



Bayonets & Tomahawks

The French and Indian War *Playbook*

by Marc Rodrigue

Living Rules
June 24, 2022

Table of Contents

Examples of Play	2
Game Year Example (4.1).....	2
Reserve Cards (7.1).....	3
Action Round Procedure (7.1).....	3
Fleets Arrive Logistics Round (15.0).....	5
Colonials Enlist Logistics Round (16.0).....	6
Winter Quarters Logistics Round (17.0).....	6
Detailed Action Round Example (7.0).....	6
Action Phase (7.2).....	7
Sail Movement (10.6).....	7
Indian Nation Control Procedure (8.1).....	8
Reaction AP (7.3.6) / Construction (12.0).....	10
End-of-AR Steps (14.0).....	11
Raid Example (9.0).....	12
Battle Example (13.0).....	14
Marshal Troops (11.0).....	15
Militia (13.2.1).....	17
Rout (13.8).....	17
Battling a Fortress Space (2.1.10).....	18
Landing (10.6.1).....	18
Bastion Prevents Retreat (13.9).....	20
Open Seas Marker (10.6.2).....	21
Retreat Examples (13.9).....	22
Supply Check Example (14.1).....	24
Return to Colonies Example (17.3).....	25
Reduced Units Combination (17.3 #4).....	26
Strategy Primer	27
Faction Assets.....	27
Play Hints.....	29
Card Clarifications & Events' Background	30
British Card Events.....	30
French Card Events.....	31
Indian Card Events.....	33
Design Notes	34
Game Scale.....	36
Geographic Locations.....	37
Counters Info.....	38
Scenario Variants	39
1B. Early French & Indian War 1755-1756.....	39
3B. An Ambitious British Offensive 1758.....	39
4B. Historical French & Indian War Campaign.....	40
1760 Extended Play.....	42
Optional Rules	42
Team Play Rules	42
Pointers for Solitaire Play	44
Select Sources	44
Credits / Acknowledgements	45
Counter Manifest	47
Easily Forgotten Rules	48

The rulebook's text has precedence over the playbook.

Examples of Play

First-time players should start here!

This short 18th-century boot camp will help you learn the rules and become a competent mid-18th-century commander. The game's core mechanics are simple and will look familiar to anyone used to card-driven games. This section is NOT a continuous example of play: each example explores a specific rule using different units and situations.

- First, familiarize yourself with the game components by going through the sections of the rulebook covering the dice (1.3), the game map (2.0), the units (3.0), and the cards (6.0) as well as the Action Point symbols (7.3).
- Then go through each example. They are ordered according to the sequence of play. Use the relevant cards and counters as it will help you better remember what you learn. Refer to the rulebook for the full rule.

To complete your understanding of the game, you may also check the Strategy Primer section included in this playbook.

Game Year Example (4.1)

This example is an overview of what takes place during a game Year. It focuses mostly on the card draw mechanics of the Action Rounds (ARs). It also covers key aspects of Logistics rounds (LRs). For more, see Detailed AR example (next, p. 6). You may also refer to the rulebook for Logistics Rounds (15.0, 16.0, 17.0).

Scenario Setup (5.0)

This paragraph simply indicates the steps performed prior to AR1. No need to actually place units and markers, or prepare unit pools.

This game Year example takes place during Scenario 2 "Loudoun's Gamble," after both factions' units have been placed on the board (5.1) and units pools have been prepared (5.2), using the British and French setup sheets specific to the scenario plus the Indian unit setup sheet (used by the French in all scenarios).

As indicated on Scenario 2's setup sheets, the Victory marker starts at position 1 on the *French* side of the Victory track (blue squares). Other relevant markers have also been placed on the board (5.3).



Card Deck Preparation (5.3)

British and French cards with no Year tag (6.0) are used in *all* scenarios. To these, the cards with the "1757" Year tag (three for each faction) have been added (as indicated on Scenario 2's setup sheets). Each player separated these cards to form a *Buildup deck*

with the cards that have a “Buildup” tag (six for each faction), and his Campaign deck with the remaining cards used in that scenario (no Indian card in either deck). In addition, the French player took *all Indian cards* to form a separate deck. All five decks have been shuffled. Each faction’s Campaign deck has been set aside (enters play in LR2).



Example of card used to form British Buildup deck



Example of card used to form French Campaign deck (no Buildup tag)

For this example, prepare the following decks in the indicated order (top to bottom): British cards #2-5-1-10-4-3, French cards #23-35-25-26-22-24, and Indian cards #49-52-54.

AR1 Begins — Reserve Card Draw (7.1)

Each player draws two cards from his Buildup deck (no Indian card). The British player draws cards #2 and #5. He chooses card #5 with the “Disease in French Camp” Event (7.4) as his Reserve card (6.0.1). The French player draws cards #23 and #35. He chooses card #23 with the most Action Points (7.3) as his Reserve card. Players discard the other card they drew (starting their respective discard piles). *Cards are not revealed to the other player when drawn, chosen or discarded.*

Reserve card is drawn *only* in AR1: each player will hold a *single* Reserve card at all times (that card may change as ARs unfold — read on).

Chosen as Reserve Cards
(Undisclosed to Opponent)



Discarded
(Starts the discard pile of each faction)



Steps of AR1 Are Performed

AR steps: other than the Reserve card draw (in AR1 only), all ARs follow the same 10 steps (table 7.1).

There is no hand management in the game: at each AR, a player will draw a single card from his faction’s active deck (Buildup AR1-3 or Campaign AR4+) and choose to play either this card or his Reserve card. The non-played card becomes (or remains) the Reserve card for the next AR. Thus, the Reserve card gives each player a tiny amount of control on the APs and Event he will get at each AR.

In addition, the French player draws one card from the Indian card deck at each AR and *must* play it with the French card in play.

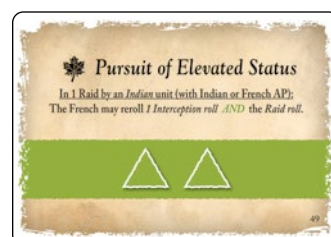
AR step #1 – Card draw: Both players draw one card from their Buildup deck: the British player draws card #1, and the French player draws card #25. He also draws one Indian card (#49).

AR step #2 – Choose card to play: The British player chooses to play the card he just drew (#1) and places it *face down* on the board. He keeps his current Reserve card (#5) for next AR. The French player, after inspecting his three cards (drawn, Reserve and Indian), decides to play his Reserve card (#23) and places it on the board alongside the Indian card, *both face down*. The French card he just drew (#25) becomes his Reserve card for next AR.

AR step #3 – Reveal cards in play: All three cards on the board are revealed. Reserve cards remain undisclosed.



Die icons determine initiative at step #4



AR step #4 – Determine First Player: Initiative is determined by the die icons on the cards (7.1 #4). The French wins it and chooses to play second in the AR (if tied, he would also have won it).

AR step #5 – Resolve “AR Start” Events: This Event type must be resolved *before* Action Phases (next step). But both faction cards played have no Event (7.4), and the Indian card’s Event is not an “AR Start” Event (it will be playable *during* the French Action Phase).

In steps #6-9 of this example: Actions, etc. are simply outlined.

AR step #6 – First Player's Action Phase: The British player performs his Action Phase (7.2). In this example, he has no units to Land (7.2 #1) so this step is skipped. The next step is relevant for the French Action Phase only. In step #3 of the British Action Phase, he chooses to hold the Army AP (7.3.1) of his card in play as a *Reaction AP* (7.3.6). It will allow him to react *after* the French player completes his own Action Phase. A corresponding Reaction marker (7.3.6) is placed on the selected British AP.



*British Action Phase step #3:
The Army AP is selected
for Reaction. The Reaction marker
with the same icon (solid square)
is placed on it.*

Finally, at step #4 of the British Action Phase, the remaining two APs of the British card in play are used to perform Actions with British units, each AP allowing him to activate *one* stack (3.0.3) of units. The British Action Phase is now completed (British Reaction may take place at step #8 of the Action Round).

