves on the 0 column of the CRT.

9.21 If the defender wins, the Siege continues.

9.22 If the attacker wins, a fortress is captured intact. A fort is replaced with a Fort Under Construciton marker of the attacker's nationality (to represent damage to the captured fort). Units and leaders defending inside are eliminated. Remove the siege marker and award 2 VPs for a fort and 3 VPs for a fortress.

REMINDER: You must occupy the captured enemy fortress with at least one friendly unit or Amphib marker to maintain control.

10.0 RAIDS



Successful Raids earn VPs, destroy stockades, eliminate Indian units, and block some Militia deployments. A "failed" Raid in the game does not mean that no damage was done—only that it had no particular political or military impact.

10.1 Targets

Any active Auxiliaries not stacked with Drilled Troops and ending their activation in any of the following spaces MUST Raid (roll on the Raid Table):

- An originally enemy cultivated space, OR
- An enemy stockade, OR
- A settlement with corresponding enemy Indian unit(s) CURRENTLY on the map (an enemy "allied" settlement).

~ Clarification: All leaders and auxiliaries in a space Raid together with one roll.

10.11 Spaces with forts, fortresses, friendly stockades or friendly Drilled Troops may not be Raided.

10.12 Active units still Raid after fighting a Battle [5.36].

EXAMPLE: An Auxiliary unit may move into an enemy-occupied stockade space and—if the enemy units lose the resulting Battle and thus retreat—the Auxiliary must Raid the now unoccupied stockade.

~ 10.13 A force may "drop off" Auxiliary units and subordinate leaders in any spaces through which it passes. The dropped-off Auxiliary units Raid, using the highest Command leader with them, after the force that dropped them off has resolved any Battle.

10.2 Militia Deployment Against Raids

If a Raid is against a stockade in an enemy CULTIVATED space, the enemy player MAY place ONE Militia unit from that Department's Militia Box into the space. He may do so regardless of whether or not Raided markers are present already in that Department (i.e., the 7.3 exception does not block this kind of Militia deployment).

~ *Exception:* Militia may not deploy if the Raiding unit(s) already fought a Battle in the stockade space that Action Phase.

10.21 If a Militia unit deploys, the Raiding unit(s) must immediately attack it (in the stockade) in a Battle. After the Battle, surviving Militia returns to its Box.

10.22 If the Raiders win, they carry out the Raid normally.

10.23 If they lose, they retreat normally (they do not Go Home.)

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10.3 Resolving a Raid

First, the defending player may play the BLOCKHOUSES event. Then the Raiding player rolls a die on the Raid Table. Use either the "Stockade/Settlement" or "Cultivated" column, depending on the space being Raided (for a stockade or currently enemy-allied settlement in cultivated terrain, use the Stockade/Settlement column), and apply any DRMs (also summarized on the Raid Table):

- Add the commanding leader's Tactics rating.
- Add one if any Raiding units are Rangers.
- Subtract one if the Raid is within an enemy Department whose Militia Box has two or more Militia units in it (reduced or full).

EXAMPLE: If two or more Militia units (even if reduced or if participated in a Battle) are in a Department's Militia Box, apply a –1 against Raids within their Department. The Militia modify the Raid from their holding box without deploying to the map.



10.31 Raids result in either Success or Failure and can result in step losses (owner's choice) or leader losses for the Raiders. If successful:

- Place a Raided marker,
- Eliminate any stockade in the space,
- Eliminate all unbesieged Indian units, wherever on the map, belonging to the tribe whose settlement has been successfully Raided, and
- Score half a VP during the Remove Raided Markers phase (total rounded up).

10.32 If a natural "1" is rolled on any Raid—or a natural "6" is rolled on a Raid against a stockade or enemy-allied settlement—roll another die for each leader involved. A roll of "1" kills that leader.

10.33 Previously-Raided Spaces. For additional VPs, you may add Raided markers to spaces that already have them ONLY for successfully Raiding stockades or currently enemy-allied settlements—NOT to an empty cultivated space that already has a Raided marker. Auxiliaries ending a move alone in an empty cultivated space with a Raided marker still must roll on the Raid Table and then Go Home—even though Success will have no effect.

