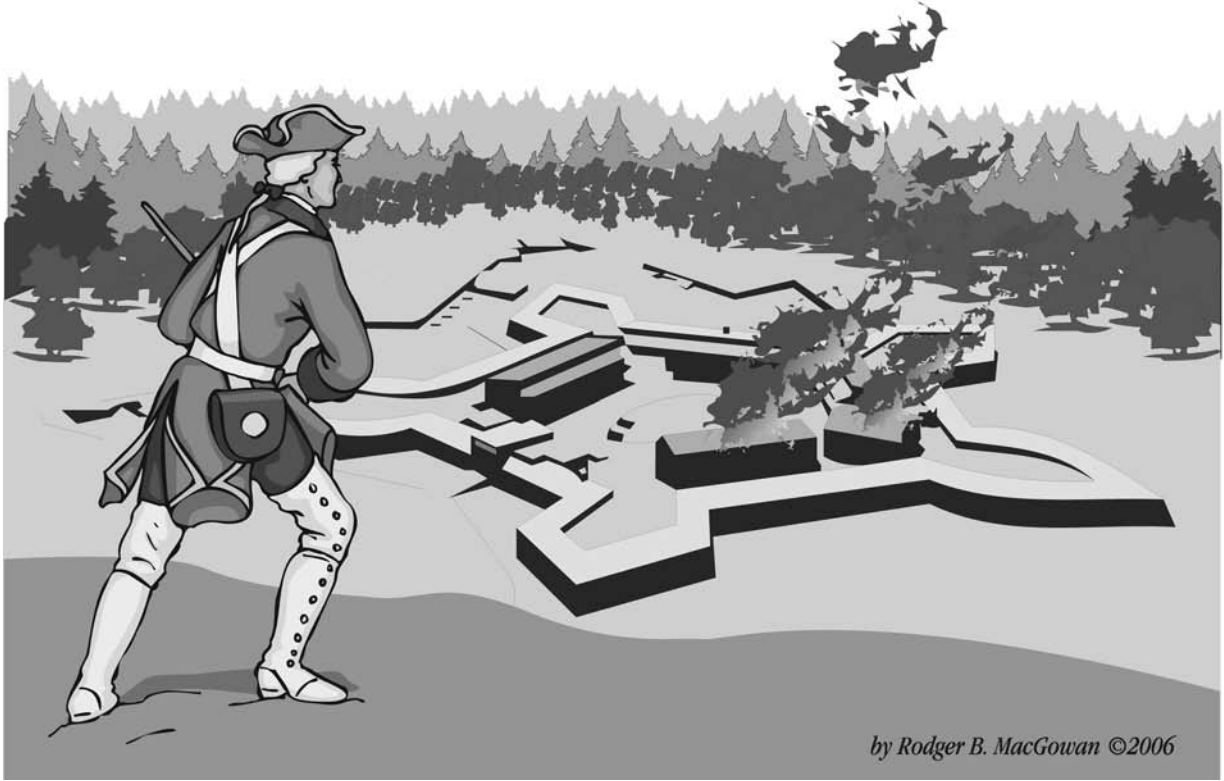


Wilderness War

Strategic Game of the French & Indian War

Designed by Volko Ruhnke



PLAYBOOK

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SCENARIOS

WILDERNESS WAR has four scenarios:

- Annus Mirabilis (1757-59)—The Tournament Scenario
- Early War Campaign (1755-59)—Intermediate Scenario One
- Late War Campaign (1757-62)—Intermediate Scenario Two
- The Full Campaign (1755-62)—Extended Scenario

The scenarios that begin in the same year use the same counter setups, and those that end in the same year use the same victory conditions (see rule 13.1 How to Win).

Map Setup Abbreviations

As an aid to setting up, spaces on the game map are marked with abbreviated setup instructions for 1757 (the starting point of *Annus Mirabilis* and the Late War Campaign). Abbreviations are:

C: Coureurs
 F: Fort
 HL: Highland (4-4)
 I: Indian
 Ldr: Leader
 MD: Marine Detachment (1-4)
 Mil: Militia
 P: Provincial
 R: Regular (3-4)
 RA: Royal American (4-4)
 Ra: Ranger
 S: Stockade
 Fort Under Construction

Note that the setup for the 1755 scenarios (the Early War Campaign and the Full Campaign) differs from these markings on the map.

Unit Designations

The designations for the 3-4 Regulars, Rangers, and Coureurs are for historical interest only—it is not necessary to set up units by designation, as long as the right quantities and types are placed. This is also true for the Provincials, as long as Northern and Southern units are discriminated. Indian units, however, must be set up according to tribal name.

Set up all units at full strength.

Annus Mirabilis (1757-59)

Tournament Scenario

HISTORICAL NOTE: The British called 1759 the “Year of Miracles” (in Latin, Annus Mirabilis) because the victory bells in London that year seemed never to cease ringing. The British in 1759 captured French forts Carillon, St-Frédéric, and Niagara. In Germany, they and their Hanoverian allies defeated a French army at the Battle of Minden. Most importantly, General Wolfe took Québec while Admiral Hawke broke the French fleet at Quiberon Bay—these last events all but sealing the fate of Canada.

Length of Game

This scenario focuses in on the period of transition (historically) from French to British ascendancy. It begins at the British low-point in the war, 1757, and continues through the end of 1759, when (historically) British victory was all but ensured.

This scenario involves just six hands of cards and can be completed in two to three hours. Play begins with the first French Action Phase of Early Season 1757 and ends after Late Season 1759 (barring an earlier Sudden Death Victory).

Cards

Use only cards #1-62.

Set aside cards #63-70, which are marked “1755 scenarios.” They are not used in this scenario. They are:

- One FRENCH REGULARS
- One BRITISH REGULARS
- one 1-value HIGHLANDERS
- ROYAL AMERICANS
- ACADIANS EXPELLED
- WILLIAM PITT
- DIPLOMATIC REVOLUTION
- INTRIGUES AGAINST SHIRLEY

Then shuffle the deck and deal each player nine cards—the number each will receive each season of this scenario (unless the British play QUIBERON to reduce the French hand to seven cards).

PLAY NOTE: As indicated on the HIGHLANDERS cards, preconditions to play the HIGHLANDERS events apply only in the 1755 scenarios. In this scenario (and in the Late War scenario), the British player is allowed to play HIGHLANDERS events whenever he receives them. In this and the Late War scenarios, the WILLIAM PITT and DIPLOMATIC REVOLUTION Events are considered already to have occurred. Thus, both players receive nine cards, and Highlanders, Amherst, Forbes and Wolfe are available.

Markers

- “VP” at French 4.
- “Season - French First” on Early Season 1757.
- “Provincial Assemblies” at Supportive.
- “French Allied” at Mingo Town, Logstown, Pays d’en Haut, Mississauga.

Important: The PITT event has occurred, so the HIGHLANDERS events may be played.

Setup

This scenario uses the setup information marked on the map.

French Forts

- Ticonderoga (*Fort Carillon*)
- Crown Point (*Fort St-Frédéric*)
- Niagara (*Fort Niagara*)
- Ohio Forks (*Fort Duquesne*)

French Stockades

- Île-aux-Noix (*Fort Île-aux-Noix*)
- St-Jean (*Forts Chambly and St-Jean*)
- Oswegatchie (*La Galette and La Présentation*)
- Cataragui (*Fort Frontenac*)
- Toronto (*Fort Rouillé*)
- Presqu'île (*Fort Presqu'île*)
- French Creek (*Fort Le Boeuf*)
- Venango (*Fort Machault*)

French Leaders and Units

- Louisbourg: Drucour, 3 x 3-4 Regulars (*Marine, Artois, Bourgogne*), 1 x Coureurs (*Boishébert Acadian*)
- Québec: Lévis, 3 x 3-4 Regulars (*Marine, Guyenne, La Reine*)
- Montréal: Montcalm, Vaudreuil, 2 x 3-4 Regulars (*Béarn, La-Sarre*), 1 x Coureurs (*Repentigny*), Huron, Potawatomi, Ojibwa, Mississauga
- Crown Point: 1 x 1-4 (*Marine Detachment*), 1 x Coureurs (*Perière*)
- Ticonderoga: Rigaud, Bougainville, 2 x 3-4 Regulars (*Languedoc, Royal Roussillon*), 1 x Coureurs (*Marin*)
- Cataragui: Villiers, 1 x 1-4 (*Marine Detachment*), 1 x Coureurs (*Léry*)
- Niagara: 1 x 1-4 (*Marine Detachment*), 1 x Coureurs (*Joncaire*)
- Presqu'île: 1 x 1-4 (*Marine Detachment*)
- French Creek: 1 x 1-4 (*Marine Detachment*)
- Venango: 1 x Coureurs (*Langlade*)
- Ohio Forks: Dumas, 2 x 1-4 (*Marine Detachment*), 1 x Coureurs (*Ligneris*)
- Logstown: 1 x Shawnee
- Mingo Town: 1 x Mingo

Important: Leaders Dieskau and Beaujeu are not used in this scenario.

British Forts

- Hudson Carry South (*Fort Edward*)
- Hudson Carry North (*Fort William Henry*)
- Will's Creek (*Fort Cumberland*)
- Shamokin (*Fort Augusta*)

British Forts Under Construction

- Winchester (*Fort Loudoun*)
- Shepherd's Ferry (*Fort Frederick*)

British Stockades

- Schenectady (*Forts Johnson and Hunter*)
- Hoosic (*Fort Massachusetts*)
- Charlestown (*Fort No.4*)

- Augusta and Woodstock (*Virginia fortification line*)
- Carlisle, Harris's Ferry, Lancaster, Reading and Easton (*Pennsylvania fortification line*)

British Leaders and Units

- Winchester: 1 x 2-4 Southern Provincials (*Virginia*)
- Shepherd's Ferry: 1 x 2-4 Southern Provincials (*Maryland*)
- Carlisle: 1 x 2-4 Southern Provincials (*Pennsylvania*)
- Shamokin: 1 x 2-4 Southern Provincials (*Pennsylvania*)
- Philadelphia: 1 x 4-4 Royal Americans (*1/60th*)
- New York: Loudoun, Abercromby, 3 x 3-4 Regulars (*22nd, 27th, 35th*), 3 x 4-4 Royal Americans (*2/60th, 3/60th, 4/60th*)
- Albany: Dunbar, 2 x 3-4 Regulars (*44th, 48th*)
- Hudson Carry South: Webb, 1 x Rangers (*Rogers*), 3 x 2-4 Northern Provincials (*Massachusetts, Connecticut, Rhode Island*)
- Hudson Carry North: 2 x 2-4 Northern Provincials (*New Hampshire, New Jersey*)
- Schenectady: Johnson, 1 x 2-4 Northern Provincials (*New York*), 1 x 4-4 Highland (*1/42nd*)
- Halifax: Monckton, 3 x 3-4 Regulars (*40th, 45th, 47th*)
- Southern Militias: 1 x Colonial Militia

Leader Pool: Place Amherst, Bradstreet, Forbes, Murray and Wolfe into an opaque container so that they can be drawn randomly.

Important: Braddock and Shirley are not used in this scenario.

Early War Campaign (1755-59)

Intermediate Scenario One

Length of Game

This scenario uses the same victory conditions as *Annus Mirabilis* but begins with the landing at Alexandria of two British regiments from Ireland and the arrival of six French army battalions at Louisbourg and Québec. These regular reinforcements signalled the onset in 1755 of direct conflict in America between British and French crown.

The formal, European war has not yet begun and fewer forces are available than in the 1757 scenarios. Montcalm has yet to arrive, for example, and Pennsylvania and Virginia have not yet constructed their border defenses.

Play begins with the first French Action Phase of Early Season 1755 and ends after Late Season 1759 (barring an earlier Sudden Death). It should take (at most) five hours to complete.

Cards

Use all cards (#1-70). Shuffle and deal each player eight cards—the number each player will receive each season, until certain events that may increase either player's hand size to nine cards or decrease the French hand to seven cards.

Markers

- "VP" at 0.
- "Season - French First" on Early Season 1755.
- "Provincial Assemblies" at Supportive.
- "French Allied" at Pays d'en Haut, Kahnawake and St-François.

- “British Allied” at Canajoharie.

Setup

The setup for this scenario differs from the 1757 setup shown on the map.

French Forts

Crown Point (*Fort St-Frédéric*)

Niagara (*Fort Niagara*)

Ohio Forks (*Fort Duquesne*)

French Stockades

- Île-aux-Noix (*Fort Île-aux-Noix*)
- St-Jean (*Forts Chambly and St-Jean*)
- Oswegatchie (*La Galette and La Présentation*)
- Catarauqui (*Fort Frontenac*)
- Toronto (*Fort Rouillé*)
- Presqu’île (*Fort Presqu’île*)
- French Creek (*Fort Le Boeuf*)
- Venango (*Fort Machault*)

French Leaders and Units

- Louisbourg: Drucour, 3 x 3-4 Regulars (*Marine, Artois, Bourgogne*)
- Québec: Dieskau, Vaudreuil, 4 x 3-4 Regulars (*Béarn, Guyenne, La Reine, Languedoc*)
- Montréal: Rigaud, 1 x 3-4 Regulars (*Marine*), 2 x Coureurs (*Repentigny, Perrière*), 1 x Caughnawaga, 1 x Abenaki
- Île-aux-Noix: 1 x 1-4 (*Marine Detachment*)
- Crown Point: 1 x 1-4 (*Marine Detachment*), 1 x Coureurs (*Marin*)
- Catarauqui: Villiers, 1 x 1-4 (*Marine Detachment*), 1 x Coureurs (*Léry*)
- Niagara: 1 x 1-4 (*Marine Detachment*), 1 x Coureurs (*Joncaire*)
- Presqu’île: 1 x 1-4 (*Marine Detachment*)
- French Creek: 1 x 1-4 (*Marine Detachment*)
- Venango: 1 x Coureurs (*Langlade*)
- Ohio Forks: Beaujeu, Dumas, 1 x 1-4 (*Marine Detachment*), 1 x Coureurs (*Ligneris*), Ottawa, Potawatomi

Important: Place Leaders Montcalm, Lévis, and Bougainville aside. They enter with the first FRENCH REGULARS event.

British Forts

- Hudson Carry South (*Fort Lyman*, aka *Fort Edward*)
- Will’s Creek (*Fort Cumberland*)
- Oswego (*Fort Oswego*)

British Stockades

- Oneida Carry West (*Fort Bull*)
- Oneida Carry East (*Fort Williams*)
- Schenectady (*Forts Johnson & Hunter*)
- Hoosic (*Fort Massachusetts*)
- Charlestown (*Fort No.4*)

British Leaders and Units

- Oswego: 1 x 2-4 Northern Provincials (*New York*)
- Albany: Shirley, Johnson, 5 x 2-4 Northern Provincials (*Rhode*

Island, Connecticut, New Hampshire, 2 x Massachusetts), 2 x Mohawk

- Halifax: Monckton, 1 x 3-4 Regulars (*47th*)
- Alexandria: Braddock, Dunbar, 2 x 3-4 Regular (*44th, 48th*)
- Will’s Creek: 2 x 2-4 Southern Provincials (*Virginia, Maryland*)

Leader Pool: Place Abercromby, Bradstreet, Loudoun, Murray and Webb into an opaque container so that they can be drawn randomly.

Important: Place Amherst, Forbes, and Wolfe aside: they are not available until the WILLIAM PITT event or 1759. Once the PITT event is played or at the beginning of 1759, place Amherst, Wolfe and Forbes into the British leader pool.

Late War Campaign (1757-62)

Intermediate Scenario Two

This scenario uses the setup information marked on the map.