AR step #7 – Second Player's Action Phase: The French player follows with his own Action Phase. He has no units to Land (7.2 #1). At Action Phase step #2, he can use the APs of the *Indian card* in play. He thus performs one Raid Action (9.0) with each of his two Indian APs. As one Raid roll fails (9.3), the “Pursuit of Elevated Status” Event on his card (#49) allows him to reroll. Step #3 (Reaction AP) is not applicable as he is the Second Player. At step #4 of his Action Phase, the French activates *one* stack (3.0.3) with each of the two APs of his French card in play. The French Action Phase ends as these units complete their Actions.

Card Event: “AR Start” Events must always be resolved if applicable (7.4). Other Events may be optional, as indicated in the Event's text (e.g. rerolls).

AR step #8 – Reaction (First Player only): The British player uses his Reaction AP to counter a French move on a Victory space (2.1.9). The activated British stack performs an Army Movement (10.4) to reach that space. As units of both factions share the same space, a Battle marker (13.0) is added to it.

Unused APs: are forfeited if not used in the relevant AR step.

No Battle can take place until AR step #9: during both players' Action Phases and the First Player's Reaction, *simply add a Battle marker* on each space where units of both factions finish their move.

AR step #9 – All Battles are resolved: The only Battle marker on the board is the one on the Victory space the British reached during their Reaction. Players resolve that Battle (13.0). The British suffer a Rout (13.8) and the French keep that space.

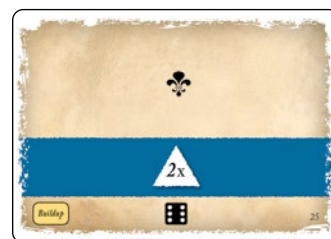
AR step #10 – End-of-AR: Played cards are discarded (face down), players keep their Reserve card (British #5, French #25), markers relevant to Actions (Spent, Landing, Marshal) are removed from the board, Supply (14.1) is checked, the Routed British stack attempts to Rally (14.2). Then the Round marker is moved to “AR2” on the Round track.

AR2 Begins

Like in this example's AR1, Actions, etc. are only outlined.



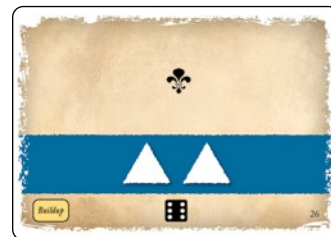
*British Reserve card
unchanged during AR1*



*French card that became the
new Reserve card during AR1*

Following the same 10 steps as in AR1, both players start by drawing one card from their respective Buildup deck (British card #10, French card #26), and the French also draws one Indian card (#52). In AR step #2, the British player decides to play his Reserve card (#5) and the French player chooses to play the card he just drew (#26). The Indian card is placed alongside them on the board.

The three cards in play are revealed (7.1 #3):



The die icons on both cards are tied (E3): in that case the French player wins the Initiative (7.1 #4). He decides to play first.

In AR step #5, the British “AR Start” Event “Disease in French Camp” must be resolved: the French player grudgingly chooses one Metropolitan Brigade on the Québec space and places it on his Losses box. His opponent gets a WIE chit (see example on p.16).

If both factions had an “AR Start” Event: the First Player would resolve his Event first (7.1 #5).

Both factions perform their Action Phase one after the other (7.1 #6-7). As First Player, the French may decide to hold an AP of his *French* card as a Reaction AP, but he chooses not to.

Indian AP: may never be used as a Reaction AP (7.3.6).

After both Action Phases are completed, Battles are resolved (7.1 #9) on two spaces with Battle markers (British and French units present). In AR step #10, cards in play are discarded and the Round marker advances to “Fleets Arrive” on the Round track.

Fleets Arrive Logistics Round (15.0)

In that first Logistics Round (LR), both factions draw and place Fleets and reinforcements (land units and Commanders).

First, the *common* British and French Fleets pool (5.2) is put in the small fabric bag supplied with the game. In all scenarios, the *British* player draws a random mix of Fleets of both factions, and possibly the French Navy Vagaries of War token (VoW 15.2.1). As indicated on the British Scenario 2 setup sheet, he draws 7 counters: 2 French Fleets and all 5 British Fleets of the pool. The remainder of the pool (1 French Fleet and the VoW token) is removed from the bag and put back near the board top.

Next, the British player puts his Metropolitan Brigades pool in the bag and draws 6 counters (as indicated on his Scenario 2 setup sheet): 1 “Fewer Troops” VoW token (in place of a much-needed Brigade), another VoW token that compensates by allowing him to pick 2 Light or Artillery units (he picks 2 crucially needed Light units), 3 Metropolitan Brigades, and 1 Highland Brigade with its useful Battle Reroll (13.5). The officer gorget symbol (golden crescent) on that unit allows him to draw one Commander (3.7). He removes the remaining counters from the bag. Then he draws one Commander from his facedown Commanders pool (5.2). He gets the Howe Commander and it enters play *alongside the Highland Brigade* that triggered its draw.



Now, the French player puts his Metropolitan Brigades pool in the bag. He draws 3 counters: all are Metropolitan Brigades. Luckily, he got none of the 2 “Fewer Troops” VoW tokens in that small pool.

Reinforcement placement (15.3): The *British* is always first to place his units. Fleets must be placed on a *legal Coastal Space*. Other units must be placed with Fleets (or on a single legal Coastal space if no friendly Fleets were drawn).

Unit placement (15.3) is only outlined in this example.

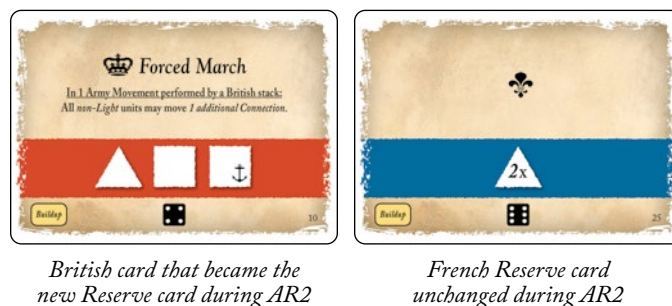
Most British Fleets are placed on Coastal Home Spaces (2.1.1, 2.1.6): 2 Fleets on Halifax with 3 Metropolitan Brigades, 1 Fleet on New York with the Commander, Highland Brigade and the 2 Light units, and 2 Fleets on captured Chignectou, allowed because it is a captured space adjacent to the always British-friendly Atlantic Ocean SZ (10.6.2).

The French places his first Fleet on Miramichy and his second on Québec with his 3 Metropolitan Brigades. As all draws of Fleets Arrive LR are completed, the Round marker is advanced to “AR3” on the Round track.

Non-drawn counters of pools: In a single-Year scenario such as this example, they will not be used. In multi-Year scenarios (e.g. Scenario 3), pools remain for the following Year(s), sometimes with additions.

Drawn VoW Tokens: Most VoW counters are removed from play after application. Those marked “Put token back in pool” go back in the relevant pool *after all draws* (15.2.1).

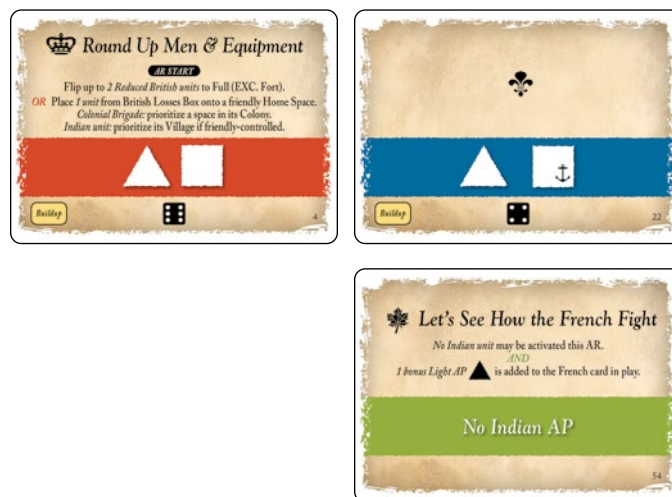
AR3 Starts



As in previous ARs, both players draw one card from their respective Buildup deck (British card #4, French card #22). *It is the last AR using these decks* (to be replaced by the Campaign decks at Colonials Enlist LR). The Event on drawn Indian card #54 forbids Indian unit activation this AR (compensated by one bonus Light AP to the French card in play).