10.4 Going Home

Regardless of the outcome of a Raid, all surviving Raiders immediately redeploy. Indians must redeploy if they are not in a fortification during the Indians & Leaders Go Home Phase at the end of each year (4.0 B.3).

10.41 Indians. Pick up and place the Indian unit in its home settlement space.

10.411 If its settlement is occupied by the enemy, the Raiding unit is eliminated.

10.412 If the unit is Cherokee, it is eliminated. ***Exception:*** See 10.422.

PLAY NOTE: A non-Cherokee Indian unit that has Gone Home to its Settlement is still available for activation in a later Action Phase.

10.413 An Indian unit that Goes Home may be accompanied by any leaders or *Coureurs des bois* units stacked with it.

10.42 Non-Indians: *Coureurs des bois,* Rangers, and leaders are immediately placed in the closest friendly, unbesieged fortification (owner's choice).

10.421 "Closest" is determined by counting connected spaces, regardless of intervening enemy presence or terrain.

10.422 Any Indians stacked with a leader may accompany him to the closest fortification.

DESIGN NOTE: This means that Raiding Cherokee are eliminated unless Raiding with a British leader, because "Going Home" means they go off the map.

11.0 ATTRITION

Eighteenth Century armies had to submit to the cycle of the seasons, assembling for campaigns in the spring and dispersing for shelter before the onset of winter—particularly in the wilderness. Players must do the same with their troops if they are to avoid winter losses.

11.1 Who Suffers Attrition

During each Winter Attrition Phase, Drilled Troops may suffer step losses. All besieged Drilled Troops are subject to Attrition, as are any that do NOT occupy one of the following spaces:

- An originally-friendly cultivated space, OR
- An unbesieged fort or stockade space with no more than four friendly units of any kind (leaders do not count), OR
- An unbesieged fortress.

11.2 Attrition Losses

Apply the following losses to each affected stack:

- ~ First, eliminate half (rounded up) of the reduced Drilled Troops units (owner's choice).
- Second, reduce EVERY full-strength Drilled Troops unit.

Exception: The last friendly step in a space (i.e., a lone, reduced unit) is never removed by Attrition.

EXAMPLE: A stack of three reduced and two full-strength Drilled Troops units is at a fort in wilderness during Winter Attrition. The owner would eliminate two of the reduced units and then flip both full-strength units to their reduced side.

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12.0 SUPPLY

12.1 General

Drilled Troops units (only) must trace a supply line to an originally-friendly fortress to be fully effective. British units also can trace to a captured port or to an Amphib space. The supply source must be friendly-controlled and unbesieged.

12.2 The Supply Line

The supply line consists of an unbroken chain of spaces, none of which is occupied by unbesieged enemy fortifications or units. An enemy fort or fortress that is under siege does NOT block supply.

12.21 Each space, except the space being supplied, must have at least one of the following characteristics:

- Water-connected to each adjacent space in the chain (including the supplied space, if adjacent), OR
- Cultivated, OR
- Friendly fortification, OR
- Amphib.

Important: Units in a wilderness or mountain space need not have a fortification to be in supply, as long as the next space in the supply line is one of the above.

EXAMPLE: A Regular unit in a wilderness space could trace supply to an adjacent friendly stockade, from there via a river connection to an empty wilderness space, from there via lakeshore to another stockade, from there to a mountain space with a friendly fort, from there to a cultivated space, and from there to a friendly fortress.

12.3 Out-of-Supply Effects

Drilled Troops units that cannot trace a supply line have their activities restricted. They:

- May not build forts or stockades.
- May not roll on the Siege Table (or use the SURRENDER! event).
- May not be restored to full strength.

Important: A space is "supplied" the instant a supply line is established. Therefore, a player could use a 2-value card to place a stockade that creates a supply line to a second space and immediately place a second stockade there.

PLAY NOTE: If besiegers become out of supply, the siege level is unaffected—though rolls on the Siege Table are prevented until the besiegers again have a supply line.