Length of Game

This scenario begins with the North American conflict in full gear (as in *Annus Mirabilis*), but allows play to extend beyond the date of Canada’s historical surrender (late 1760). The presumption is that—without Britain’s spectacular victories in 1759 and 1760—fighting could have continued until a European peace came within sight in late 1762.

Play begins with Early Season 1757 and ends after Late Season 1762, barring a Sudden Death. This scenario could take as long as five hours to complete if it goes all the way to 1762.

Cards

Use the same card deck preparation as found in the Tournament Scenario, *Annus Mirabilis*.

Markers and Setup Use the same setup of units and markers as is found in the Tournament Scenario, *Annus Mirabilis*.

The Full Campaign (1755-62)

Extended Scenario

Length of Game

This scenario covers the full period of general conflict in North America.

Play begins with Early Season 1755 and ends after Late Season 1762 (barring an earlier Sudden Death). If it goes the full distance, it may take as long as eight hours.

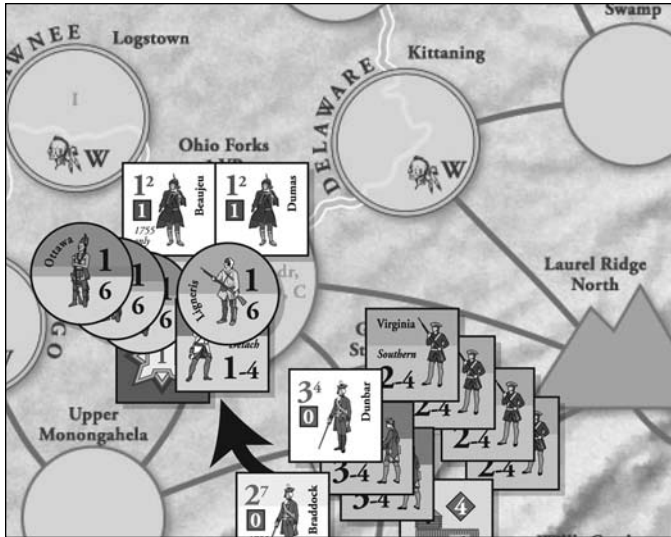
Cards

Use all 70 cards. Shuffle and deal each player eight cards—the number each player will receive each season, until certain events which may increase or decrease a player’s hand size.

Markers and Setup

Use the same setup of units and markers as is found in the Early War Campaign Scenario.

COMBAT EXAMPLES



Wilderness Battle

The Monongahela, 1755

The British player, having previously constructed a stockade at Gist's Station to provide a line of retreat, activates Braddock (2-7-0) with a 2-value card and moves him with Dunbar (3-5-0), the 44th and 48th regiments (both 3-4), and two Virginia, one Maryland and one Pennsylvania regiment (four 2-4s) from Gist's to Ohio Forks—intent on besieging Fort Duquesne.

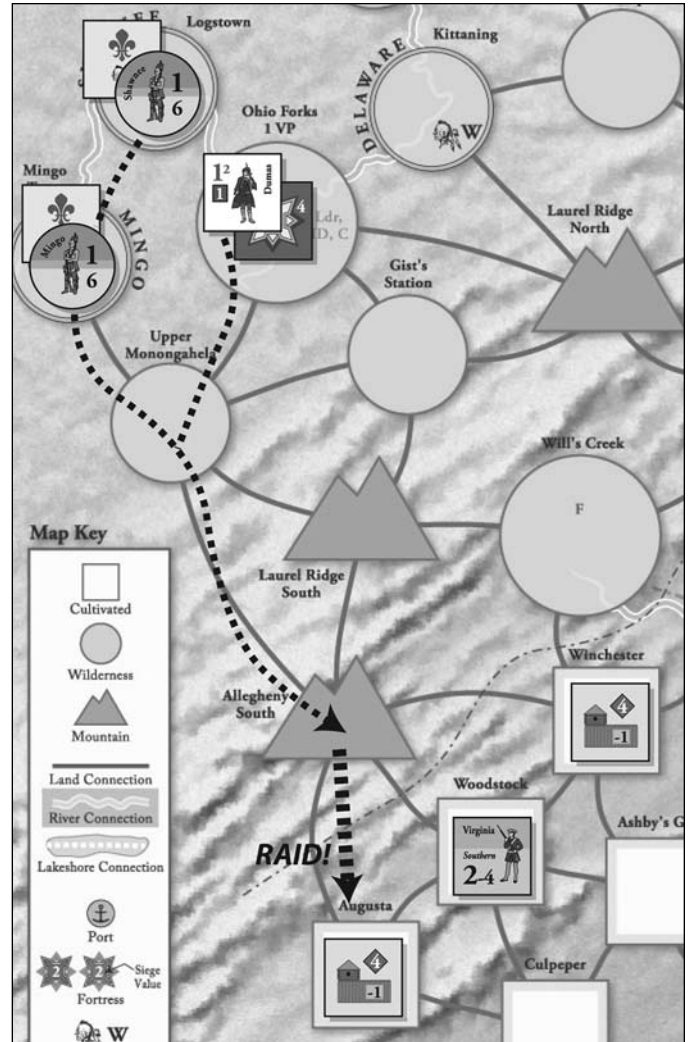
The French player decides to defend outside the fort, in order to take advantage of his Auxiliaries in the wilderness—and of an AMBUSH! card he is holding. His force includes Beaujeu (1-2-1), Dumas (1-2-1), a Marine Detachment (1-4), a Coureurs des bois unit (1-6) and three Indian units (all 1-6).

He plays AMBUSH! (which goes to the discard pile), allowing him to fire first with doubled strength ($5 \times 2 = 10$). He rolls a 6 (resulting in a leader loss check), modified (+1 for Beaujeu's tactics) to be less than or equal to 7 on the 9-12 column on the Combat Results Table (CRT). The result is 4 step losses.

The result means that the British player must reduce four units, so he flips all his units but two of the Provincials. He then rolls once for each leader to see if they are killed. Braddock rolls a 1 (he is eliminated) and Dunbar a 3.

The British now return fire with a strength of 10 (four 2-4s and two 1-4s). The roll is a 1 (a leader loss check) modified -1 for only Regulars and Provincials battling Auxiliaries in the Wilderness. The "<0" row on the 9-12 column shows one step loss. The French player flips the Marine Detachment (the first loss must be from Drilled Troops) and rolls for Beaujeu, who is killed on a roll of 1, and Dumas, who survives on a 2.

The French won (one step loss to four British steps) and so the British must retreat to the friendly stockade at Gist's Station. (If no fortification were there, the six British Drilled units would be eliminated and Dunbar retreated alone.) The French receive 1 VP for defeating a force including Regulars (or consisting of more than four units) in a field battle.



Raids on the Frontier

The Shenandoah Valley, 1756

It is the beginning of the Early Season of 1756. The French player notes that the frontier of the Southern Department colonies is sparsely defended, and decides to score some VPs with a series of Indian raids. He has a fort at Ohio Forks, and so can play a WESTERN INDIAN ALLIANCE event. He rolls a "3" and—having fewer than 5 VPs at the moment—must halve the roll and round up, placing two new Indian units in their settlements. He also has a fort at Niagara, so could choose Pays d'en Haut Indians, but selects instead a Mingo unit and a Shawnee unit, placing them at Mingo Town and Logstown, respectively, where he also places "French Allied" markers.

The British player responds in his Action Phase by playing a CALL OUT MILITIAS event to place one full strength Colonial Militia unit in the Southern Militias box.

The French player plays a 2-value card to individually activate the two new Indian units (each count half a point to activate), plus Dumas (1-2-1), who is at Ohio Forks. He moves the two units and the leader each individually via Upper Monongahela to Allegheny South.

With the threat to Virginia evident, the British player uses a 2-value card to build stockades at Augusta and Winchester. (There is already a Virginia Provincial unit at Woodstock.)

The French player uses a 1-value card to activate Dumas and the two Indian units as a force and moves them to Augusta to raid the stockade. (The French player could have individually activated Indian units—or moved just one unit under Dumas—to Infiltrate through Augusta to Culpeper, and the Provincial in Woodstock could have attempted to Intercept into Augusta and/or Culpeper and force a Battle.)

Because the raid target is an unoccupied stockade in cultivated terrain, a Militia unit from the corresponding box may be deployed to bring about a Battle. The British player decides to deploy his new Colonial Militia unit to the Augusta stockade, so Dumas' force must attack.

On the CRT, the French are on the 2 column (DRMs of +1 for Dumas' tactics and -1 for the stockade cancel out). The British are on the 1 column. Each player rolls a 4, each causing one step loss. The reduced Militia unit returns to the Southern Colonial Militia box. The French player reduces the Mingo Indian unit to 0-6 and must retreat Dumas' force back to Allegheny South (tied results without eliminating the defender mean the attacker loses).

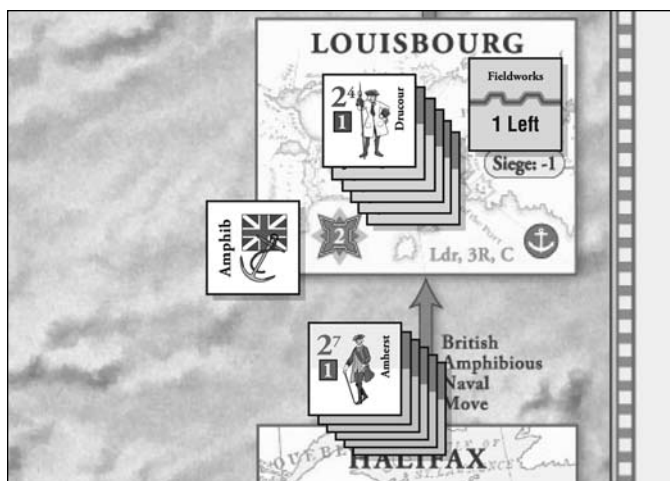
The British player has another CALL OUT MILITIAS event in his hand and plays it to place a second Militia unit in the Southern Colonial Militia box.

The French player is content to keep the British distracted and on the defensive, and so with another 1-value card again activates Dumas' force to repeat the strike on Augusta.

The British player deploys his new full-strength Militia unit to the stockade, but this time only the French player scores a 1-step loss on the CRT. The reduced Militia unit returns to its box and Dumas' force remains in Augusta to carry out its raid.

The French Raid receives a +1 for Dumas' tactics and a -1 because the target space is within a Department with at least two militia units in its box. The French roll a 5 on the Stockade/Settlement column—a Success and one step loss. The stockade is eliminated and a Raided marker is placed in Augusta. The French player decides to eliminate the already reduced Mingo unit. All who participated in the raid must Go Home. The French player decides to have the surviving Shawnee unit accompany Dumas back to the fort at Ohio Forks.

Assuming the French place no additional Raided counters, the Raided marker at Augusta will be worth 1 VP (half a VP, rounded up) when it is removed at year end.



Amphibious Landing Gabarus Bay and Louisbourg, 1758

The British player uses a 3-value card to activate a large force of units and leaders under Amherst in Halifax, then plays an AMPHIBIOUS LANDING card to allow it to perform a naval move to French-controlled Louisbourg and to place an Amphib marker there.

Louisbourg is occupied by Drucour and five French Regular units. The French player decides to defend outside the fortress with this force, in hopes of throwing the British back to Halifax and in order to use a FIELDWORKS card he is holding, so a Battle occurs. In the Battle, the British roll is modified by -1 for attacking amphibiously and shifts one column left for the French Fieldworks marker.

If the British lost, they would retreat to Halifax (the space from which they entered the Battle), the Amphib marker would be removed, the Fieldworks marker would remain, and the French would receive 1 VP for winning a Battle against a force that includes either Regulars or more than four units.

In this case, however, the British win the battle, and so the surviving French force must retreat into the fortress (there is no adjacent space, and only the British may retreat by sea—and then only if they have an Amphib marker). The British receive 1 VP for winning a Battle against Regulars or more than four units, the Fieldworks marker is removed, and a “Siege 0” marker is placed.

The space is now besieged and controlled by neither side. If the French player were holding the LOUISBOURG SQUADRONS card, he could no longer play it as an event because of the contested control of Louisbourg.

Despite the contested control—and because of the Amphib marker—the British could naval move additional forces to Louisbourg from any other British port without another AMPHIBIOUS LANDING card, or could naval move besieging units from Louisbourg to any British port (including Halifax).

The British cannot, however, carry out an Amphibious Landing at the three approaches to Québec until they capture the fortress at Louisbourg and thereby control the Louisbourg space, because an Amphibious Landing must come from a port they control.

If the British succeed in capturing the fortress before year end, they will receive 3 VPs and be immune to Attrition there. However, if the siege continues at yearend, both the French and British there will suffer Attrition.

Battle Outside a Fortress

The Plains of Abraham, 1759

An army under Wolfe (1-6-2) is ensconced at Île d'Orléans on an Amphib marker and a stockade, having been repulsed in a recent movement into Québec. The British player activates the force under Wolfe with a 1-value card. The force includes Murray (1-5-0), Monckton (2-5-0), one full-strength 4-4 (one of the 78th Highlanders), three full strength 3-4s (the 35th, 43rd and 48th), three reduced-strength (3-4) Regulars (the other 78th, the 2/60th and the 3/60th), four reduced (2-4) Regulars (the 15th, 28th, 47th and 58th), a 2-6 Light Infantry unit (Howe's) and a 2-6 Ranger unit (Goreham)—a total of 34 strength points. The British player moves the entire force into the Québec space. (For convenience, all these leaders and units are in the Wolfe box, and only Wolfe moved from the Île d'Orléans space to Québec.)

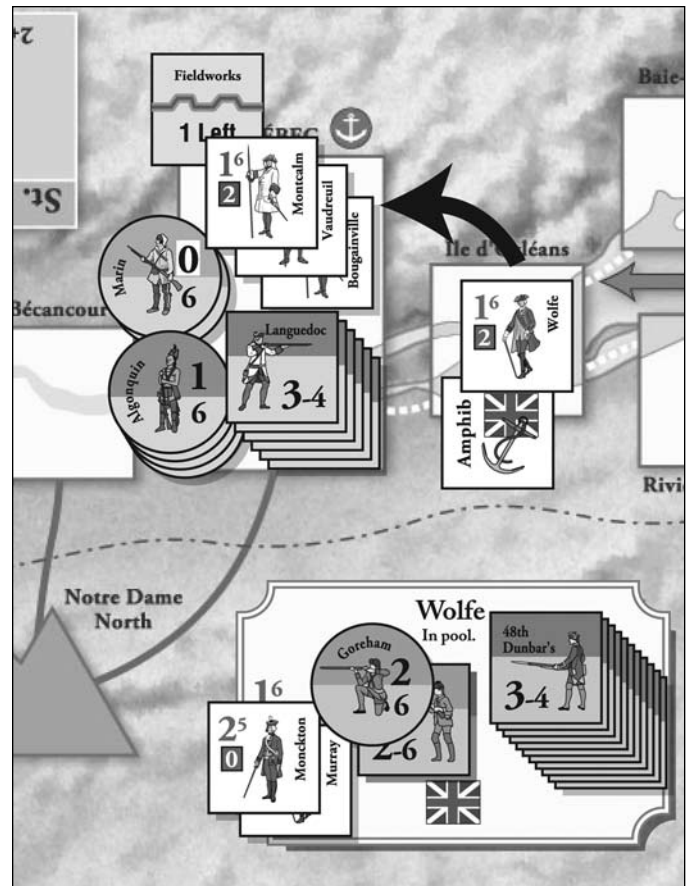
The French force at Québec already has a Fieldworks marker and consists of Montcalm (1-6-2), Vaudreuil (3-5-0), Bougainville (1-3-0), three full strength Regulars (the Royal Roussillon, Languedoc and La Sarre Regulars), three reduced (2-4) Regulars (Béarn, Guyenne and a Marine unit); two reduced (0-6) Coureurs des bois units and four full strength (1-6) Indian units (Ottawa, Huron, Algonquin and Caughnawaga). The French player— not wanting to leave any of this army bottled up inside the fortress, and wanting to take advantage of his Fieldworks and a strong militia— decides to defend outside with the entire force. A battle results.