Both players choose to play the cards they just drew. Then they are revealed.

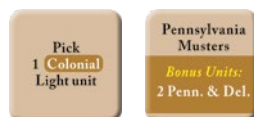
AR3 Revealed Cards in play



The British player wins the Initiative and chooses to be First Player. The British “AR Start” Event is resolved: one Reduced Colonial Light unit on captured Baye de Cataracouy and one Reduced Metropolitan Brigade on Lake George are flipped back to Full (3.0.2). Remaining steps of the AR are completed, and no Battle occurs as there is no space with units of both factions on it. At End-of-AR, the round marker advances to “Colonials Enlist.”

Colonials Enlist Logistics Round (16.0)

Making sure the bag is empty, the British player puts his Colonial Brigades pool in it. As indicated on Scenario 2 British setup sheet, he draws 8 counters: 4 New England Colonial Brigades (most numerous in the pool), 1 New York & New Jersey Colonial Brigade, 1 Virginia & South Colonial Brigade, and 2 Colonial VoW tokens (16.2.1). One of these allows him to pick one Colonial Light unit (he chooses Putnam). The other, “Pennsylvania Musters,” gives him the 2 Pennsylvania & Delaware Colonial Brigades from Scenario 2’s British bonus units pool. Remaining counters are removed from the bag.



Colonial VoW tokens drawn by the British player

The British player then places all Colonial Brigades on friendly spaces of a *corresponding British Colony* (16.3). The Colonial Light unit may be placed on any *friendly Colony Home Space*: the British player places it on Carlisle to hamper any Raid attempt on that space worth 2 Raid points. *There are no French reinforcements in the Colonials Enlist LR.*

Disbanded Colonial Brigades placement: not relevant in a single-Year scenario, or in the first Year of a multi-Year scenario.

The all-important last step of LR2 is performed (16.4): both players take their Campaign deck (with more APs per card on average). The last card of each Buildup deck is discarded (British #3, French #24). The Indian deck remains, and each player keeps his Reserve card.

Remaining ARs

After Colonials Enlist LR, all units of the Year are in play. The AR procedure is repeated from AR4 to AR9. The next example covers one of these ARs in detail.

Campaign Deck: used from AR4 to AR9 (more APs per card).

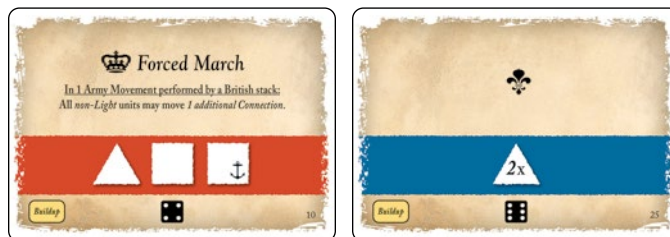
Winter Quarters Logistics Round (17.0)

That LR takes place after the last AR of the Year (AR9). It starts by a *Victory Check* (17.1, 18.2). In single Year scenarios such as Scenario 2, one faction or the other wins (no draw possible). In multi-Year scenarios, *if no faction reached the Victory Threshold* indicated on the scenario sheet, a series of steps (17.2) are performed to prepare the following Year. It includes Return to Colonies (17.3), where most units of both factions must reach friendly Home Spaces on friendly Colonies (no AP required).

Detailed Action Round Example (7.0)

This example jumps directly to AR7 of Year 1757 (four ARs after the Colonials Enlist LR of the previous example).

British and French Reserve Cards (unchanged since last example)



Each player starts by drawing one card of his Campaign deck. The British player draws card #8 with the “Lucky Cannonball” Event and the French player draws card #34 with the “Disease in British Camp” Event. The latter draws one Indian card as well (#47, no Event).

Next, each player chooses either his Reserve or his newly drawn card to play. The British player chooses his Reserve card (#10) and the French chooses his drawn card (#34). The chosen cards are put face down on the board and the French player places the drawn Indian card face down alongside his other card. The non-played cards remain undisclosed and become each player’s Reserve card. Then, all three cards in play are revealed simultaneously.



British Reserve card chosen for play

Drawn French card chosen for play



Drawn Indian card in play

The Initiative value of the British card in play is 4 (♣♣), that of the French card in play is 3 (♣♣). The British player, having the highest Initiative value, gets to choose who plays first in this AR (if tied, the French would get to choose). He opts to play first (7.1 #4).

The French has an “AR Start” Event on his card in play (black tag under the Event’s title). He performs it at the fifth AR step. According to the “Disease in British Camp” instructions on the card for Year 1757, the British player must choose one Metropolitan Brigade *and* one Colonial Brigade currently on the map and place them on the British Losses Box. The French player draws a WIE chit (18.3.1) for the eliminated British Metropolitan Brigade.

British Player's Action Phase (7.2)

He is First Player, so he performs his Action Phase in AR step #6. The Action Phase has four steps:

1. **Landing:** no British units are currently on the Sail box (2.3), making that step irrelevant.
2. **Use Indian card APs:** N/A for the British.
3. **Choose to Hold Reaction AP:** Because he is the First Player of this AR, the British player may choose to hold one of the three Action Points (triangle and square icons) on his card in play as a Reaction AP (7.3.6). Thinking it is better to have the last word so to speak in this AR, he selects the Army AP on his card as the Reaction AP. He then places a Reaction marker with the same AP symbol (square) over it. This AP will allow one of his stacks to perform an Action after the Second Player's Action Phase.

Reaction AP: one is allowed per AR, for the *First Player only*.

Reaction Marker is placed over chosen Army AP



4. **Carry out Actions with APs of the faction card:** The Army AP chosen for Reaction cannot be used at this step. Each of the 2 remaining APs on the British card can activate *one stack* (3.0.3) to perform an Action (7.3.7). APs can be used in any order. Unused APs are forfeited (rare occurrence as they are in short supply on cards!).

AP use (7.3): an AP (7.3) may activate *one stack* to perform *one Action* (7.3.7).

Stack (3.0.3): Depending on the rule used, that term either designates units on the same space or “the units activated by the AP used.” E.g. Units on a same space could be split in multiple stacks: one Brigade (single unit stack) using an AP to perform Construction (12.0), other units constituting a stack that uses another AP for Army Movement, and remaining units on the space not being activated at all.

The Light AP (triangle) on his card allows the British player to perform a Raid (9.0) with a *single* Light unit or to activate a stack composed of *Light units only* for Light Movement (10.5). He chooses to activate for Light Movement the British-controlled Mohawk Indian unit currently on Lake George. Light units have 3 Movement Points (MPs, 10.2), each allowing movement across 1 Connection (2.2). The Indian unit moves to Oswego, via one Path and one Highway, forfeiting its third MP. Non-Light units also on Lake George could not have been activated by the Light AP — and the Path is unusable to them unless the

Road Construction marker is flipped to a Road (12.0). When moving, units may be picked up or dropped off (10.2.1), but not the Highland Brigade on Oneida Lake because as a non-Light unit it cannot be activated by the Light AP used by the Mohawk unit. A Spent marker must be placed on the Mohawk unit at the completion of its Light Movement Action (to keep track of activated units).



In any Movement Action (10.4, 10.5): respect Connection Limits (10.1) and restrictions for movement along Connections (10.2.1).