13.0 VICTORY

13.1 How to Win

13.11 Sudden Death. Check during each Victory Check Phase (4.0 B.6) to see if any of these conditions prevail:

- If the British control [2.0] all fortresses plus solely occupy Niagara and Ohio Forks, they win regardless of VPs.
- If either side has 11 or more VPs, it wins.
- After 1759, the French win if they have at least as many VPs as the box on the VP Track marked with that year (8 in 1760; 5 in 1761).

13.12 Scenarios ending in 1759. If none of the above has occurred by the end of 1759, the British win if they control all originally-British fortresses plus two of the following four spaces: Québec, Montreal, Niagara, Ohio Forks

Otherwise, whichever side has at least 1 VP wins.

~ For purposes of the above conditions only [as an exception to 8.22], the British control a besieged originally-British fortress UNLESS the besieging force qualifies to roll on the Siege Table [8.231].

13.13 Scenarios ending in 1762. The French win at the end of 1762 if they have at least one VP. The British win if they have at least 5 VP.

13.14 Any other result is a draw. ***Exception:*** In a tournament, a draw is considered a French win.

13.2 Victory Points

13.21 Victory Points (VPs) are awarded during the course of the game as specified in the Victory Point Table. When the British or French side gains VPs, move the VP marker that many spaces toward its respective end of the VP Track. To mark a score greater than 10, flip the marker to the "+10" side.

13.22 During the Remove Raided Markers phase (4.0 B.4), award half a VP for each "Raided" marker on the map to the side that placed it, rounding up the totals for each side. (In other words, you get 1 VP for every ODD successful Raid you conducted.)

13.23 Whenever Niagara or Ohio Forks changes hands (becomes solely occupied by units and/or fortifications of the other side), the capturing side receives 1 VP (in addition to any VPs for capturing fortifications or winning Battles).

13.3 Bidding

In tournaments, or if players both want to play the same side, each player should write down a bid of at least 0 VPs. The higher bidder plays the favored side. The other player begins with the number of VPs bid by the opponent added to the scenario-defined start level. If both players bid the same, roll a die to randomly determine sides (the loser still adds the bid VPs).

PLAY NOTE: Tournament-level players in the Annus Mirabilis scenario over time have tended to bid 1 or 2 points to play the French.

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14.0 OPTIONAL RULES

The following modifications appeal to some players, particularly for the longer scenarios; use any of them only if both sides agree.

14.1 If one of the cards #67 William Pitt or #69 Diplomatic Revolution has been played as an event and the other is in the discard pile, the side that could play the unplayed event automatically receives that card as part of its next deal [5.21].

HISTORICAL NOTE: European diplomacy linked the escalation of British and French war efforts.

14.2 An enemy raid marker placed within a Department [10.31] immediately causes a step loss to one militia unit in that Department (owner's choice).

HISTORICAL NOTE: The population that supported militias would flee from hard hit frontiers.

14.3 Whenever a side plays a British Regulars or French Regulars event (#55-59, 64 or 68) in 1755 or 1756, it suffers –1 VP [13.0 Victory Point Table].

HISTORICAL NOTE: The political cost of committing European units to the New World was greater before general war was underway.

14.4 Either the sieging or besieged side may play event #6, Surrender! (requirements and effects are the same).

HISTORICAL NOTE: A local commander might grant an enemy more generous terms than distant superiors desired.

14.5 Either side may play event #66, Acadians Expelled (the effects are the same).

HISTORICAL NOTE: Pro-French guerrilla activity in Acadia helped inspire British deportation of the French-speaking populace.

14.6 Each turn after 1756, immediately after dealing and examining cards, the British player may randomly discard a card to add any one British Regulars or Highlanders card in the discard pile to his hand. If Surrender! is discarded, reshuffle normally [5.25].

14.7 Alternative Bidding. Each player rolls a die. The one with the higher roll must bid by stating the VPs he would give up to play a chosen side. The other player then may either raise the bid to play that side or accept it to play the other. Alternate until a bid is accepted. Bids may be any whole number of VPs, including zero. [Replaces 13.3]

Credits

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