The French player has four full strength Canadian Militia units (4 x 1-0) in the St. Lawrence Militia Box, and he decides to deploy all of them to Québec for the battle, giving his force a total combat strength of 23.

(He could not deploy them for the battle if there were any Raided" markers in the St. Lawrence Department at that time, but earlier raids by the British rangers into Baie-St-Paul and Rivière-Ouelle failed.)

The British player plays a FIELDWORKS card, removing the French Fieldworks marker (representing his army finding a way around them). Neither player is holding any other response events (with a brown background around its name).

The only modifiers are for the tactics ratings of each commander, in this case +2 for each side for Montcalm and Wolfe. The British player rolls on the >28 column and the French player the 22-27 column of the CRT, each adding +2 to the die roll. The British player rolls a 6, resulting in eight French step losses and an leader check. The French player rolls a 1, resulting in four British step losses and a leader check as well.



The French player must flip his three full-strength Regulars and eliminate one reduced Regulars, plus flip four other units, and in this case he chooses the four Militia units. He must roll a check for each of his leaders. Rolling a 1, Montcalm is killed (removed).

The British player must flip two of his full-strength Regulars plus two other full-strength units, in this case choosing the Light Infantry unit and an additional Regular unit. The British player rolls for each of his leaders. Rolling a 1, Wolfe is killed.

The French lost and must retreat. All militia are returned to the St. Lawrence Militia box. The French could retreat into the fortress, but the French player still wishes to avoid committing his main army to a siege and so retreats to Bécancour, a cultivated space.

The British receive 1 VP for winning a field battle against Regulars or more than four units. A "Siege 0" marker is placed on the Québec fortress, which will defend itself even though empty of units, until taken by Siege and Assault (or a SURRENDER! event).

EXTENDED EXAMPLE OF PLAY

The Year 1757

A good way to learn how to play *WILDERNESS WAR* is to set up and follow along with this full description of a sample year of the game.

Two players have decided to play the tournament scenario, *Annus Mirabilis*. They choose sides and agree not to use any Optional Rules.

They place the units and leaders according to the scenario setup, opting for convenience to ignore the historical designations, but making sure to select the right types of units.

To be able to spread out the units more, they place Vaudreuil and the units at Montréal in the Montcalm box, leaving only Montcalm in the Montréal space. The French player also places Bougainville and the units at Ticonderoga in the Rigaud box, for the same reason. Likewise, Abercromby and the units at New York City are in Loudoun's box.

They place the "Provincial Assemblies" marker at "Supportive," the VP marker on the French section of the VP Track at 4, and the Season marker on Early Season 1757, "French First" side up.

They prepare the deck, removing the eight cards that say "1755 scenarios" (#63 to #70), which are events considered to have been played and removed (occurred historically) during 1755 or 1756. Then one player shuffles and begins the first season, Early Season 1757, by dealing each player nine cards. The players receive the following hands (card Activation values are in brackets [#]).

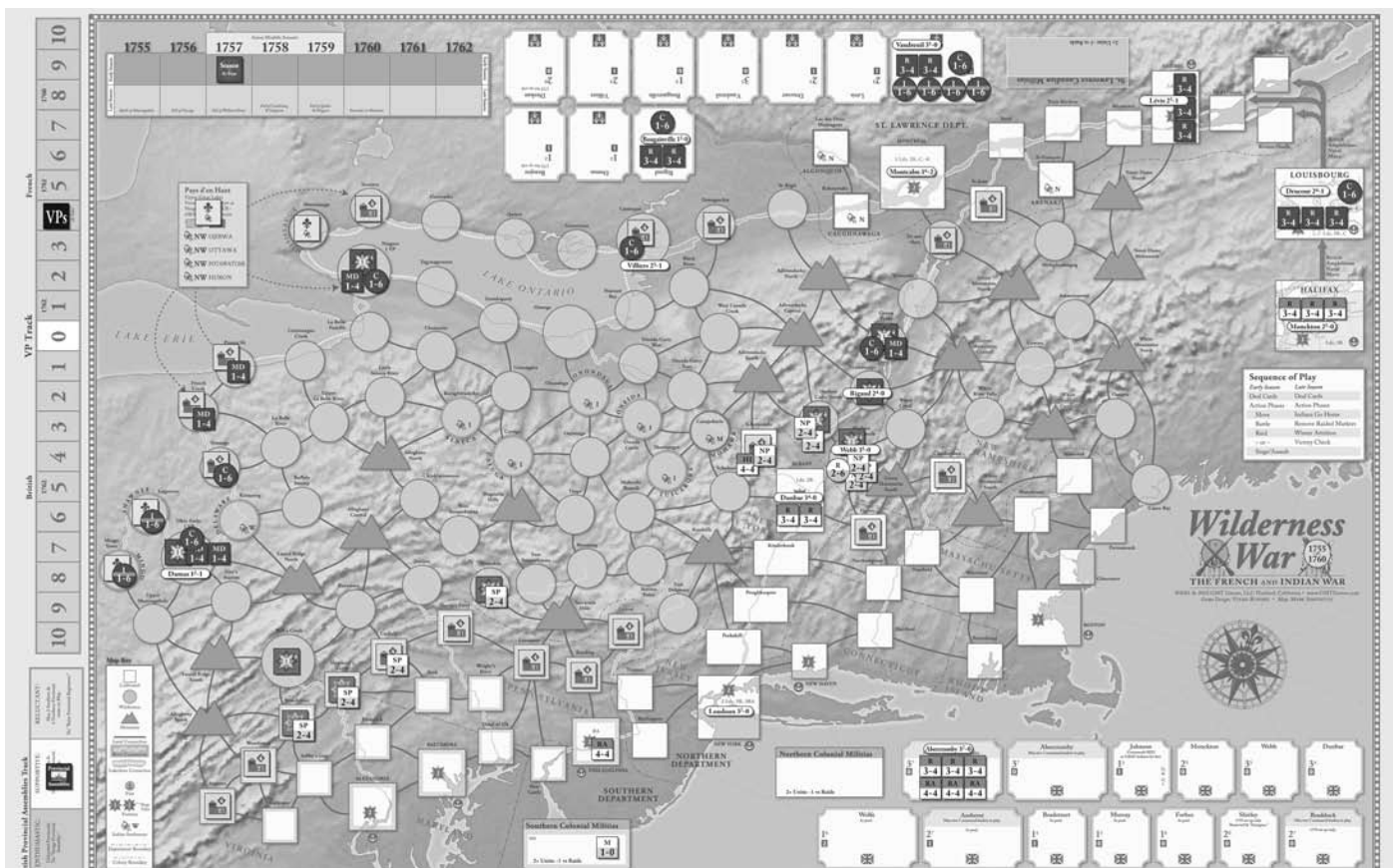
French Hand

- #14 FOUL WEATHER [2]
- #24 NORTHERN INDIAN ALLIANCE [2]
- #32 TREATY OF EASTON [2]
- #36 FRANÇOIS BIGOT [2]
- #37 BRITISH MINISTERIAL CRISIS [3]
- #41 BRITISH COLONIAL POLITICS [3]
- #44 RAISE PROVINCIAL REGIMENTS [2]
- #46 COLONIAL RECRUITS [2]
- #48 VICTORIES IN GERMANY [3]

British Hand

- #5 BASTIONS REPAIRED [1]
- #12 AMBUSH! [1]
- #17 AMPHIBIOUS LANDING [1]
- #22 GOVERNOR VAUDREUIL INTERFERES [3]
- #28 IROQUOIS ALLIANCE [3]
- #31 CHEROKEE UPRISING [3]
- #38 PROVINCIAL REGIMENTS DISPERSED FOR FRONTIER DUTY [2]
- #57 BRITISH REGULARS [3]
- #59 BRITISH REGULARS [3]

Play then begins with alternating Actions Phases (card plays) starting with the French.



French Action Phase One



Hoping to prevent the arrival of British reinforcements, the French player begins with play of #37 BRITISH MINISTERIAL CRISIS as an Event. Of the cards listed on the Event, the British player is holding only two BRITISH REGULARS and so must discard one of them. (If he had had none of the cards on the list, the French event would have had no effect.) Cards #37 and #57 both go into a discard pile.

British Action Phase One



The British player now takes an Action Phase, choosing to enter reinforcements, playing his remaining BRITISH REGULARS (#59) as an Event. He first draws a leader randomly from the British leader pool (which, at this point, consists of five leaders), drawing Murray. He then enters one new 3-4 unit at New York City (placing it in the Loudoun box), and Murray and two more 3-4s at Halifax, to add to the threat to Louisbourg. Because card #59 says "REMOVE" and has been played as an Event, it is removed from the game

rather than placed in the discard pile.

French Action Phase Two

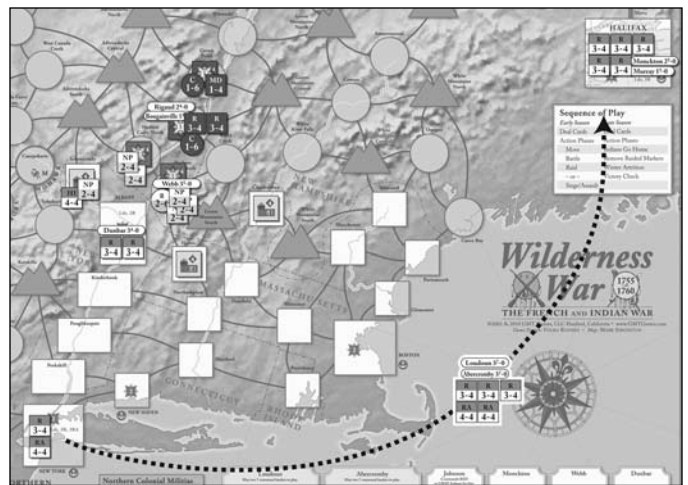


The French player could move Lévis' force from Québec to Louisbourg, to respond to the British build up at Halifax, but he decides to rely on his FOUL WEATHER response card to block a British amphibious strike, and therefore instead plays #24 NORTHERN INDIAN ALLIANCE to build up his own strike force in the Champlain region. He rolls one die (a 4), and because he has less than 5 VPs, halves the result to 2. He chooses two units—an Algonquin and a Caughnawaga—

and enters them at their settlements, Lac des Deux Montagnes and Kahnawake, respectively. He also places French Allied markers on these two settlements to show that they are now susceptible to British raids. Card #24 goes to the Discard Pile.

British Action Phase Two

The British player, holding an AMPHIBIOUS LANDING event and seeing that the enemy has made no effort to reinforce Louisbourg, decides on a serious effort to seize that fortress. He plays #31 [3] to activate a force under Loudoun. (Even though the card has a French-only Event, either player can use it for Activation or Construction.) The card allows the activation of even a 3-initiative leader like Loudoun and also enables a force to perform a Naval Move. The British player designates Abercromby as subordinate (Abercromby's command value is no higher than Loudoun's). Together, Loudoun and Abercromby's force activation limit is 14—more than enough to command the three 4-4 and four 3-4 units at New York City. Nevertheless, as not all these units will be needed for a maximum strength attack on Louisbourg, the British player opts to leave one

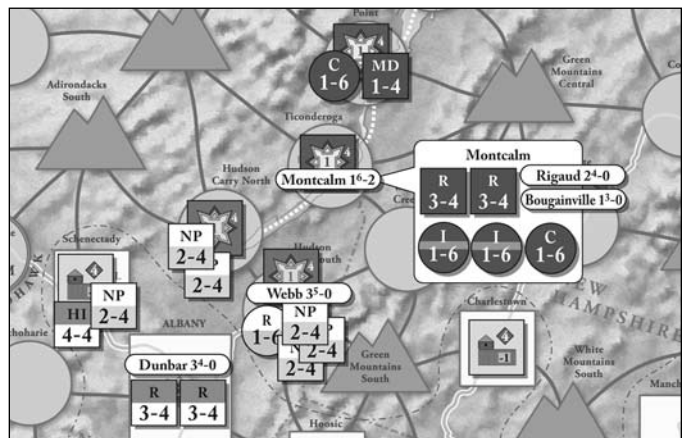


British Action #2: Loudoun, Abercromby and five units naval move to Halifax.

4-4 Royal American and one 3-4 Regular at New York City, as a reserve for the Hudson River corridor. He Naval Moves the two leaders and the other five units to Halifax, a British port. (Because the force was already in the Loudoun box, the player can simply move Loudoun to Halifax, being sure to move one 4-4 and one 3-4 from the Loudoun box to New York City.)

French Action Phase Three

Despite the overwhelming force at Halifax, the French player presses on with his plans in the interior. He plays #44 [2] to individually activate the Algonquin and Caughnawaga units (which each count for half an activation), plus a leader, Montcalm. The Indian units and Montcalm individually move to Ticonderoga (Fort Carillon), using boat movement. Because Montcalm has left Montréal without the units there, the player moves the units in the Montcalm box to the Vaudreuil box and places Vaudreuil at Montréal.



French Action Phase 3: Montcalm arrives at Ticonderoga.

British Action Phase Three

The British player responds to the threat to the Hudson Carry by playing #22 GOVERNOR VAUDREUIL INTERFERES as an Event. He could choose any two French leaders to switch. He chooses Montcalm and Vaudreuil. The French player must place Vaudreuil at Ticonderoga and Montcalm at Montréal (shifting the units in Vaudreuil's box back into Montcalm's box).

French Action Phase Four

The French player could use another card to move Montcalm back into position, but decides instead that the force already at Ticonderoga is sufficient and plays #32 [2] to activate Rigaud—with Bougainville, two Regulars, one Coureurs and two Indian units—and moves the force (it is irrelevant whether by land or boat) into Hudson Carry North (Fort William Henry). Vaudreuil stays behind, because his initiative rating is too high for him to have been activated with a [2] card and his command rating is too high to be a subordinate to Rigaud. (Bougainville and all the units remain in Rigaud's box and the player simply moves Rigaud to the new space.)

The French force has entered a British-occupied space and must stop. (The force is more than a lone auxiliary unit and so cannot Infiltrate.) The British player must decide whether to attempt to Avoid Battle out of the space, or Intercept into it, or neither. Without a leader in the space, only one of the two Provincial units there could Avoid. Up to all four units with Webb—adjacent at Hudson Carry South (Fort Edward)—could attempt to Intercept. However, the British player does not want to commit to a large battle (losing a battle involving more than four friendly units costs a Victory Point). He decides to reinforce William Henry with only a single unit, in this case, the Rangers. The Interception succeeds (roll of 4), and the Rangers unit at Hudson Carry South is placed at Hudson Carry North, and the French will attack at least the Rangers in a battle.