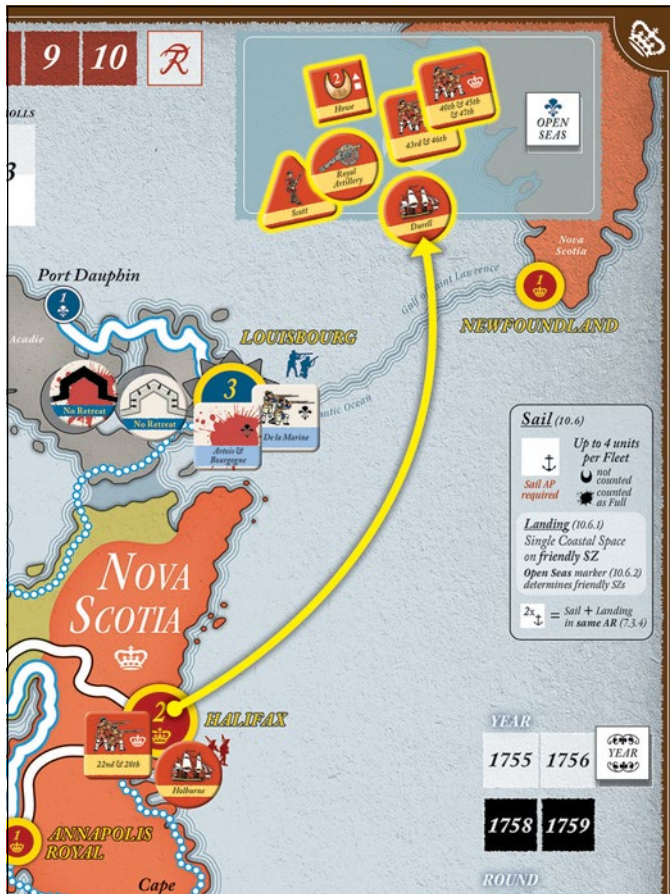
Stack on Halifax Performs a Sail Movement (10.6)

Next, the British player uses the Sail/Army AP (with anchor icon) on his card. It may be used for Sail Movement (10.6) or to do any Action allowed by a basic Army AP (7.3.1, 7.3.7). At least one Fleet is required for Sail Movement. In Sail Movement and Landing (10.6.1) only, a Fleet may transport up to 4 units plus any number of Commanders (Reduced units are counted as Full). On Halifax, the British player chooses the Durell Fleet to transport the Commander and a mix of 4 units stacked with it to the Sail box (2.3) in the top right area of the board. The Holburne Fleet and a Metropolitan Brigade remain on Halifax. This concludes the British Action Phase.

In the next AR, all British units on the Sail Box will have to Land (10.6.1) at the first step of the British Action Phase. Landing will *cost no AP* and will have to take place on a *single* Coastal Space of a friendly Sea Zone (2.3). Because the Open Seas marker of the Sail Box is on its French face (10.6.2), the Gulf of Saint Lawrence Sea Zone (SZ) is not friendly to the British yet. A Spent marker will have to be placed on the stack after it lands.

Open Seas Marker (10.6.2): Is flipped to its “British & French” face when Louisbourg is captured, granting the British access to Coastal Spaces of to *both* Sea Zones (SZs). Until then, that faction is limited to Landing on Atlantic Ocean SZ Coastal Spaces only, while the French have access to Coastal Spaces of both SZs.

British stack Sails from Halifax.



Second Player's Action Phase (7.1 #7)

The French player has no friendly units on the Sail box. He moves on to step #2 of the Action Phase (7.2): APs on the *Indian card* may be used or forfeited. The Indian card #47 in play has 2 Indian APs (7.3.2). Only Indian cards have such APs. That Light AP variant is a hollow triangle (instead of solid). It may be used only to activate a *single Indian unit* or a stack of units from the *same Indian Nation* (8.0). It allows a Raid (9.0) or a Light Movement (10.5).

The French Trespass on a Neutral Indian Nation (8.1)

The French player uses the first Indian AP to move the Delaware Indian unit currently on La Presqu'Île to Kanistioh in the neutral Iroquois Confederacy territory. By trespassing on that neutral Indian Nation Village, the control of the Iroquois Confederacy (8.1) is given immediately to the opponent: Iroquois Indian units enter play on the British side. The British player places a control marker on the neutral placeholder of the Iroquois Confederacy Territory (green area), indicating that the three Indian Villages on it become friendly to his units by default *for the rest of the game*. The British player also takes the three Iroquois units near the top of the board (5.2) and places one on each Iroquois Village, with their red face up.

This unlikely French move serves only to highlight how important it is not to enter Villages of a neutral Indian Nation (dark grey Paths leading to them serve as a reminder). To gain control of an Indian Nation (8.0), players would seek to fulfill the relevant Indian Diplomacy card Event's conditions.

Though it had one of its three MPs left to continue moving, the French-controlled Delaware Indian must stop on Kanistioh because enemy units are on that space (10.2). It receives a Spent marker, and a Battle marker is added to the space. The Battle will be resolved after completion of both Action Phases and the British Reaction (7.1 #9).



The second Indian AP is used to move the Mingo unit currently on Tu-Endie-Wei to Rays Town, via Forks of the Ohio and Loyalhanna. On Forks of the Ohio, it cannot pick up the Chaouanons as both are *not part of one Indian Nation* (7.3.2, 8.0). Nor can it pick up the French Light unit as Indian APs can only activate Indian units (7.3.2). The Mingo Indian unit ends its move on Rays Town. Because that space has no enemy units or Militia (13.2), a French control marker is added immediately to the space (if the Mingo unit had MPs left, it could have moved on). A Spent marker is placed on the Mingo unit.

A space may change control several times in the same AR: E.g. First Player gains control of an enemy Outpost (2.1.4) he moved through, then the second player reoccupies it. If it is a Victory Space (2.1.9), the Victory track is updated each time.



Now that the two APs of the Indian card have been used (7.2 #2), the French player jumps to step #4 of his Action Phase (step #3 is not relevant for him as Second Player). He may now use the APs on his French faction card #34 in play. Light APs on a faction card can activate any stack *composed exclusively of Light units*, including friendly-controlled Indian units. The French player uses the Light AP to activate the Abénaki Indian unit currently on Zawakwtegor in order to perform a Raid (9.0). It moves through the vacant Rumford enemy space (British Militia cannot interfere) to reach Northfield, worth 2 Raid Points (9.3), and makes immediately a Raid die roll on that target space. The Raid fails and the raiding unit must go back to its starting space (Zawakwtegor). A Spent marker is added to it. A Raid, successful or not, does not affect space control.

Detailed Raid example: page 12

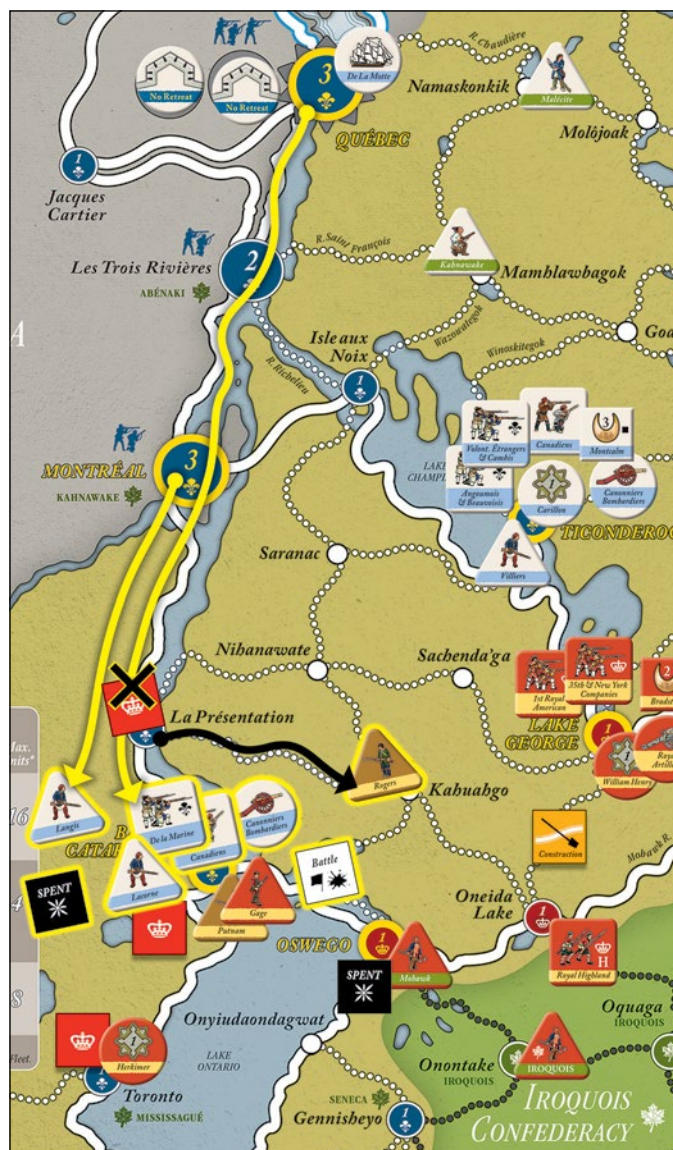


Next, the French player uses the powerful Double Movement ("2x") Army AP of his card to activate the mixed-unit stack currently on Québec.

"2x" AP (7.3.4): doubles the MPs of unit(s) in Raid or Movement, or allows them to Sail and Land in the same AR.

That stack performs an Army Move (10.4) to liberate Baye de Cataracouy, currently occupied by two enemy Light units. Non-Light units have 2 MPs, which is insufficient to cover the 4 Connections to reach Baye de Cataracouy. But the "2x" AP gives them 4 MPs. As it moves, the stack cannot split in different directions but can drop off or pick up friendly units (10.2.1). It picks up the Langis Light unit on Montréal and moves on. Taking part in the same Action that uses the "2x" AP, the 3 MPs of that Light unit are doubled to 6 MPs. The MPs spent by the Langis unit are counted *from* Québec, the starting space of the stack that picks it up (it is considered spending MPs waiting for the stack to reach it). Thus it has 4 MPs left to use when it starts to move with the units from Québec. More than enough to reach Baye de Cataracouy!

The French stack's Army Move from Québec to Baye de Cataracouy, including the Overwhelm of the Rogers Light unit.



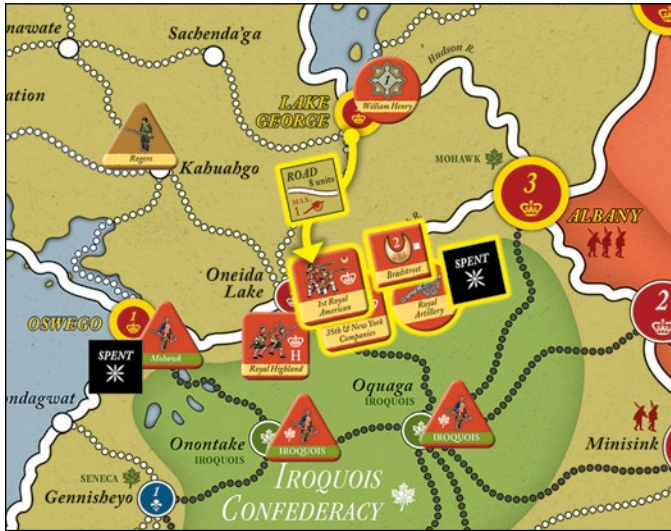
The Rogers Colonial Light unit on La Présentation would normally block enemy units (10.2). But the five-unit French stack *outnumbers* it more than three to one (10.3.1). The French stack thus *Overwhelms* (10.3.2) the Rogers Colonial unit which retreats immediately to the adjacent space Kahuahgo (13.9). It *does not* receive a Spent marker because being Overwhelmed is not an Action (7.2.1). It could have joined instead friendly units at Baye de Cataracouy as that space is also adjacent, but the British player prefers to spread out his few Light units. The British Control marker is removed from the space and the French stack moves on to Baye de Cataracouy. A Spent marker is placed on the French stack and a Battle marker is added on the space as there are opposing units that cannot be Overwhelmed this time. The Battle on that space will take place, like all other Battles, in AR step #9.

The remaining French AP of French card #34 is used elsewhere on the map (not shown) to move a stack of Indian and French Light units.

British Reaction AP is Used for Construction (12.0)

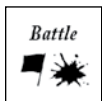
Using the Army AP held for Reaction at step #3 of the British Action Phase, the 1st Royal American Metropolitan Brigade is activated on Lake George to perform Construction (12.0): the British player flips to its *Road face* the Road Construction marker on the Connection between Lake George and Oneida Lake (that marker was placed by performing Construction in a previous AR). The Road marker indicates that this Connection may be used by all unit types from now on, except Fleets (because the marker is not on a Coastal Path). The 1st Royal American Metropolitan Brigade must now be moved to the adjacent Oneida Lake space Connected by the Road. Non-Spent units stacked with it may move along, and the whole stack must stop at Oneida Lake (single Connection move, MPs disregarded). A Spent marker is added to the stack.

Construction (12.0): May be performed only by a *Brigade* on an enemy-free space. N/A if Routed (13.8) or OOS (14.1.1)



The British Reaction is the last Action of the AR. The card #10 “Forced March” Event is forfeited as the British player performed no Army Movement (10.4) during this AR.

Resolve all AR7 Battles (7.1 #9)



A Battle is resolved on each space that has a Battle marker (13.0). Baye de Cataracouy and Kanistioh have a Battle marker, resulting from Actions that caused units of both sides to remain on these spaces.

The Battle on Baye de Cataracouy will be resolved first, as Battles must be resolved from top to bottom of the board (when in doubt, follow the list on the back page of rulebook).

The following Battle examples are kept simple for a basic understanding of Battle rules. For more, read the elaborate Battle example on p. 14 and the Fortress Battle example that follows it.

Battle #1: Baye de Cataracouy

How to win a Battle? The attacker wins (13.6) if, after all Battle rolls, his Battle Victory marker ends up at a higher position on the Battle track (13.3.1) than the defender’s. Otherwise the Defender wins.

We start by determining the Defender (13.1) of Baye de Cataracouy: it is the British as their units occupied that space at the current AR start. There is no stack preparation in this Battle (13.2): no Militia, Fleets, or Reduced units to combine.



Both players now place their Battle Victory markers on the “0” (zero) position of the Battle Victory track (13.3.1). The French attacker’s marker goes on the top

portion of the position and the British Defender’s marker goes to the bottom. In this Battle, no faction has Battle Penalties (13.3.2), so their markers remain at zero.

Players can begin Battle Rolls (13.3.3): *one die will be rolled for each battling unit*. As the attacker, the French will roll first for all his units, then the British defender will do the same, including any unit eliminated by the attacker’s rolls. Each player must group his units by *type* (3.0.1) and follow the roll sequence (13.3.3 second table). His Battle Victory marker will move forward one position on the Battle track for each: 1. *scored Hit* (13.3.4), 2. *successful B&T roll* by Metropolitan Brigade/Artillery/Fort/Bastion (13.3.3 last table); or 3. *Flag*. *Follow that priority order to adjust the marker on the track.*

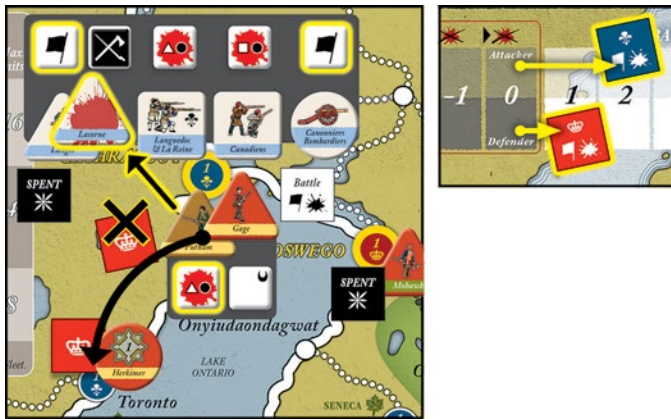
Group Rolls by Unit Type: Then follow the Unit Battle roll sequence (13.3.3 second table). Some units have the same shape but are *not the same type* (3.0.1), such as: Indian/non-Indian Light units, Highland Brigades/Metropolitan Brigades/non-Metropolitan Brigades. On the other hand, Colonial Light/British Light units are both *non-Indian unit type* even though they are a different color.