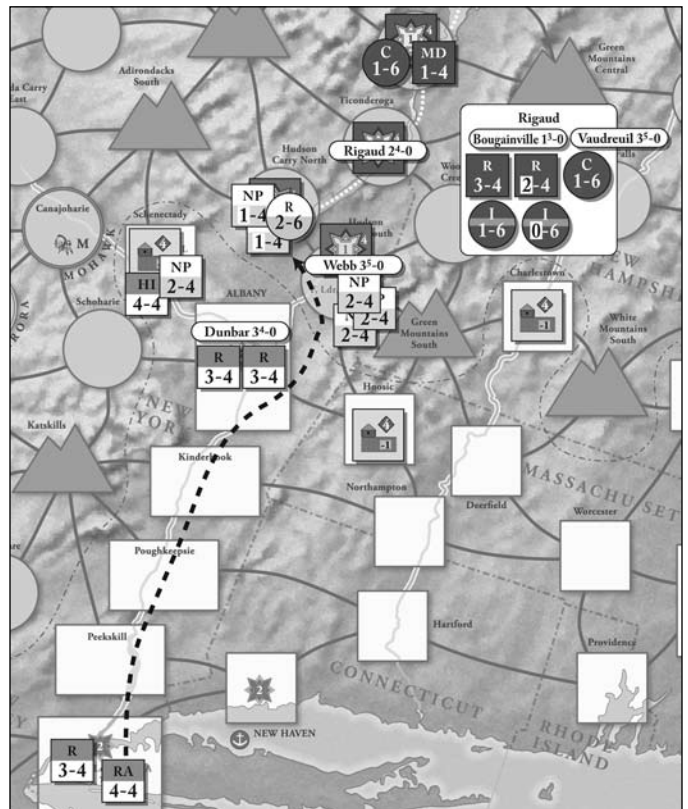
Now the British player must decide whether the two Provincial units will defend outside the fort along with the Rangers, or remain inside. The British player decides to risk the units in a field battle—in part because he risks no VPs with his small force, while a victory would earn 1 VP, because the French force contains Regulars (and, even if it had no Regulars, it has more than four units).

The players resolve the battle. The attacker (the French) has no events that can be used in the battle. The British are holding an AMBUSH! event, but cannot play it because the French have more auxiliaries (two Indian and one Coureurs units) than the British (one Rangers unit) in the battle. Players consult the Combat Results Table (CRT) and each rolls one die. The French have nine strength points and the British have six. There are no die roll modifiers (DRMs): the space is wilderness, but both sides have auxiliaries; and the French commander, Rigaud, has a tactical rating of 0. The French player rolls a 3 for a result of two step losses on the British. The British player rolls a 4, resulting in two step losses on the

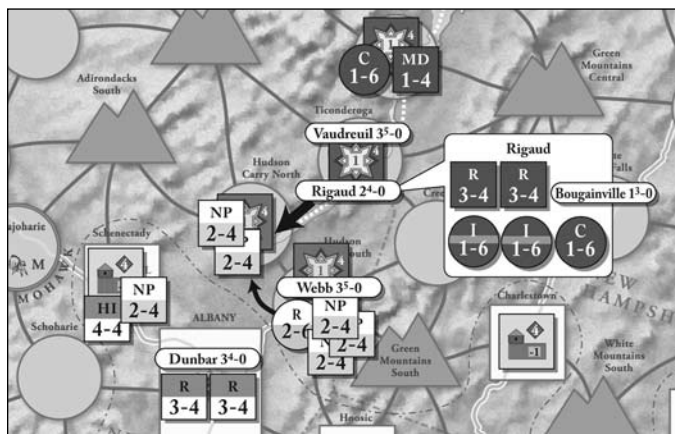
French. The British flip their two Provincial units to their reduced sides (wishing to preserve the more valuable Rangers). The first French casualty must be a Drilled unit, so the French player flips one 3-4 Regular and then flips the Algonquin Indian unit. No one rolled a natural 1 or 6, so there are no leader loss checks. Because the defender wins a tie, Rigaud and his force must retreat whence they came, to their fort at Ticonderoga, and the British receive a VP, sliding the VP marker to French 3.

British Action Phase Four

The British player decides to draw on his reserve at New York City to beef up the defense of William Henry. He plays #12 [1] to individually activate the 4-4 Royal American. He uses boat movement to bring the 4-4 up the Hudson river to Hudson Carry South, then across the portage to Hudson Carry North. The French player could have used the FOUL WEATHER card he is holding to slow down the Royal Americans, but holds it to block a prospective attack on Louisbourg. French Interception at Hudson Carry North is not possible because the space is already occupied by the British.



The 4-4 Royal American reinforces the British position at Hudson Carry North.



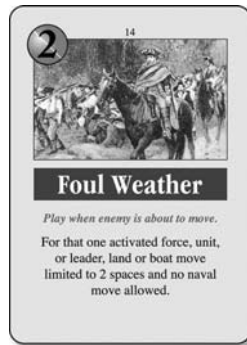
Rigaud attacks Hudson Carry North with 9 SPs. The British player successfully intercepts and sends the Rangers as reinforcements.

French Action Phase Five

Having botched his attack on Lake George, the French player decides to take advantage of political conflicts between the British crown and its colonies to pressure their frontiers. He plays #41 BRITISH COLONIAL POLITICS as an Event. The Provincial Assemblies marker is moved one box in the direction of the French edge of the map, from Supportive to Reluctant. The British player finds that he has only six Northern Provincials on the map—still within the Northern limit—but must remove two Southern units to keep within their new limit of two. He chooses to eliminate Southern units at Shamokin and Shepherd's Ferry.

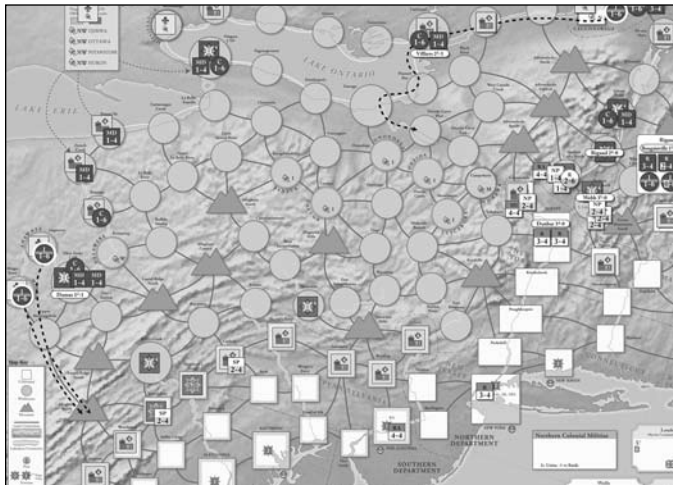
British Action Phase Five

The British player notes the thinning of his defenses in the south, but nevertheless attempts to seize the initiative by launching his major operation for the season—an amphibious assault on Louisbourg. He plays #28 [3] and states that he is activating all leaders and units at Halifax in a force under Loudoun. The French player can see what's coming and immediately—before the British player moves his force—plays #14 FOUL WEATHER (the Event's name has a brown background around it, and therefore can be played as a response in the middle of an Action Phase). The British force is prevented from any Naval Move, and therefore is stuck at Halifax for its activation.



French Action Phase Six

The French player now suspects that his opponent is indeed holding an AMPHIBIOUS LANDING card. The question remains whether either of the other two cards in the British hand are 3-value cards that could allow a Naval Move by more than an individual unit. The French player decides to risk that possibility, to ignore the maritime threat, and to press his border war on the British colonies. He plays #36 [2] for individual activation of the Huron and Mississauga (one activation point)—which each perform Boat Movement (representing canoes, of course) along the seven spaces from Montréal to Oneida Carry West—and the Shawnee and Mingo units (the second activation point)—which move to Allegheny South, where they must stop. The British provincial at Winchester—a Drilled unit—cannot intercept individual Auxiliary units entering Allegheny South because the space is mountain.



French Action #6 moves four Indian units at the cost of 2 Activation Points

British Action Phase Six

Fresh out of 3-value cards, the British player must wait for the next season before launching his naval assault. Instead he responds to the threat to Virginia by playing #5 for Construction, completing the fort at Winchester (Fort Loudoun)—where there is an in-supply Drilled unit (the Southern Provincial)—so as to free up the Southern unit there for interception, chasing, or blocking the Shawnee and Mingo.

French Action Phase Seven

The French play #46 [2] to activate the same four Indian units as in the previous French phase. (He tilts the four unit counters as a reminder of which units he activated, as he carries out the actions of each in succession). (See illustration on next page.)

a) The Mingo Infiltrate through the stockade space Augusta (rather than Woodstock, so as to avoid possible Interception from Winchester) into Culpeper. Having ended movement in an enemy cultivated space, the unit must Raid and rolls on the cultivated column of the Raid Table. There are no modifiers (there is only one unit in the Southern Colonial Militias box). The French player rolls a 4—a failed Raid and one step loss. He flips the Mingo and places him in his home settlement, Mingo Town.

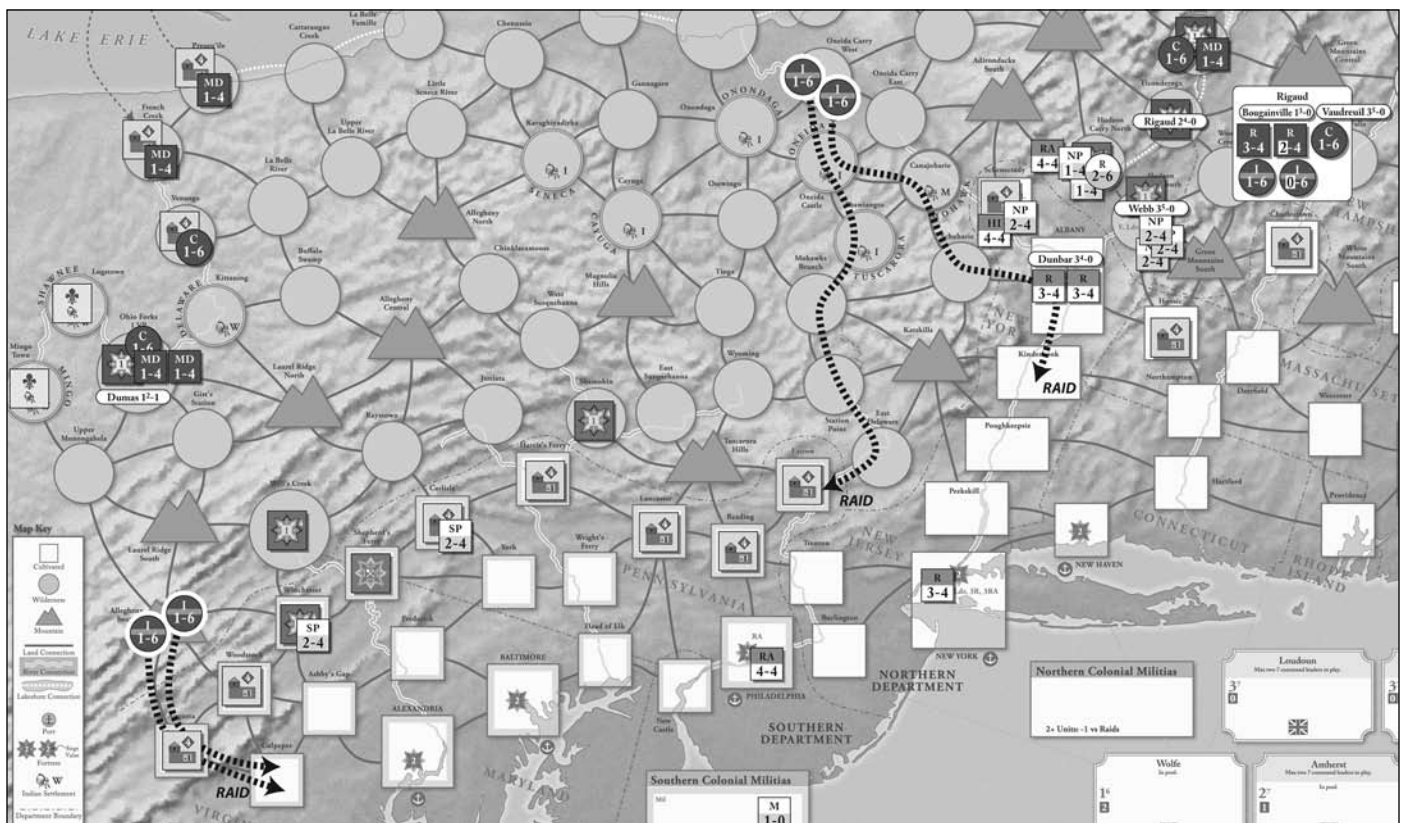
b) The Shawnee repeats the Infiltration and Raid against Culpeper, rolling a 5—a Successful raid and one step loss. A Raided marker is placed at Culpeper; the Shawnee unit is flipped and placed in Logstown.

c) Next, the Huron at Oneida Carry West move by land through Oneida Castle, Canajoharie and Schoharie—and daringly attempt to Infiltrate the Albany space into Kinderhook. (Indian settlements are no hindrance to movement; the Drilled units at Schenectady and Albany cannot Intercept the lone Auxiliary Huron in any of the traversed wilderness spaces; and the Huron auxiliary can enter an enemy fortress space because it is attempting to Infiltrate.) The British player can now attempt an Intercept in Albany with any one unit or force in Albany, Schenectady or Hudson Carry South. He does not want to redeploy any units, so attempts with a Regular at Albany (but fails on a roll of 3). The Huron has passed through an enemy cultivated space (Albany) and so must stop at Kinderhook, where it Raids. The roll is a 6—a Success with no loss. A Raided marker is placed in the space and the lucky Huron unit goes home to Pays d'en Haut.

d) Finally, the Mississauga move by land due south to Station Point, then East Delaware, and into the stockade space of Easton. They cannot Infiltrate into Trenton or Reading because they are out of movement points. Because the would-be raiders have ended in an otherwise empty stockade space in the Southern Department (Virginia, Maryland and Pennsylvania), the British may deploy a Militia unit from that Department's Militias box to Easton to force a battle before the Raid attempt (unlike joining a battle involving other British units, which would be prohibited by the Raided marker at Culpeper—note the distinction between rules 7.3 and 10.2). The Mississauga must attack the Militia in a battle, suffering a -1 DRM because the Militia have a stockade. Both sides roll on the 1 column of the CRT, in this case the Mississauga and Militia each achieve no effect. With the result a tie, the Mississauga attacker, having lost the battle, must retreat to East Delaware. The Militia units returns to the Southern Militias box. If East Delaware were a cultivated space, a raid attempt would ensue there, but it is wilderness.

British Action Phase Seven

In his Action Phase, the British player cannot build any stockades in response to the Raids (construction is not allowed with two cards in a row). There are no longer any Indians nearby to chase off with the Provincial at Winchester. So, he continues to reinforce William Henry by activating the 3-4 Regular at New York City with #38 [2] and boat moving it to Hudson Carry North. (A 2- or 3-value card can individually activate only one Drilled unit.)



French Action #7: Four Indian Raids.

French Action Phase Eight

The French player plays his final card, #48 VICTORIES IN GERMANY, as an Event. He has only one reduced Regular unit, in the Rigaud box (meaning, at Ticonderoga), and flips it back to full strength.

British Action Phase Eight

The British player decides to hold his last card, #17 AMPHIBIOUS LANDING, for the next season, to guarantee he will have such an Event available for the planned assault on Louisbourg. He places the British Card Held marker on the Early Season 1757 space of the Year track as a reminder that he will not be permitted to so hold a card in the following season.

Late Season 1757

The Season marker is advanced to Late Season 1757 and new cards are dealt until each player again holds nine cards.

French Hand

- #1 CAMPAIGN [3]
- #2 CAMPAIGN [3]
- #8 COEHORNS [1]
- #16 GEORGE CROGHAN [1]
- #21 LOUISBOURG SQUADRONS [3]
- #26 WESTERN INDIAN ALLIANCE [2]
- #34 SMALL POX [3]
- #35 COURIER INTERCEPTED! [3]
- #56 FRENCH REGULARS [3]

British Hand

- Held: #17 AMPHIBIOUS LANDING [1]
- #4 CAMPAIGN [3]

- #6 SURRENDER! [3]
- #7 MASSACRE! [1]
- #43 RAISE PROVINCIAL REGIMENTS [2]
- #47 TROOP TRANSPORTS [3]
- #49 CALL OUT MILITIAS [1]
- #54 LIGHT INFANTRY [2]
- #58 BRITISH REGULARS [3]

The French player again has the first Action Phase.

French Action Phase One



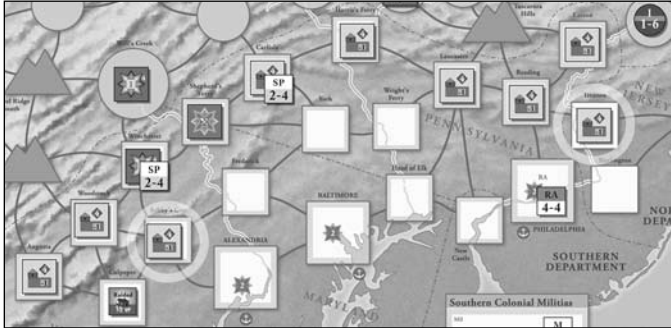
Thanking his lucky star for drawing #21 LOUISBOURG SQUADRONS just as Loudoun's army is bearing down on the French fortress port, he decides to risk the fortunes of the French navy and play the event (even though its benefits to him will last only one hand, because it is already Late Season). He rolls a 5, so the card is discarded rather than removed from play, and there is no impact on French naval movement or British ability to play the QUIBERON event.

The British player will not be able to play AMPHIBIOUS LANDING events this season, and a Louisbourg Squadrans - No Amphib marker is placed on the Season marker as a reminder.

British Action Phase One

His offensive plan thwarted for the season, the British player reverts to defensive measures. He chooses #43 for Construction. (He cannot play the RAISE PROVINCIAL REGIMENTS event, because Pro-

vincial Assemblies are Reluctant.) He cannot finish the fort under construction at Shepherd’s Ferry because there is no Drilled unit there. He can build stockades in empty cultivated spaces, doing so at Ashby’s Gap, Virginia and Trenton, New Jersey, to help defend against further Indian infiltration. (He does not build at Culpeper, to avoid offering the French any further VPs in the already Raided space this year.)



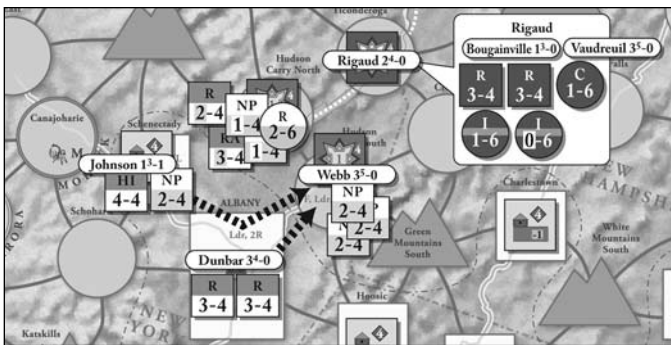
British Act on #1: The British player builds Stockades at Ashby’s Gap and Trenton. Note Raid marker at Culpeper.

French Action Phase Two

The French player decides to take advantage of the rather ill-positioned British forces to resume the offensive on the central Champlain front—this time with a full-fledged force. First, however, he plays #34 SMALL POX as an Event, designating Hudson Carry North as the affected space, which qualifies because there are five units there. The roll is a 3, halved (rounding up) to 2. The overcrowded conditions at Fort William Henry result in reduction of the 3-4 regular and the 4-4 Royal American units (the British player deciding to preserve the Rangers; the Provincials are ineligible because they are already reduced).

British Action Phase Two

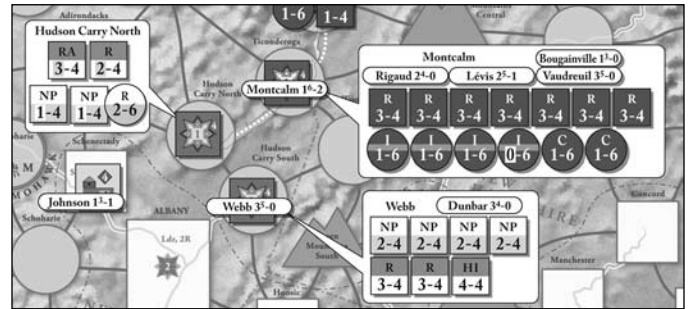
The British player anticipates the threat to the Hudson. With Loudoun too far away, he plays #4 CAMPAIGN as an Event to mass a defense under Webb at Fort Edward. He designates the two forces to be activated as Dunbar and his two 3-4 Regulars at Albany and Johnson and his troops at Schenectady. First, he moves Dunbar’s force to Hudson Carry South. Second, he moves Johnson with the 2-4 Provincial and the 4-4 Highlander to the same destination, drops off the units there, and then continues moving with Johnson (who has 6 MPs) and returns to Schenectady—to be in position should an opportunity to recruit Mohawks or the Iroquois arise in the future.



Johnson and Dunbar reinforce Hudson Carry North with four units (12 factors). Johnson returns to Schenectady.

French Action Phase Three

Keeping up with—or, rather, surpassing—the British reinforcement of the Lake George area, the French play #1 CAMPAIGN as an Event. Lévis with his three 3-4s move by boat eight spaces from Québec to Ticonderoga. Then Montcalm with his full army at Montréal—two 3-4s, one Coureurs unit, and the Potawatomi and Ojibwa—move by boat to join Lévis at Ticonderoga. (For convenience, the French player consolidates all the leaders and units under Montcalm—seven 3-4s, two Coureurs units, four Indian units, and four leaders—placing them in the Montcalm box.)

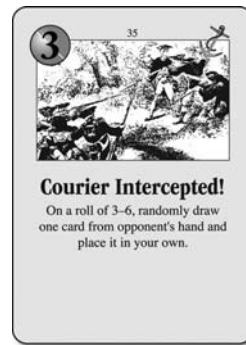


The situation at Ticonderoga and Hudson Carry South after both players have played Campaign cards to bring in reinforcements.

British Action Phase Three

With a true strategic threat facing Albany, the British player expends #47 [3] to return Loudoun’s army to the Hudson. Loudoun with Abercromby, three 3-4s and two 4-4s conduct a Naval Move to New York City, leaving Monckton and Murray behind at Halifax with five 3-4 units.

French Action Phase Four



The French player wishes to try #35 COURIER INTERCEPTED! before launching his expedition against Fort William Henry and so plays it as an Event. He rolls a 4, allowing him to select a card at random from the British player’s hand. The card he chooses turns out to be #6 SURRENDER! and he adds it to his own hand. (This card will cause a reshuffle at the end of this hand, unless the French player decides to hold it until the next hand.)

British Action Phase Four

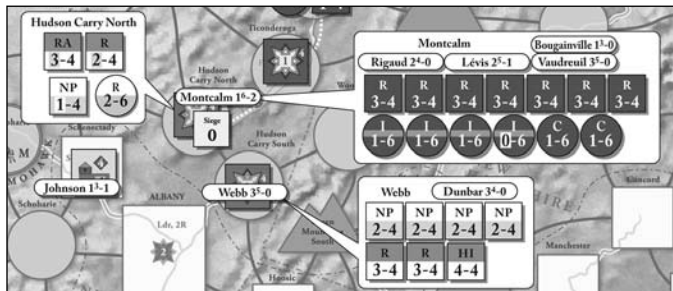
Judging that the army at Fort Edward is sufficient defense against Montcalm for the moment, the British player uses the respite from French operations to enter reinforcements. He plays #58 BRITISH REGULARS as an Event, removing it from the game. He draws the leader Forbes from the pool and places him at Philadelphia (for an eventual expedition against Fort Duquesne). He then takes three new 3-4 units and chooses to place one at Philadelphia, one at New York City and one at Halifax.

French Action Phase Five

The French player now launches his assault on the Hudson defenses. He plays #16 [1] to activate Montcalm and all the leaders and units with him as a force, and moves the force into Hudson Carry North (simply placing the Montcalm leader at that space).

The British player attempts to Intercept with Webb, in command of all the units at Hudson Carry South. However, he rolls a 3 and fails. He now wishes to defend inside the fort, but only four of the five units at Hudson Carry North will fit, and he cannot attempt to Avoid Battle because he has already attempted Interception into the space. He decides to defend inside the fort, but leaves one unit, in this case a reduced Provincial, outside to fight a battle (he places the other four units underneath the fort marker). The French attack is strong enough to guarantee eliminating the unit, but the British player must roll to see if he causes any French losses. He rolls a 1 (No Effect). There is no leader loss check because no step losses occurred. The Provincial unit is removed.

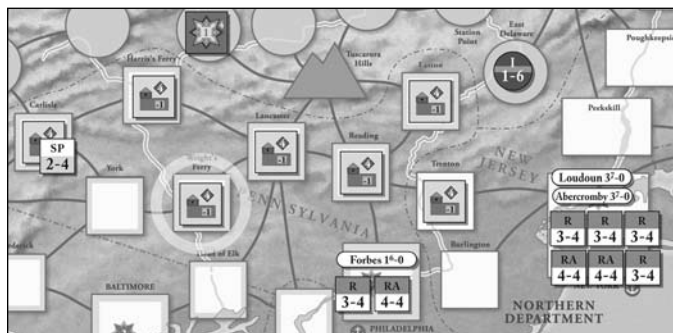
Because the space is occupied by French units and a British fort, a siege begins. The French player places a Siege 0 marker on the fort. He cannot roll yet on the Siege Table because his force did not begin its activation in that space.



Situation after the British withdraw into Fort William Henry.

British Action Phase Five

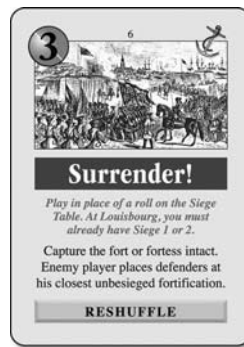
The British player has no remaining 3-value cards and so cannot activate either Webb’s or Loudoun’s armies to respond to Montcalm. Otherwise ill positioned to relieve the besieged fort, he decides to leave William Henry to its fate. He plays #17 to continue his construction of frontier defenses, placing a stockade at Wright’s Ferry. (The AMPHIBIOUS LANDING is useless now, because of “Louisbourg Squadrons” and because he may not hold any cards for the next season.)



The British player builds a Stockade at Wright’s Ferry. This illustration also shows Loudoun’s army at New York after it returned in Action Phase 3 and the arrival of Forbes in Action Phase 4.

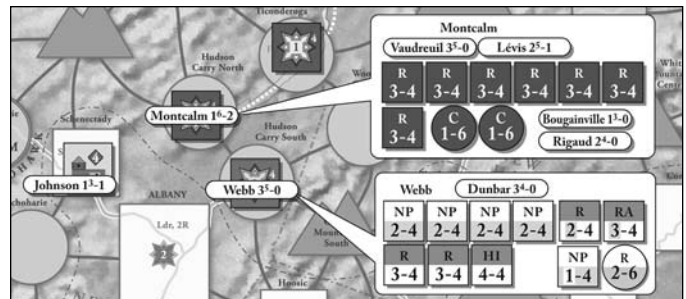
French Action Phase Six

The French player now prosecutes his siege of William Henry, playing #8 [1] to activate Montcalm’s force. With Montcalm’s tactical rating of 2, the French are guaranteed to reach Siege Level 1 and be able to Assault. But, because the French player wants to avoid the possibility of casualties (including Montcalm) and wants to capture the fort intact to speed his expedition toward Albany, he



plays #6 SURRENDER! (which has a name with a brown background and therefore is playable during the phase). He places the event card face up on the draw pile as a reminder that a reshuffle will occur before the next hand. As a result of the SURRENDER!, the British fort marker at Hudson Carry North is replaced with a completed French fort marker, and the four British units there are moved to the fort at Hudson Carry South. The French receive 2 VPs, moving the VP marker to French 5.

The British player takes advantage of the fact that his fortification fell to a force including both Drilled and Indian units, and immediately plays #7 MASSACRE! (this event has a brown background around its name, and therefore is playable during the French Action Phase). The British receive 1 VP, moving the VP marker to French 4. The four Indian units with Montcalm are eliminated, and the French player removes the FRENCH ALLIED markers from Lac des Deux Montagnes and Kahnawake, because there are no longer any Algonquin or Caughnawaga units on the map.



The situation after the MASSACRE! Montcalm in possession of Fort William Henry but without his Indian allies. The four British units from Hudson Carry North are now in Hudson Carry South.

British Action Phase Six

The British player enters more troops with #54 LIGHT INFANTRY. The leader he draws is Bradstreet, whom he places in Albany with one 2-6 unit, placing a second 2-6 at Halifax.

French Action Phase Seven

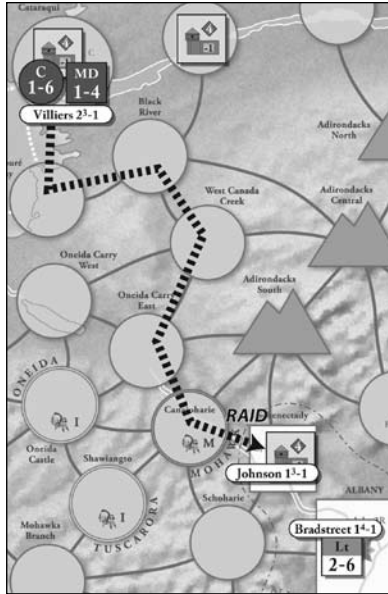
Having lost Montcalm’s Indians to the unexpected massacre, the French player reconsiders his campaign plan. Looking at his hand, he decides that he would like to play both the REGULARS and INDIAN ALLIANCE as events, leaving him with too few activations to drive on Albany. Also, with British strength continuing to build along the Hudson, he decides that it is time to shift to the defensive there. Furthermore, a buffer of wilderness is desirable.

He plays #4 CAMPAIGN as an Event, using it to activate Montcalm’s army, plus Villiers, at Cataraqui (Fort Frontenac), who will command a Coureurs unit.

- a) Montcalm moves north by boat, dropping off a small winter garrison for Fort Carillon (Bougainville, two 3-4s and a Couriers unit)

on his way through Ticonderoga. He continues with the remainder of his force to Montréal for the winter. During his activation, the French player demolishes the newly-captured fort at Hudson Carry North in order to keep it out of British hands. This reduces VPs to French 3.

b) With Villiers, the French player takes advantage of Montcalm having drawn British forces away from the Mohawk River. Villiers and the Coureurs move by land over the six spaces to Schenectady (whether via Oswego or West Canada Creek doesn't matter) to Raid. Bradstreet, at Albany, has a good chance to intercept (on a 3 or higher because of his Tactics rating) with his Light Infantry (Schenectady is cultivated, so the drilled Light Infantry may intercept the lone Coureurs unit). But, capping a bad year for the British player, he rolls a 2 and fails. There are no Militia in the Northern box to deploy. Johnson is alone with enemy units and must retreat, and is placed in Albany.



Villiers and his Coureurs now raid the stockade. They receive a +1 for Tactics and roll a 4 on the Stockade column. The result is "Success/1". The French player removes the stockade and places a Raided marker (no VPs are received for destroying the stockade, it was destroyed in a Raid). He flips the Coureurs unit to 0-6 and places it with Villiers at the nearest fortification, Fort Carillon (the Ticonderoga space).