The French attacker first performs his Battle rolls, referring to the *Battle Roll* table (13.3.3) to determine each roll’s result. His 2 non-Indian Light units roll a B&T (☒) and a Flag (☐). The table indicates that a B&T roll by a Light unit has no effect in Battle. The Flag moves the French Battle Victory marker from “0” to “1” on the Battle track. The next eligible unit type in the roll sequence (13.3.3) is his Metropolitan Brigade that rolls a Triangle/Circle Hit (☒). It triggers a Hit Check (13.3.4): using the shapes on the rolled face, the player verifies if a Hit is actually scored (possible shapes are the triangle, square or circle). First, one of the shapes must match the rolling unit’s shape; in addition, an enemy unit of the same shape must be present. *Both* conditions must be met, otherwise the roll has no effect (it misses). The Triangle/Circle Hit rolled by the French Metropolitan Brigade has no square shape to match the Metropolitan Brigade’s square shape, so no Hit is scored. Next unit type to roll is the non-Metropolitan Brigade: it rolls a Square/Circle Hit (☒). A Hit Check is triggered: this time the die face rolled has a square shape that matches the rolling Brigade’s square shape, but there

is no square enemy unit present. Again, no Hit is scored. Last eligible unit type to roll is the Artillery: it rolls a Flag (☐). This moves the French attacker's Battle Victory marker from "1" to "2."

Now the British defender rolls for all his units. Following the roll sequence (13.3.3 second table), he starts with his two non-Indian Light units. He rolls a Triangle/Circle Hit (☐) and a Miss (☐). The first roll triggers a Hit check: the triangle shape on the rolled die face matches the rolling Light unit's triangle shape, and there are triangle French units in that Battle. This time, a Hit is scored: the British Battle Victory marker moves to "1," and the Hit is applied (13.4) to one of the French Light units (French player's choice), flipping the Lacorne unit to its Reduced face.

Battle rolls and Battle Victory track at end of Battle.



With his Battle Victory marker one position above the British defender's after all Battle rolls, the French stack achieves just what it takes to win the Battle on Baye de Cataracouy (13.6).

The post-Battle procedure (13.7) is performed: the defeated British stack may retreat either to Toronto or to Oswego, both adjacent British-controlled non-Battle spaces. The British player chooses Toronto.

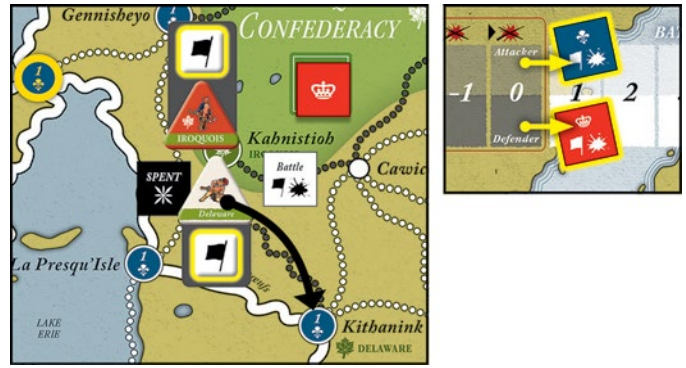
Detailed Retreat example: page 22

Control of the Baye de Cataracouy French Home Space reverts to the French (2.1.1). The British control marker is removed. The thick yellow outline indicates it is a Victory Space (2.1.9), and it is worth one Victory point (small "1" on the space symbol). The Victory marker is currently at "2" on the British side of the Victory track (2.0). It is moved one position towards the French side of the track (as many positions as the VPs gained by the French).



The Battle marker is removed from the space and both Battle Victory markers are placed back at "0" on the Battle track. Players can move on to the next Battle of that AR.

Battle #2: Kahnistioh



The Battle on that space follows the same steps as Battle #1. Each opposing unit rolls a Flag (☐). The Battle Victory track being tied at "1," the defending British-controlled Iroquois unit wins. The French-controlled Delaware Indian unit must retreat to an adjacent space via the connection it attacked from. Thus it goes back to Kithanink.

Capturing a Village of an enemy Indian Nation: Does not affect the British control marker on the Indian Nation Territory's (2.5) placeholder. If the Delaware had won, a French control marker would have been placed only on Kahnistioh (see 17.2 #4 for the effect of Control markers on Indian Villages).

End of AR7 Steps (14.0)

After all Battles of AR7 are resolved, players perform the end-of-AR steps (14.0). Played cards are discarded face down (each player keeps his Reserve card) and Spent markers are removed. Next, a Supply Check (14.1) is made for each stack: an Out of Supply marker (14.1.1) is placed on the British stack on Toronto as it cannot trace to a friendly space in a friendly Colony, or a friendly Fleet. Rally (14.2) is skipped as there are no Routed stacks (13.8). Finally, on the Round track, the marker is advanced to Action Round 8.

Detailed Supply Check example: page 24

Raid Example (9.0)

This example focuses on Raids by the *French faction only*. The many French and Indian Light units give them more opportunities than the British to conduct Raids. Raids provide an alternate way to gain Victory Points (18.1).

RECAP OF RAID RULES

What space may be raided? Any enemy Home Space, or Wilderness Space with an enemy Fort. This includes friendly-controlled enemy Home Spaces, and even an enemy space the raiding unit starts on if a legal Raid target. A space with a Raided marker (meaning it has already been raided successfully in the current Year) cannot be the target of a Raid.

Which unit may perform a Raid? Any Light unit. Each Light (7.3.1) or Indian AP (7.3.2) may activate a *single unit* for Raid.

How is the Raid resolved? The raiding unit uses up to 3 Connections to reach its target space (6 when using a “2x” Light or Indian AP). It may go through enemy units, but risks Interception. On the target space, it rolls one die to resolve the Raid (table 9.3). After its roll, it *must* go back to its starting space (EXC. Indian unit goes to the Losses Box if successful).

How Does Interception Work? A *single* enemy unit may roll for Interception (table 9.2) on each enemy-occupied space the Raiding unit finds itself on, *including its starting space and the target space* (before Raid roll). Militia cannot Intercept. If Intercepted, the raiding unit goes back to its starting space. There is no limit to the number of Interceptions a unit may perform during an AR, and its capacity to perform an Action in its own Action Phase is unaffected. Interception may take place *only on the way to the target space* (never as the unit returns to its starting space).

Is it possible for Hits to be scored during a Raid? No: a Raid is not a Battle, so no Hit Checks (13.3.4) are possible.

What happens when a Raid is successful? The raiding faction gains Raid Points equal to the space’s value (1 point for a Wilderness Fort). Each time “8” is reached on the Raid Point track, the raiding faction gains one Victory Point (18.1). Also, if the successful Raid is by an *Indian unit*, that unit goes to the Losses box (it goes home with plunder and captives).

Is it possible for a space to change control during a Raid? No: the raiding unit cannot remain on the target space after its roll.

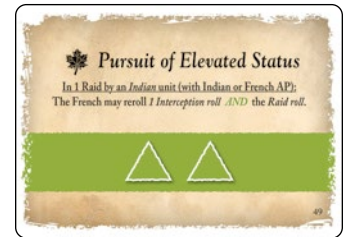
Example Setup

Victory track: marker at position “1” on British side of track.



Raid Track: British marker at position “0,”
French marker at position “5.”