British Action Phase Seven

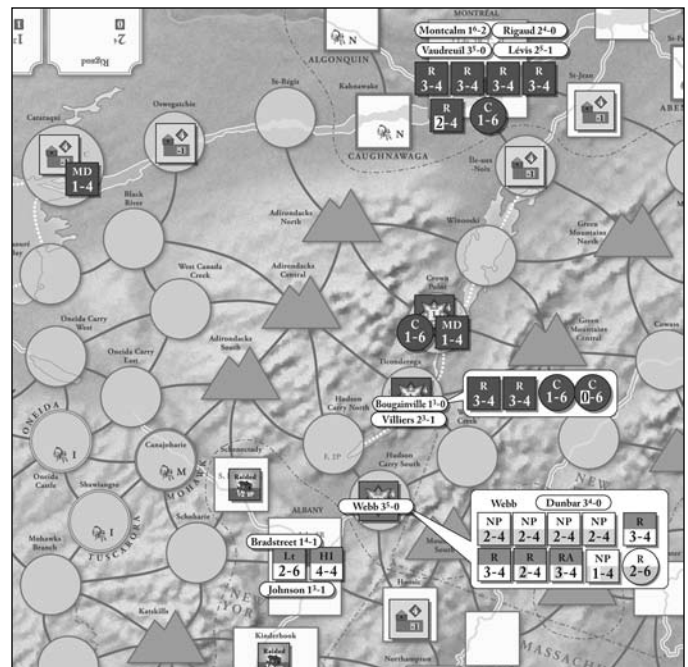
The British player must now play his last card, #49 CALL OUT MILITIAS [1]. He would like to add a Militia unit, especially to the Southern box in order to receive a -1 against raids there. However, he also wants to save at least one unit from the attrition looming at the overcrowded Fort Edward. He uses the card individually to activate the 4-4 Highlander unit at Hudson Carry South and moves it to better winter quarters at Albany.

French Action Phase Eight

The French player now plays his remaining cards in succession, because the British hand is empty. He plays #56 FRENCH REGULARS as an Event, placing two 3-4s at Québec and removing the card from play.

French Action Phase Nine

He then plays #26 WESTERN INDIAN ALLIANCE as an Event. He still has less than 5 VPs and must halve the die roll (rounding up). His roll is a 1 which, halved and rounded up, remains a 1. He can flip two reduced Indian units for every new unit he may place, so uses the result to flip the previously reduced Shawnee and Mingo units both back to full strength.



Situation at the conclusion of the Action Phases. Montcalm is back at Montréal, and the British have 10 units at Hudson Carry South.

Indians & Leaders Go Home Phase

This was the last Action Phase of a Late Season, so the Indians & Leaders Go Home Phase follows. There are no lone leaders and the only Indians not in fortifications or their settlements is the Mississauga unit at East Delaware. The French player places the unit in the Mississauga settlement space.

Remove Raided Markers Phases

The French have three markers for 1-1/2 VPs which, rounded up to 2 VPs, moves the VP marker to French 5.

Winter Attrition Phase

All units outside friendly cultivated spaces are in fortifications and in stacks of four units or fewer, except for Webb's army of ten units at Hudson Carry South. The Ranger unit (an Auxiliary) is unaffected. Three drilled units are already reduced, of which the British player must eliminate two (every odd unit—the first and the third). He chooses to eliminate the reduced Provincial and the 2-4 Regular, leaving a reduced Royal American unit in place. He then flips the remaining six Provincial and Regular units in the space to their reduced sides. The British have lost more troops this year to deprivation and sickness than to battle.

Victory Check Phase: Neither player has more than 10 VPs, so the game proceeds to 1758. The SURRENDER! card has appeared, so the players shuffle the discard and draw piles together to form a fresh draw pile for Early Season 1758.

The year 1757 has seen poor planning and mishandling of opportunities by both sides. Although the French made only small gains, they did manage to keep the British off balance in what must have been a disappointing year for King George. In 1758, the British must make better use of their growing superiority in forces, perhaps with major expeditions up the Hudson, to Louisbourg, or in the west to destroy the bases of the French and Indian frontier raiders. Now it's time for you to carry the flag forward and improve on this record!

STRATEGY NOTES

General

WILDERNESS WAR explores the interplay between the conventional European military methods of the 18th Century and the raiding and other forms of *petit guerre* common on the American frontier. Consequently, there are two general methods of gaining victory points in the game. During the course of their campaigns, players will have to decide between throwing their resources into the massing of conventional armies and the capture of fortifications and cities or into the border war of frontier raiding and skirmishing.

The tradeoffs will not often be obvious. Capturing a fortress or string of forts and stockades can yield a large cache of victory points quickly. But the constant trickle of a victory point here and there from raids—which are cheap and low risk—can add up to a war-winning lead, even before a more cumbersome and often risky conventional offensive yields results.

Similarly, activating a large force under a single leader can be a very efficient way to move troops. But the effectiveness of activating individually—especially with Indians—for dispersed raiding operations should not be underestimated.

Construction will play a key role in either method of conflict. The first means of countering raids is to protect cultivated spaces with stockades. Alone, they increase losses among the raiders. Used in a system—built to complete coverage and backed by militia and (if using the Intercept rule) a scattering of drilled troops—they can thwart individual raiding parties almost every time.

For a conventional offensive, stockades and forts facilitate movement by drilled troops through the wilderness and allow a garrison to remain through the winter without attrition. Defensively, forts slow down an enemy campaign by forcing him to stop and siege. But be careful how many you build and don't neglect to demolish them when necessary, for otherwise their loss will yield victory points to the enemy!

Beyond the two styles of warfare, players will have to decide upon which geographic axes to center their efforts—and how, and to what degree, to counter enemy efforts along each.

The importance of the maritime axis—Halifax to Louisbourg to Québec—is evident. It contains two of New France's three fortresses, which are worth 3 victory points each and cannot run away nor be demolished. And loss of Louisbourg can cut the French army of regulars off from European reinforcement, either by leading to the loss of Québec or by tilting the naval balance decisively against France at Quiberon.

A maritime campaign is a high stakes affair for both sides, however. Every amphibious landing by regulars that is repelled costs the British a victory point; siege and assault of a fortress is not a trivial challenge; and if a large British army is still sitting outside the walls of Louisbourg or Québec when winter comes, attrition will be devastating.

Meanwhile, what is happening in the interior? Both players have multiple axes available for conventional campaigns—principally defined by the waterways. The Lake Champlain-Hudson corridor in the center is the most direct route to enemy fortresses. But the West should not be ignored: lucrative targets at Ohio Forks and Niagara beckon the British; the French must secure their waterway

westward should reinforcement of these posts become necessary; and control of the West—from Ohio to Oneida—governs control of the various Indian tribes who live there.

In general, it is advantageous to pursue operations in more than one theater at a time, so as to make use of Campaign cards that allow the activation of two forces in one Action Phase.

A third strategic decision facing both sides, after conventional or brush warfare and where to strike, concerns the speed of campaigns and the degree of attendant risk to be accepted. A conservative approach means building fortifications as you go, principally to guarantee a route of retreat if a battle goes awry. But sometimes the bold approach—the quick march over wilderness trails or the long-distance strike by boat—must be risked to take advantage of a fleeting enemy vulnerability . . . or simply to get the job done in the time (that is, the number of cards) available.

The French

The first puzzle for the French player is what to do with Louisbourg. Losing it early can go a long way to preventing a French victory—but losing it with a large French force trapped inside can be even worse! Slow down any British amphibious campaign with Foul Weather or (if you're willing to risk an early Quiberon) Louisbourg Squadrons if you have them, and by putting pressure on the enemy in the interior. Eventually, you will have to decide whether to defend in force—including on the shore—or pull back to the St. Lawrence and prepare to defend there. Even without a garrison of regulars, the fortress can burn up British cards to capture, especially if left in the hands of a tactically adept leader.

In the interior, you start out with superiority in leadership, in auxiliaries, and (barely) in regulars. You should be on the offensive for much of the game—with raiders, or a regular army, or both. Parry British thrusts by moving quickly along rivers and lakeshores, which effectively provide the French interior lines. Key targets for you are British fortifications at Hudson Carry or, in 1755 scenarios, at Oswego and Oneida. Control of Oswego is particularly important to protect the long French lines of communication to the West and to block a British-Iroquois alliance.

You will have the far greater opportunities for raiding of the two sides, and you must take maximum advantage. In the 1755 scenarios, the early years are open raiding season—before the British mobilize border defenses of stockades, militia, and provincials. Use this period to generate a lead in victory points (which can help recruit even more Indians) and force the British to invest in defenses.

But even if the British seal up the frontier, don't give up on raiding entirely. Every raid will have some chance of success, and late in the game a single added victory point can make all the difference. The border war is often a battle of attrition, and if you have more auxiliaries than the enemy has militia you can win. Against a solid defense of stockades and militia, try a tactically capable leader in command of several auxiliaries: they will have a good shot at defeating any militia that deploys and have a decent shot at a successful raid. If they destroy the stockade—and the enemy does not immediately rebuild it—send more raiders through the gap!

If your raids and campaigns have won you a lead, you will have to decide whether to go for a Sudden Death or to switch to the defensive and hold out to the end. Watch the British player's buildup carefully—you can lose your advantages in numbers and leadership quickly if he gets the right cards. Keep an eye on your own

losses as well: British capture of Québec or, depending on how the naval war is going, play of a single card (Quiberon), can cut you off from the ability to restore regulars. And don't forget to build up your militia, which can play a key role in the defense of Canada.

Knowing when to evacuate and demolish your posts is a key skill for the French player. If a British offensive gets rolling along a line of French forts and stockades, you'll lose your lead in points very quickly. Remember that every little French Marine detachment that gets caught in the field can cost you a victory point as well.

Fort Duquesne at Ohio Forks is a special case. It is difficult to defend because it is more than one move away from the St. Lawrence. But don't surrender it too early—it is the key to the border war in the west and can lead to a domino-like loss of French fortifications to its north—including Niagara. Consider sending reinforcements to Duquesne if the British begin a build up in Pennsylvania or Virginia. Harry British progress across the Alleghenies by auxiliary attacks on stockades along his march route. Consider holding an "Ambush!" card into a subsequent hand if you don't have a chance to use it immediately—one successful ambush can turn around a campaign, especially in this remote part of the map.

The French global strategy which you are to support in America involves simply achieving a stalemate. In the end, you have the luxury of time. If you made use of your early advantage, the British will be on a tight schedule. You can lose battles and territory and still win the war. Even when British forces seem overwhelming, you can win through delay, harassment, raiding, and just making a nuisance of yourself.

The British

Britain has her navy, and the sea via Louisbourg looks like the direct route to the vitals of New France. But it is only one possible approach to victory—and not necessarily the easiest. Always consider the option of dedicating a large force to an amphibious campaign, but don't get fixated upon it to the degree of ignoring opportunities or dangers elsewhere.

A flexible approach is to mass reinforcements at Halifax and test the enemy's resolve to hold at Louisbourg. Even if you don't happen to be holding an Amphibious Landing card, the French player usually cannot be sure. You may force him into either reinforcing or evacuating the fortress. The ideal is to trap a good portion of his army there in a siege. But if the defense is too strong, you can always redeploy to New York or the Southern Department and head inland.

Your first task in the interior probably will be dealing with French and Indian raiders. There are many ways to do so. Militia may seem humble, but once there are two in a Department—or if they back up a solid line of stockades—they can cut French successes sharply. It helps to post a provincial or regular unit every few spaces along the frontier to intercept raiders as they come through.

If your opponent is nevertheless bent on raiding, consider offensive remedies as well. If you have rangers or Indians of your own—you can pounce on enemy raiding parties as they stop on a mountain space. With rangers or Indians, try some raids on enemy Indian settlements while the tenants are away. Otherwise, the most direct and lasting remedy is to launch a campaign to occupy enemy Indian settlements or—especially—the French forts that support alliances and raiding activities.

A final option is to ignore enemy raiders and focus on conquest

of French territory. Capture a few forts or a fortress, and you've compensated in victory points for a lot of raiding. But until you have decent leaders and superior numbers of drilled troops, it will be easy enough for the French to react to your offensive. So watch that French automatic victory level carefully if your offensive does not pay quick dividends!

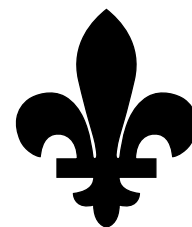
Lake Champlain is often the main front, but don't disregard other theaters. As long as British fortifications span the Oneida Carry, you pose an immediate threat to Niagara or the upper St. Lawrence that is difficult for the French player to ignore. British presence here also opens the possibility of the Iroquois joining you, and they can be a great help to your regulars in the wilderness, and a threat to the cultivated areas around Montréal. If the French control the Oswego-Oneida corridor, the Iroquois could join them—and turn on the Pennsylvania or New York frontiers.

Don't be overly deterred by what happened to Braddock on the Monongahela. Fort Duquesne is actually quite vulnerable and a rich prize for you. If the French don't demolish it, its value in points is the same as Montréal or Québec; if they do, you've won a bloodless victory. Moreover, British occupation of Ohio Forks usually will eliminate the raiding problem in the South. Once taken, you can press north—but watch your garrison of the Ohio, or an enterprising enemy is likely to try to retake it!

As the British player, it is easy to forget to raid. You will need what auxiliaries you have to protect and guide your drilled troops in the wilderness. But if you can spare some rangers—or Mohawks with Johnson in command—they can make terrific raiders. (And why should the French player have all the fun?) In addition to victory points, raiding can eliminate Indian units and prevent that bothersome French militia from deploying for the defense of Québec or Montréal.

Most of all: keep moving! Time is against the British—especially in the *Annus Mirabilis* scenario. You must take risks. Sometimes, you will not be able to afford all the construction prudence would dictate. You may have to risk that battle without a retreat route in order to seize the next French fort on schedule. You may even—on the odd occasion—need to suffer winter attrition.

You don't want to look for such situations, but neither can you shy from them if the only alternative is to let the clock run out on the war. Don't be lulled by the historical outcome: the pressure of time is upon you. In light of the rules that require supply for sieges and allow a slippery Frenchman to avoid battles and infiltrate stockade lines, the tyrant of time can make the British side the more challenging to play in Wilderness War.



CARD NOTES

Activation values are listed in brackets [#]. The 70-card deck consists of:

- 23 1-value cards
- 19 2-value cards
- 28 3-value cards.

ACADIANS EXPELLED (#66) [2]: British deportation of the French speaking population of Nova Scotia in 1755 removed the need for a large British garrison but hardened the resolve of French Canadians to resist the British.

AMBUSH! (#11-12) [1]: The advantages in scouting and screening afforded by large numbers of frontiersmen could provide decisive advantages of stealth and surprise in the wilderness.

AMPHIBIOUS LANDING (#17-20) [1]: Many preconditions—naval transport, escorts, supplies, landing boats—had to coalesce to make possible a major British amphibious operation.

BASTIONS REPAIRED (#5) [1]: During a prolonged siege in the European style, defenders would attempt to destroy the besiegers' works with bombardment or small-scale sorties, while working to repair damage to their own fortifications.

BLOCKHOUSES (#13) [1]: Colonists sometimes built themselves fortified sanctuaries that enemy raiders in search of captives would either bypass—prolonging their exposure in hostile territory—or assault at the risk of casualties.

BRITISH COLONIAL POLITICS (#41- 42) [3]: Colonial assemblies' support for the war fluctuated—reaching a low point in 1757 under Loudoun's imperious policies, such as forced billeting of regulars.

BRITISH MINISTERIAL CRISIS (#37) [3]: The fortunes of Newcastle, Pitt, and other ministers in London was beset with peaks and troughs between 1755 and 1758, disrupting material support for the war in America.

BRITISH REGULARS (#57-59, 64) [3]: Britain's ability to send a larger portion of its much smaller army than could France across the Atlantic was a key to eventual victory.

CALL OUT MILITIAS (#49-52) [1]: Royal or provincial commanders often called on county or other local militiamen to augment defenses against raiding activity and—in the case of Canada—for major battles.

CAMPAIGN (#1-4) [3]: Both sides—but particularly the British—sought to develop multiple, simultaneous axes of operations against the enemy.

CHEROKEES (#30) [1]: A southern Appalachian Indian people having long-friendly relations with their British neighbors, the Cherokee briefly sent some 700 warriors to Pennsylvania to serve with Forbes as auxiliaries.