French and Indian cards in play (British card not relevant)



Relevant board area before Raids



Raiding Options for the French

- Gadenhütten:** May be targeted for 1 Raid Point. Though friendly-controlled, it is an enemy Home Space.
- Easton:** cannot be targeted as it has a Raided marker (Raided markers are removed at Winter Quarters LR).
- Philadelphia:** cannot be targeted as French units may not enter a British Base Space (2.1.7).
- Shamokin:** May be targeted for 1 Raid Point. The Fort may roll to Intercept any raiding unit entering its space. Like all non-Light units it Intercepts only on a Flag roll (🚩).
- Carlisle:** May be targeted for 2 Raid Points. Either the Highland Brigade or Artillery may Intercept. Like all non-Light units either may Intercept only on a Flag roll (🚩). Highland reroll is not applicable to Raid (only to Battle).
- Rays Town:** May be targeted for 1 Raid Point. The Light unit there has serious chances to hamper raiding units entering its space. It Intercepts on a Flag, triangle/circle Hit, or B&T roll (🚩, 📁, or 🗳).
- Winchester:** May be targeted for 2 Raid Points. Its Militia cannot Intercept.
- Wills Creek:** cannot be targeted as it has a Raided marker (Raided markers are removed at Winter Quarters LR).
- Beverley:** May be targeted for 1 Raid Point. A “2X” Light or Indian AP is required to reach it as it is more than 3 Connections away from all French Light units.

French Action Phase of the AR

As the French player's Raid Points marker is at "5" on the Raid track, all he needs is 3 more Raid Points to reach the end of the Raid track ("8"). That would award him 1 Victory Point, thus moving the Victory marker one position towards his side of the Victory track.

Indian card's APs: Following the Action Phase sequence, the French player starts by using an AP of his Indian card (7.2 #2) for a Raid. He chooses the Mississagué Indian unit on Forks of the Ohio and moves it 3 connections to Raid Winchester. Once on that space, the Indian unit performs its Raid roll (Militia cannot Intercept). As per table 9.3, the Raid is successful on a Flag, triangle/circle Hit, or B&T roll (☐, ☐, or ☒). The raiding unit rolls a Square/Circle Hit (☐): the Raid fails. The French player decides to use the Reroll capacity of his Indian card #49 Event. This time a Flag (☐) is rolled: the Raid is now successful! A Raided marker is added to the space (control is not affected), and the French scores 2 Raid Points, making his marker on the Raid track advance from position "5" to position "7." And because the successful raiding unit is Indian, it goes to the Losses box for the rest of the Year instead of returning to Forks of the Ohio where it started its Raid. The other Indian AP of card #49 is used to perform a Light movement of an Indian unit elsewhere on the board. The French player can now start using APs of his French card in play (7.2 #3).

Raid on Winchester with an Indian AP



French Card's "2x" Light AP: The French player uses that AP to activates his Lignery Light unit on La Presqu'Isle (outside the example graphic) to perform a Raid on Carlisle. This target is at a distance of 4 Connections (beyond the normal range of 3 Connections). But the "2x" AP gives an extended range of up to 6 Connections (7.3.4). As a Raid is always conducted by a single unit, the Delaware Indian Light unit stacked with the French Light unit stays behind (but the French Light AP could have activated it instead, contrary to an Indian AP that is limited to Indian units only). The French player chooses to go via Shamokin as his raiding unit is less likely to be Intercepted by the Fort (a

non-Light unit Intercepts only on a Flag roll). When the raiding unit reaches Shamokin, the Fort's Interception roll is resolved first (9.2): if successful, the raiding unit goes back to its starting space; otherwise, it moves through the Interception space. The Fort rolls a Flag (☐). The Lignery Light unit is Intercepted and must go back to La Presqu'Isle where it started its Raid. A Spent marker is placed on it.

Raid with the "2x" French Light AP: Interception at Shamokin



French Card's Light/Army AP: The French decides to use his Light/Army AP (7.3.5) as a Light AP for a Raid. He attempts to Raid Carlisle with the Villiers Light unit from Forks of the Ohio, moving it through the Armstrong British Light unit on Rays Town. As the raiding unit enters its space, the British Light unit must roll Triangle/Circle Hit, B&T or Flag to Intercept (☐, ☐, or ☐). Armstrong rolls... a Miss (☐)! Villiers moves on to Carlisle. On that space, there are several British units but the defender is limited to a single die for Interception. The Highland Brigade is chosen and rolls a Triangle/Circle Hit (☐), failing to Intercept (that same roll would have Intercepted if it had been by a Light unit). The Highland Reroll capacity is not relevant to Interception (only to Battle). Now it looks good for the French raiding unit and it rolls a B&T (☒). The Raid is successful: a Raided marker is added to the space and the French scores 2 Raid Points, making his Raid Points marker advances from position "7" to position "8" on the Raid track with the first Raid Point gained. Because he reached the end of the Raid track, the French player scores 1 VP. On the Victory track, the marker is moved in the French direction (left) from position "1" on the British side of the track to position "1" on the French side of the track.



Back to the Raid track: the French Raid Points marker goes back to "0" as a VP has been scored. Let's not forget that second Raid Point gained by the successful Raid on Carlisle: it moves the French Raid Points marker from "0" to position "1." Another

VP will be scored if the French reaches position “8” again in a subsequent AR. The French raiding unit must go back to Forks of the Ohio where it started its Raid and receives a Spent marker. Armstrong cannot Intercept on the way back: no Interception attempt is allowed against a unit after its Raid roll.

Second Raid attempt against Carlisle with the French Light/Army AP



All French Raids are Completed

No more Raid may take place in the French Action Phase of the current AR. The only remaining AP on the card is a French Sail/Army AP (7.3.3). As it may not be used for Raid, another Action type is performed elsewhere on the board with that AP.

Battle Example (13.0)

Example Setup

Victory track: at position “3” on French side of track



Starting spaces of units involved:

French

Les Trois-Rivières: 1 reduced Light Unit (*Lacorne*)
Isle aux Noix: 1 Metropolitan Brigade (*Béarn & Guyenne*)
Montréal: 1 Fort (*Lévis*), 1 Artillery, 1 Reduced non-Metropolitan French Brigade (*Canadiens*), 2 Indian units (*Kahnawake, Outaouais*), 1 French Light unit (*Belestre*).

British

Baye de Cataracouy: control marker, Commander Howe, 2 Artillery, 1 Highland Brigade (*Royal Highland*), 2 Metropolitan Brigades (*27th & 55th, 43rd & 46th*), 2 Colonial Brigades (*N. York & N.J., New England*), 2 Colonial Light Units (*Putnam, Rogers*), 1 Light unit (*Gage*)

RECAP OF BATTLE RULES

Battle marker (13.0): added to each space where units/Militia of opposing factions remain at the end of an Action.

Battle(s) resolution: from top to bottom of the board after both players' Action Phases and First Player's Reaction (7.1 #9).

Battle Victory markers: Start at “0” on the Battle track (13.3.1). A faction's marker is moved back one position (negative) for each Battle Penalty (13.3.2).

Stack preparation for Battle (13.2):

- One Militia counter added per printed silhouette on a Settled Space (*one less Militia if space is enemy-controlled*) (13.2.1).
- Each faction must combine *same type* Reduced units on Battle space (13.2.2).

Battle Rolls (13.3.3): One die for each unit and Militia. Militia may also roll when friendly units attack (liberate) their space.

- 1. Attacker rolls, 2. defender rolls (including eliminated units), 3. *attacking or defending* Militia rolls (unless removed by B&T roll).
- Rolls are grouped by *unit type* for each faction (13.3.3).
- *Rerolls (13.5):* Highland unit, Commander, and card Event.
- *Battle Roll table* determine results. A faction's Battle Victory marker advances one position for each: 1st scored Hits, 2nd *successful B&T rolls*; or 3rd Flags (follow that order).

Scored Hit (13.3.4)

- Occurs only if Hit die face (1.3) rolled has *same shape* as *rolling unit* and there is an *enemy unit of the same shape*. Hit scored in priority on *same type* enemy unit (table 13.3.4).
- *Overflow scored Hits do not count* (e.g. 3 Hits vs. 1 Brigade).

Successful B&T rolls (X): Metropolitan Brigade/Artillery/Fort/Bastion only (13.3.3 Battle roll table). Possibility of Hit application and advancing Battle Victory marker.