CHEROKEE UPRISING (#31) [3]: The falling out with Forbes and incidents with British settlers along the warriors' return route southward escalated into a British-Cherokee war that diverted as many as 1,300 regulars to the Carolinas.

COEHORNS & HOWITZERS (#8) [1]: These indirect-fire weapons were particularly useful against fortifications—if larger pieces and their ammunition could be hauled through the wilder-

ness in any substantial number.

COLONIAL RECRUITS (#46) [2]: With pay and provisioning of colonial units irregular at best, the ability to fill gaps in the ranks was equally irregular.

COURIER INTERCEPTED! (#35) [3]: Wilderness communications depended on individuals crossing often unfamiliar, enemy-inhabited territory. A military situation could turn on an intercepted message—as at Fort William Henry in August 1757.

DIPLOMATIC REVOLUTION (#69) [3]: The alliance in 1756 between ancient enemies France and Austria—soon to include Saxony, Russia and Sweden—imperiled British interests on the Continent and heralded French mobilization for global war.

FIELDWORKS (#9-10) [1]: Numerous battles—including those at the Hudson Carry, Ticonderoga, Louisbourg, Québec and La Belle-Famille—turned on the defender's use of breastworks or the attacker's ability to overcome or circumvent them.

FRANÇOIS BIGOT (#36) [2]: Both crowns' interests suffered throughout the war from individuals who were at once key officials and avaricious speculators—but from none as flagrant as this corrupt royal Intendant (chief of finance and civil administration) of Canada.

FRENCH REGULARS (#55-56, 68) [3]: Despite fielding a huge army, France's strategy of seeking decision in Europe, plus British naval superiority, meant that only a handful of French battalions reached America.

FOUL WEATHER (#14) [2]: Nature could derail the commander's most well-conceived plans—particularly at sea.

GEORGE CROGHAN (#16) [1]: Croghan, Christopher Gist, and other British frontier traders sometimes provided Indian guides for British forces—or acted as wilderness guides themselves.

GOVERNOR VAUDREUIL INTERFERES (#22) [3]: Canada's Governor-General quarreled with the military commander-in-chief, Montcalm, over strategy and the assignments of favored subordinates. (If Vaudreuil has been eliminated in the game, the event represents actions by a successor.)

HIGHLANDERS (#60-61, 63) [3,1,1]: In part as a result of a suggestion from Wolfe and the influence of Pitt, the crown raised and dispatched Highland units to take part in the American wilderness fighting, in which they proved themselves a force of particular esprit.

INDIANS DESERT (#33) [2]: More self-interested allies than subordinates, Indian war parties could declare an end to their own participation in a campaign—out of pique or if sated with the trophies already won.

INTRIGUES AGAINST SHIRLEY (#70) [2]: Governor William Shirley of Massachusetts ran afoul of political conflict with other colonial authorities and was removed from command after the largely unsuccessful 1755 campaign.

IROQUOIS ALLIANCE (#28) [3]: Except for the staunchly pro-British Mohawk, the Six Nations sought to maintain their neutrality, until British dominance of Iroquoia became evident in 1759.

LAKE SCHOONER (#15) [1]: Both sides built and operated flotillas of lake sloops and schooners, whose firepower could devastate a bateau-borne enemy force or destroy supply or munitions

barges accompanying a force marching along the shore.

LIGHT INFANTRY (#54) [2]: Inspired by the forces of European opponents such as the Habsburg Croat Grenzer who fought in open order, the British fielded light infantry companies in regular regiments and then whole light regiments recruited from Britain and the colonies.

LOUISBOURG SQUADRONS (#21) [3]: French augmentation of naval forces at Louisbourg helped stave off Loudoun's amphibious plans for 1757, but the more aggressive French naval posture also risked tipping the balance in other naval theaters.

MASSACRE! (#7) [1]: Indian auxiliaries' pursuit of their anticipated captives and booty among surrendered troops often embarrassed European officers—particularly Montcalm—and could feed enemy propaganda.

MOHAWKS (#29) [1]: Allied to the British through personal bonds to New York grandee William Johnson, Mohawk warriors served as the only substantial force of native auxiliaries available to Britain during the first half of the war.

NORTHERN INDIAN ALLIANCE (#23-25) [2]: French authorities had long had mutually beneficial relations with tribes of the St. Lawrence region, many under the influence of missionaries, and with Great Lakes tribes through trade via French forts.

PROVINCIAL REGIMENTS DISPERSED FOR FRONTIER DUTY (#38) [2]: Several colonies responded to devastating Indian raids by garrisoning strings of stockades with small detachments of provincial troops—who proved as much targets as hindrances to the raiders.

QUIBERON BAY (#62) [3]: When the French navy, pressed by lack of success elsewhere, in late 1759 attempted a concentration in support of an invasion of Britain, British Admiral Hawke engaged and destroyed a major portion of the French fleet southeast of Brest, thereby severing New France from Old.

RAISE PROVINCIAL REGIMENTS (#43- 45) [2]: Britain had a 10-to-1 advantage over France in colonial population, but was unable to bring it to bear, until Loudoun's removal and new policies healed crown-provincial relations in 1758 and bolstered provincial ranks.

RANGERS (#53) [1]: In an effort to counter French and Indian auxiliaries, the British formed elite companies of backwoodsmen who were to "range" along the frontier and beat the enemy at his own game.

ROYAL AMERICANS (#65) [3]: Raised in 1756 in four 1,000-man battalions of mostly Pennsylvanians and New Yorkers officered by Europeans, the 60th Royal Americans were a creative way to take advantage of colonial manpower.

SMALL POX (#34) [3]: Inoculation against this disease had yet to be invented, and it ravaged Europeans and Indians alike—most famously the William Henry garrison in 1757.

STINGY PROVINCIAL ASSEMBLY (#39-40) [2]: Provincial ranks became depleted when disinterested assemblies failed to pay or provision them—a problem relieved by more enthusiastic provincial support for the war effort after 1757.

SURRENDER! (#6) [3]: Eighteenth Century sieges often ended in a negotiated parole of the garrison rather than an infantry as-

sault, if the besieger believed honorable resistance deserved such terms—or simply wished to avoid casualties—and if the defenders were willing to give up their post.

TREATY OF EASTON (#32) [2]: With Forbes within striking distance of Fort Duquesne in October 1758, representatives of Pennsylvania and several Indian nations negotiated a peace between the British and the Western tribes.

TROOP TRANSPORTS & LOCAL ENLISTMENTS (#47) [3]: Small contingents of regulars arrived from Europe throughout the war to fill depleted ranks and, as often, regular units recruited locals as a supplement.

VICTORIES IN GERMANY (#48) [3]: Brilliant battlefield command by British allies Frederick of Prussia and Ferdinand of Brunswick meant that Britain could feed the European war largely with subsidies rather than British bodies—but more French, Russian or Austrian victories might have reversed this effect.

WESTERN INDIAN ALLIANCE (#26-27) [2]: The French were able to impress the initially reluctant western tribes with their rapid fortification of the Ohio region, but these alliances lasted only as long as French military presence at Fort Duquesne.

WILLIAM PITT (#67) [3]: De facto prime minister in late 1756 and, after a hiatus in 1757, for the duration of the North American war, William Pitt reorganized British resources under a global strategy and expanded British war aims to include the full conquest of Canada.

HISTORICAL CHRONOLOGY

The small number of Indians that we have here, realizing the need we have of them, are extremely insolent. This evening they wished to kill all the General's hens. They forcefully take away barrels of wine, kill the cattle, and we must put up with it. What a country! What a war!

—Capt. Louis-Antoine de Bougainville, June 1758

The war that would bring an unprecedented level of European-style military operations to the wilderness of the North American Indian began as an escalating diplomatic conflict—first between Virginia and Canada, and then between London and Paris—over competing claims to the country around the Ohio River and its tributaries. Fort construction there by the French and a Virginian expedition to evict them led to military clashes in 1754, of which the Virginians took the worst. With undeclared war underway, Britain dispatched two regular regiments of foot to Virginia while France sent six battalions to Canada and the New World's "Gibraltar," the mighty stone fortress and naval base of Louisbourg.

War would be declared in May 1756, eventually ensnaring the major powers of Europe and spanning the globe. Observers at the time clearly saw the military events in America and Europe as tightly meshed, but both its beginnings and its greatest effect would be in North America.

The following chronology summarizes those events as they might occur in a game of *WILDERNESS WAR*—season by season, with corresponding victory point levels.

Early Season 1755

Capitalizing on their recent construction of the four-bastioned Fort Duquesne at Ohio Forks, the French seal alliances with the Indian tribes of the Ohio region, whose war parties begin to gather at the fort.

Major General Edward Braddock, at Alexandria with the recently landed 44th and 48th Foot, marches to Will's Creek, where he is joined by Virginia and Maryland provincials for an expedition via Laurel Ridge and Gist's Station against Fort Duquesne. Massachusetts Governor William Shirley raises a largely provincial army for a planned strike at Fort Niagara from Oswego, while New York Colonel William Johnson is to take a mixed provincial and Mohawk force north against Fort St-Frédéric at Crown Point.

Late Season 1755

The French at Duquesne decide to attempt an ambush of Braddock's army as it approaches the fort. What results is more of a meeting engagement than an ambush, but the smaller force of French and Indians use the cover of the surrounding wilderness to shoot down Braddock's tightly packed columns of redcoats for a decisive British defeat (VPs to French 1). Braddock and the French commander, Marine Captain Daniel de Beaujeu, are killed.

The French begin work on a new fort (Carillon) at Ticonderoga south of Crown Point. The French commander-in-chief, Baron de Dieskau—deferring a planned strike on Oswego in order to meet the threat from Johnson—takes an army of regulars, Canadians, and Indians up Lake Champlain. The opposing forces meet in battle near the north end of the Hudson Carry, where Johnson's troops also are building a fort (William Henry). In the engagement, Dieskau is shot and captured and his army turned back. (VPs to French 0).

British forces under Brigadier Robert Monckton subdue French resistance in Nova Scotia and expel the French speaking population of Acadia.

With Duquesne secure, the French send their Delaware and other western Indian allies on a campaign of frontier raids against the Southern Department (VP to French 1). Pennsylvania begins construction of a defensive screen of stockades.

Early Season 1756

Coueurs des bois and Indians, traveling along frozen rivers on ice-skates, raid and destroy Fort Bull at the Oneida Carry, demonstrating the strategic vulnerability of the British position at Oswego. French-led Shawnee raid the Virginia frontier, where construction ensues on a line of stockades along the Shenandoah valley, each 20 miles from the next.

Shirley—since Braddock's death the senior British officer in America—is relieved of command and the British war effort languishes while awaiting the arrival of the new commander-in-chief, John Campbell, Earl of Loudoun. Meanwhile, the Marquis de Montcalm lands at Québec with battalions of the La Sarre and Royal Roussillon regiments and takes command of French forces.

Late Season 1756

The British form four battalions of regulars from colonial recruits, the "Royal Americans," while an independent unit of Rangers under New Hampshire Captain Robert Rogers begins operating out of forts William Henry and Edward. Loudoun lands at New York city

with additional regiments from Britain.

A 3,000-man force under Montcalm (Béarn, Guyenne, La Sarre, plus auxiliaries) arrives a short distance from Oswego, a British schooner operating out of the British position on Lake Ontario having failed to spot the French force until already ashore. Montcalm quickly invests the fort, taking the garrison prisoner after a brief artillery duel (VPs to French 3). He subsequently loses control of his Indian auxiliaries, who take a number of British captives, and scalp sick and wounded in an hours-long massacre (VPs to French 2.) Montcalm razes the British fortifications and returns to the St. Lawrence River.

British Colonel Daniel Webb, in route up the Mohawk River to relieve Oswego, decides instead to demolish the British fortifications at the carry and pull back to New York.

In the aftermath of Oswego, Iroquois delegates at Montréal offer some support to the French, but the Iroquois Confederacy (other than the pro-British Mohawk and a few pro-French Seneca) remains neutral.

Alliance between France and Austria leads to the beginning of general war on the European continent. The forces of France and her allies greatly outnumber those of Britain's ally Prussia and Britain's possession in Germany, Hanover. Meanwhile, William Pitt becomes de facto British Prime Minister and sets in train the beginnings of a strategy maximizing British commitment to the conflict in North America. The strategy includes the raising of new Highland units to be sent to the New World.

Delaware Indian raiders destroy Fort Granville, a stockade built by Pennsylvania on the Juniata River. (The British frontier stockades are proving as much targets as impediments to the French and Indian raids.) In reprisal, Pennsylvanians successfully raid the Delaware settlement of Kittaning, forcing the Delaware to pull away westward (net raids bring VPs to French 4).

Early Season 1757

Bickering between an imperious Loudoun and self-interested colonial authorities (such as over the issue of where to house British regular troops) leads to a growing reluctance by provincial assemblies to support what they are coming to see as the crown's war—rather than their war—against France.

Impressed by French victories, large numbers of Indians from the upper Great Lakes (pays d'en haut) and the St. Lawrence mission settlements gather at Montréal.

A force of 1,600 Canadians, Indians and French regulars—led, at French Governor Vaudreuil's insistence, by his brother, François-Pierre de Rigaud—tracks over the ice of Lake George for a surprise attack on William Henry. The attackers damage some buildings, boats and supplies, but are unable to overcome the fort's garrison and withdraw (VPs to French 3).

Southern Department provincials and militia struggle against continued French and Indian raids. Meanwhile, Loudoun assembles a sizable force of regulars for a strike on Louisbourg.

A ministerial crisis temporarily ousts Pitt and delays reinforcements for America. On the European Continent, Britain's ally King Frederick of Prussia is proving a nimble opponent, but he suffers a major defeat at Kolin, taking pressure off the Franco-Austrian alliance.

Late Season 1757

Loudoun assembles an overwhelming force of regulars at Halifax, but foul weather and reinforcing French naval squadrons at Louisbourg delay the planned amphibious operation against Louisbourg until the season is too advanced to proceed.

The few new troops the British provinces are willing to mobilize are busy defending the frontier against French and Indian raids. This diversion, together with the British concentration at Halifax, give the French an opportunity for local superiority in drilled troops wherever in the interior they might choose to mass them.

Montcalm takes advantage of this superiority, and of his abundance of Indian auxiliaries, to launch an overland invasion toward Albany. Six battalions of army regulars, plus marines, Canadians and some 800 Indian warriors ascend Lake George from Carillon in bateaux and canoes or march through the woods along the shoreline. Montcalm's force (of almost 8,000 with heavy mortars and cannon) faces a garrison at William Henry of fewer than 2,500 effectives, principally the 35th regiment plus provincials. (Small pox had recently struck the British.)

After a six-day siege, and bombardment which destroys most of William Henry's cannon, Montcalm offers the British terms. The fort's commander accepts after Montcalm produces a message from Webb at nearby Fort Edward making clear that no relief is coming (VPs to French 5). As the French soldiers attempt to escort surrendering British troops away from the fort, Montcalm's Indians again rebel and another massacre ensues—principally the taking of captives and booty—following which the Indians return home (VPs to French 4). Without his Indian auxiliaries and fearing over extension in the approaching fall, Montcalm demolishes William Henry and returns north (VPs to French 3).

French raiders destroy frontier settlements near Schenectady (together with earlier raids, VPs to French 5).

In Germany, brilliant victories by Frederick against the French and Austrians offset an ignominious Hanoverian surrender to the French at Kloster-Zeven. The stalemate works against France's strategy of seeking decision on the Continent and allows Britain to keep Hanover and Prussia afloat with subsidies while sending fresh troops to America.

Early Season 1758

This is to be the year that Pitt's global strategy gains full stride. He replaces Loudoun with the latter's second, Major General James Abercromby; promotes to general rank the militarily competent Jeffery Amherst, James Wolfe, and John Forbes and dispatches them to America; and repairs relations with the provincial assemblies. He also tightens the Royal Navy's blockade of France, setting the stage for a showdown at sea. In America, Pitt's policies have infused the British war effort with a new superiority in regular army and provincial manpower.

Forbes in Pennsylvania is to finally put a stop to the incessant Indian raids plaguing the southern colonies by seizing Duquesne. He assembles an army which will eventually grow to 6,000 Pennsylvania, Virginia and regular troops (including the 1st Royal American battalion and the 77th Highlanders). He begins to construct a road and a series of stockaded depots westward from Carlisle (including Fort Bedford at Raystown and Fort Ligonier just beyond Laurel Ridge). As many as 700 Cherokees from southern Appalachia join Forbes, but quickly become alienated from the British in

disagreements that eventually escalate into a full-scale border war southwest of Virginia.

Western Indian raids ravage the Pennsylvania and Virginia frontiers.

Abercromby concentrates 15,000 men, with 890 bateaux and whaleboats to carry them, at the British end of Lake George for his principal thrust of the year: an attack on Fort Carillon. The regulars include the Highlanders of the 1/42nd Black Watch and the provincials include large contingents from Massachusetts, Connecticut, and New Jersey.

Meanwhile, Amherst assembles a new Louisbourg strike force at Halifax, 12,000 men including the 15th, 28th, 35th, 47th, 48th, 58th Regiments of Foot, the 78th Highlanders and the 2nd and 3rd battalions of Royal Americans. Braving French fieldworks, a brigade under Wolfe forces a landing two miles from the fortress and a formal European-style siege ensues (VPs to French 4).

Late Season 1758

French Marine commandant Augustin Drucour defends Louisbourg fortress steadfastly with his Marines and the Artois, Bougogne, Cambis and Volontaires Étrangers regular battalions. Seven weeks of British siege craft and bombardment from land and sea reduce the French fortress to submission (VPs to French 1).

Back in the interior, Montcalm receives ample warning of Abercromby's preparations on Lake George and concentrates eight regular battalions at Ticonderoga. Despite nevertheless being heavily outnumbered when Abercromby's force arrives, Montcalm makes a stand behind well-built fieldworks in front of the fort. Abercromby orders frontal assaults on Montcalm's abatis and breastworks. All are repelled with heavy losses (VPs to French 2).

Out of other options, Abercromby authorizes Colonel John Bradstreet to re-establish British presence at the Oneida carry and threaten the French on Lake Ontario. In a daring dash past the French lake fleet, Bradstreet seizes and destroys Fort Frontenac (VPs to French 1).

A mixed British vanguard heading toward Duquesne is ambushed (VPs to French 2), but a subsequent French and Indian attack on Fort Ligonier is defeated.

The Ohio Indians decide that Forbes' advance is unstoppable and, at a congress with Pennsylvanians and the Iroquois at Easton agree to a treaty removing them from the war. Forbes advances toward Duquesne, which the outnumbered French demolish before retreating northward (VPs to French 1). The British occupy the Forks and begin construction of a new, five-bastioned fort (Fort Pitt), securing their frontier from Ohio Indian raids and opening the way westward (VPs to French 0, then to French 1 for Early Season raids).

Early Season 1759

In a series of conferences, William Johnson and his agents persuade the Iroquois Confederacy to join the British side in the war.

Launching a campaign against Québec, Wolfe lands on the undefended Île d'Orléans in the St. Lawrence estuary with some 9,000 troops: eight battalions of regulars plus the oversize 78th Highland Regiment, light infantry and American rangers.

New France's defenders had been reinforced just before Wolfe's expedition by several transports carrying replacements that slipped past the Royal Navy, and by Canadians enlisted into the ranks of

the depleted regular regiments. To hold Québec, Montcalm is able to muster five regular regiments of troupes de terre, various Marine units, more than 1,000 Canadian and pays d'en haut Indians still with the French, several thousand militia from regions of Québec, Trois-Rivières and Montréal—and even 150 Acadian volunteers.

Montcalm also has fortified the approaches to the city with artillery redoubts and other formidable fieldworks. Wolfe makes an attempt at the French defenses at their northeastern extremity, Montmorency, but is bloodily repulsed (VPs to French 2). Wolfe also sends his rangers to raid the Baie-St-Paul and Rivière-Ouelle areas in a largely unsuccessful effort to induce Canadian militias to desert Montcalm's army.

Late Season 1759

Having succeeded Abercromby and transferred his headquarters to the Champlain front, Amherst is in position to take advantage of Montcalm's concentration against Wolfe. British strength on Lake George forces the French to abandon Forts Carillon and St. Frédéric (VPs to 0). Amherst moves deliberately, beginning construction on a large, five-bastioned fort at Crown Point.

William Johnson leads a British force that includes some 1,000 Iroquois warriors in an investment of a weakly-defended Fort Niagara. Using concealed fieldworks in a skillful ambush at La Belle-Famille, he defeats a mixed French relief force moving up from the Ohio forts (VPs to British 1). Niagara falls, and with it France's "Gateway of Nations", its link to pays d'en haut allies and trade (VPs to British 4). The French abandon Forts Machault, Le Beouf, Presqu'île and Rouillé.

In Germany, a Hanoverian-British victory under Prince Ferdinand at Minden causes thousands of French losses and stabilizes the situation for London's allies. The battlefield success helps siphon French resources from a planned invasion of England and obviates the need for large contingents of British regulars either to reinforce the Continent or defend the homeland.

At Québec, Montcalm stymies Wolfe for another six weeks after Montmorency. However, Wolfe's army finally circumvents Montcalm's fieldworks around his right, through a combination of ruse, audacity and luck, and assembles for battle on the Plains of Abraham outside the fortress city. Montcalm decides to engage in a field battle with his force (roughly equal to the British in numbers, but not in training). Controlled British musket volleys undo the ragged French advance, resulting in a major British field victory (VPs to British 5). Wolfe and Montcalm both fall in the engagement, and Vaudreuil withdraws up the St. Lawrence. A besieged Québec capitulates in six days (VPs to British 8).

Setting out from Amherst's fort at Crown Point (still under construction), Robert Rogers' New Hampshire rangers infiltrate French defenses to raid and destroy the Abenaki settlement at St-François (VPs to British 9). A much-reduced ranger force returns down the Connecticut River to Fort No.4.

Off the French coast southeast of Brest, British Admiral Edward Hawke pursues his French counterpart, the Comte de Conflans, and a major French fleet into the restricted waters of Quiberon Bay. Under gale conditions, Hawke destroys or runs aground most of Conflans' ships—one of the most decisive naval victories of the century and a fitting close to Britain's "Year of Miracles." This strategic victory ends the threat of invasion of England, and Canada is cut off from any resupply or reinforcement from France.

Early Season 1760

The escalating war with the Cherokee forces the British to dispatch regulars from the 1st and 77th regiments to the Carolinas. Virginia provincials are already fighting the Cherokee in the southern mountains.

Intent on retaking Québec, French commander François-Gaston de Lévis regroups a French army of 7,000 at Montréal, sails down river, and meets a disease-ravaged British army under James Murray on the Plains of Abraham—inflicting a defeat and besieging the city (VPs to British 8). Lévis' siege makes little progress for want of guns and especially ammunition, for it is the British Royal Navy and not the French Marine that controls access to the St. Lawrence. After three weeks, Lévis lifts the siege and returns up river to defend Montréal.

Late Season 1760

The British begin a campaign of coordinated convergence on Montréal. While one British force pushes north from Crown Point and Murray leads his up the St. Lawrence from Québec, Amherst transfers his command to the upper St. Lawrence and captures a French stockade (Fort Lévis) at Oswegatchie (VPs to British 9).

The French abandon Île-aux-Noix on the Champlain front, hoping for an opportunity to use their central position at Montréal to defeat the three approaching British forces in detail. The opportunity never arises, as the British pincers approach Montréal simultaneously. With French forces and Montréal's defenses unfit to sustain a hopeless siege, Vaudreuil and Lévis surrender the city (VPs to British 12). The British army ends the year in occupation of the entire St. Lawrence Valley, Ohio Forks and Lake Ontario—the war for French Canada is finished.

DESIGN NOTES

WILDERNESS WAR is an adaptation of Mark Herman's card-driven wargame system, first introduced in the game *We the People*. Mark Simonitch's *Hannibal: Rome vs. Carthage* refined the strategy card mechanics and showed that the system could be felicitously adapted to widely different historical eras. Finally, Ted Raicer's *Paths of Glory* took the system in new directions in options of strategy card use, combat systems and named units and reinforcements.

WILDERNESS WAR also owes a great debt to Rob Markham's pioneering game on the French and Indian War, *Montcalm and Wolfe*. Among several innovations, this handy little game meshed raiding by France's native-American allies with other activities and objectives in the game in a way that was both consequential and fun—an effect I had tried but failed to achieve in a paper campaign of the war that I had run for my gaming group in the early 1990s.

In *WILDERNESS WAR'S* mechanics for raiding, I have built on the success of Rob Markham's design. With the variety of raiders, raid targets and effects of success—not to mention the defensive options of militias, stockades and posting Drilled Troops in target areas—the frontier border battles come alive in *WILDERNESS WAR* as a game within a game. Infiltration and interception rules add further twists.

One historical aspect missing in *Montcalm and Wolfe* is the construction and demolition of forts in the wilderness—one of the principal strategic activities of the war and objectives of its cam-

paigns. A second such activity was the construction of roads—such as those of Braddock and Forbes—typically studded with supply depots along the way. The design puzzle for me was how to allow players the option to carry out all this essentially logistical activity without complication and tedium.

The answer was to combine both functions—fortification and road building—into a card-use option that would supplant placement of political control markers (which do not apply to a wilderness context). Fortifications in the game offer not only defense and bases for raiding, but also speedy movement over mountain and forest. Players are free to take their armies anywhere they would like in the wilderness—but they must either spend the time to hack out a supply route (and potential refuges for retreat) or risk losing that army to a disaster. A side can repair a captured fort and use it itself—but risk its recapture by the enemy—or can choose to demolish it and return home (as Montcalm did at Oswego and William Henry).

In the game, stockades generally represent small, palisaded places which are as important in their role as supply depots as for their defensive benefit. Forts represent earth and wood (or stone) construction with bastions, ditches and artillery embrasures. Both fortification marker types in the game also represent such activities as road building and the movement and accumulation of supplies—in short the logistical activity needed to support a European army in the American wilderness. Fortresses represent particularly large and permanent fortifications, as well as cities large enough to provide their own local defense.

Because so much in the war revolved around these forts, many of the larger engagements were sieges rather than field battles. So *WILDERNESS WAR* pays particular attention to siege-craft. Rolling on the Siege Table represents construction of approach trenches and battery positions close enough for effective bombardment and assault.

To explore the differences and interactions of the European-style troops that carried out such construction and sieges—and the frontier auxiliaries who pursued the *petit guerre* of raids and wilderness ambushes—*WILDERNESS WAR* departs from the simpler, generic strength points for troops and introduces seven different troop types, all differing in their capabilities. This part of the design saw much evolution during Rob Winslow’s able development of the game—mostly in the direction of streamlining and lessening the differences. I hope that players will agree that we achieved the right balance between accessibility and period character.

One note on French unit types is necessary. French Canada had a numerous and relatively well-trained “militia” (*milice*), rather different than that of the decentralized British colonies. In the game, much of this militia is represented by the *Coureur* units and part of the strength of the French regular units. The game’s Canadian Militia units represent emergency local augmentations of the *milice*.

There is too much to say about the composition of the various events, so I will not attempt that here—with two exceptions: *QUIBERON* and *SMALL POX*.

Linking the far away event of Quiberon Bay to the amphibious struggle for Louisbourg may at first seem odd. The premise of the linkage is that the success or failure of French naval actions off North America are a barometer of their success globally—and therefore of the pressure on them to take the risks off European waters that led to the defeat in November 1759.

SMALL POX originally had generated normal winter attrition, but in game development evolved into its own form. Players may initially question how it treats Indian units—in particular, that the afflicted side is allowed to choose step losses from Indians which are to be eliminated anyway, thereby in effect shielding non-Indian troops. However, it should be noted that the Indian units add to the stack size that draws a *SMALL POX* event in the first place, and that their very vulnerability does so as well. For the side playing the event, choosing whether to inflict the disease on a stack with lots of Indians is more interesting for having to consider that all Indians are automatically eliminated, but that any European troops are likely to remain unaffected. The historical premises are that Indians were particularly susceptible and that warriors wouldn’t hang around if their comrades are dropping to the Pox.

The *WILDERNESS WAR* map is largely based on period maps (see Evans in Selected Sources), though judgment calls were of course needed with regard to which spaces are cultivated and which not, which rivers are substantial enough to depict, and so forth. A major decision was which theaters to include and which to leave out.

Far from being the channelized conflict that some have viewed it, the war saw major action over the course of six years along numerous fronts from Ohio in the west to Louisbourg on the seaboard—and that does not even consider the interminable raiding and counter-raiding that spanned the frontier. There was much to cover on the map; some things I decided to relegate to offmap events. These included the Acadian campaign of 1755 in Nova Scotia and the Cherokee border war of 1759 and 1760 in southwestern Virginia and the Carolinas.

The area around Québec saw a major change during development—the addition of a space for Île d’Orléans. The added space made a closer facsimile of Wolfe’s famous 1759 campaign more likely in the game. Note that the French player would be able to receive European reinforcements at Québec even if British Units were in Île d’Orléans but not Québec—the British historically were not able to establish firm naval control of the approaches to Canada until Québec was in their hands.

A great deal of discussion, testing and thought went into the victory conditions. More than most other aspects of *WILDERNESS WAR*, these were not only streamlined considerably during development but altered repeatedly in direction. With too much focus on Montréal and Québec, players would tend to ignore historic scenes of action in the west. With too little, and the British player could ahistorically ignore populated Canada—and the French player could similarly ignore its defense. With too little victory-point incentive to raid, the border war never happens; with too much, the British are unable to make up with territorial gains for the damage the French raiders are likely to do in the first years of the war. Finally, the victory levels—including sudden death—required almost endless tinkering to achieve what we hope is a historical and balanced contest. We cannot expect the typical game to recreate Britain’s phenomenal “Year of Miracles” in 1759, but it is possible.

What should the British player be expected to accomplish to win? French global strategy during the Seven Years War—of which the French and Indian War was but a part—sought to defeat Britain’s allies on the European continent while holding British gains in the colonies to a minimum. If New France could hold out—and inflict enough pain on British colonists—France could hope to regain any lost territory at the peace table, as she had in the previous war. *WILDERNESS WAR*’S victory conditions reflect both the holding action assigned to New France and the progressive fraying of rela-

tions between Britain and her colonies, should the British crown prove unable to protect colonial frontiers. Victory points represent in part perceptions—among the colonial population, back home and by the Indians—of who is winning the war. If the British can hold things together (avoid a French automatic victory) and gain enough territory to make the suffering seem worthwhile—at least to the classes that mattered—the war can be called a British victory.

WILDERNESS WAR owes a great deal to the veteran designers already mentioned above. I have been amazed at how effectively their original concepts combined to produce the game on the French and Indian War that I have always wanted to play. The game also reflects the efforts of Rob Winslow and his multiple teams of testers, who guided the design to something that gamers—who may or may not be devotees of the colonial era—will enjoy. GMT Games' continuing philosophy of bringing the less-often treated historical eras to the gaming public has played its decisive role here. Finally, I dedicate this design to Jill, Daniel and Andrew—who have patiently put up with all those years of fife and drum music.

—Volko F. Ruhnke
Vienna, Virginia
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