Hit application to the enemy unit type Hit: *only if rolling faction's Battle Victory marker is at “0” or above before rolling*. In priority order: 1. eliminate Reduced unit, or 2. flip Full unit to Reduced (13.4).

Battle victory (13.6): Attacker wins if *after all Battle rolls* his Battle Victory marker is *higher* than the defender's marker. Otherwise the defender wins (13.6).

Rout (13.8) of defeated stack: If at least 3 positions below winner on Battle Victory track. *Also when last friendly Bastion of Battle space is eliminated* (see Fortress Battle example).

Wiped out winning stack: opposing stack wins but retains any Rout marker received in that Battle.

Retreat of defeated stack (13.9): follow attacker/defender Retreat Priorities (to adjacent space most of the time).

Defender will not retreat if a friendly Bastion unit remains on the space (see Fortress Battle example).

The British Attack Montréal

British and French cards in play (Indian card not relevant)

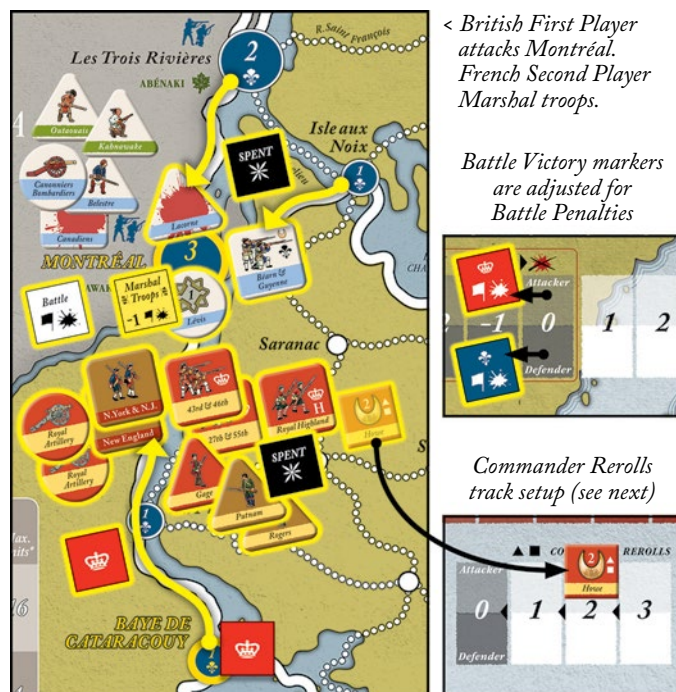


The British player is First Player. He uses one Army AP of his card to move the whole stack currently on Baye de Cataracouy to Montréal. A British Control marker is added on vacant La Présentation as the British stack moves through it. After its move, the stack receives a Spent marker and a Battle marker is added on Montréal. (The British spends the 3 remaining APs of his card in play elsewhere on the board.)

The French Marshal Troops (11.0)

The French player is hard pressed to defend a Victory Space worth 3 VPs. He uses his Light/Army AP (7.3.5) as an Army AP (7.3.1) to activate the Fort unit on Montréal for a Marshal troops Action (11.0). In that Action, the space where the activated unit is becomes the *target space* where all units from *all* adjacent spaces may converge (Connection Limits and Movement Restrictions apply). The Reduced Light unit from Les Trois-Rivières and the Metropolitan Brigade from Isle aux Noix move to Montréal and a Spent marker is added to them and the Fort. Also, a Marshal Troops marker is added to the French stack as this Action gives a Battle penalty (13.3.2) to all friendly units on the target space.

The French player spends the 2 remaining AP's of his card in play elsewhere on the board. The British player has no Reaction AP. Players proceed to resolution of all Battles of that AR.



Battle Resolution (13.0)

Montréal is the only Battle in that AR. Players start by checking which stack is defender (13.1): it is the French stack because it *started its Action Phase* on the Battle space (13.1 priority #1).

Stacks are prepared for Battle: one French Militia marker is added per printed silhouette on Montréal (13.2.1). These are *not units*: they always roll after both factions' units, unless B&T rolls by the enemy remove them (13.3.3 Battle Roll table). There are two Reduced French units but they are of different type, so they are not combined (13.2.2).

Then Battle Victory markers of each faction are placed on the "0" space of the Battle track (attacker on top, defender on bottom). The French have a Marshal Troops penalty (yellow marker): their Battle Victory marker slides back to "-1." The British have one Battle penalty against the enemy Fort (would be doubled if no British Artillery were attacking). His marker also slides back one position to "-1." The Howe British Commander is placed on the top of position "2" on the Commander Rerolls track, corresponding to that Commander's rating of 2 (3.7).

1. British Attacker Rolls

As the attacker, the British player is first to perform Battle Rolls for all his units. He *groups his units by type* (3.0.1) and follows the *Unit Battle roll sequence* (13.3.3). All units will roll once during the Battle (one die per unit), unless a card Event, the Commander, or their Highland type allows a reroll (a unit may use all three instances). Complete all rolls/rerolls of a given unit type before the next unit type starts its rolls.

- **First, the *non-Indian* Light units:** The two Colonial Light units and the British Light unit roll 3 triangle/circle Hits (). Each of these Hit rolls triggers a Hit Check (13.3.4) to see if the roll results in a *scored Hit*. First: does the icon on the Hit roll include the same shape as the rolling unit's shape (triangle)? Yes for each of the three rolls. Second: is there an opposing unit of the same shape (triangle) to receive a Hit? Yes: There are four French Light units (two of them Indian), so three Hits are scored. A very lucky roll for the British.

Same shape rolling unit + Hit face + enemy unit = scored Hit

Note: B&T rolls may also cause Hits (table 13.3.3).

Because the British Battle Victory marker is currently at "-1," the first scored Hit is *not applied* but still counts for the Battle track, thus the marker slides forward from position "-1" to "0" (13.3.3 Battle roll table). The second scored Hit is applied to an enemy unit because it moves the Battle Victory marker above position "0" (ending up on position "1"). It must be applied in priority to a non-Indian French Light unit as it is of the *same type* as the rolling unit (triangle units may be of two types: non-Indian and Indian). The already Reduced Lacorne French Light unit (on its blood spatter face) must be eliminated (13.4). It is kept near the French battling stack as it will perform its defending roll before going to the Losses box. The third scored Hit moves the British Battle Victory marker to position "2" and that Hit is also applied to a non-Indian Light unit. The Belestre Light unit is thus flipped to Reduced.

Artillery, Bastion, Forts, and Fleets' higher Hit probability:

As there is a circle on *both* Hit die faces, circle units are twice as likely to trigger a Hit check. And the first three types may Hit a Brigade with a successful B&T roll.

2. French Defender Rolls

The same roll sequence (13.3.3) is used. Units that were eliminated by British rolls may also roll. *No rolls for French Militia at this step.*

- **First, the two non-Indian French light units.** One rolls a B&T (☒) that has no effect for a Light unit in Battle (table 13.3.3), the other rolls a Miss (☐). Now that it performed its Battle roll, the previously eliminated Lacorne Light unit is sent to the French Losses box.
- **Next the two Indian units roll.** One rolls a triangle/circle Hit (☒) and the Hit check results in a scored Hit: a triangle unit rolled a Hit face with a triangle, and there are triangle enemy units. The French marker thus slides from position “-1” to “0” on the Battle track. As the French Battle Victory marker did not end up above “0,” the scored Hit is *not applied*. The second Indian unit's roll is a square/circle Hit (☒). The Hit Check fails: no triangle on that Hit face.
- **Jumping to fourth in the Battle Roll sequence, Metropolitan Brigade rolls.** The eliminated Béarn & Guyenne Brigade rolls a square/circle Hit (☒). The Hit check is successful: a square unit rolled a Hit face with a square, and there are square enemy units present. The French Battle Victory marker slides to position “1.” That marker being above “0,” the scored Hit can be applied in priority to an enemy *Metropolitan Brigade* (same type). As this is the French's *first* scored Hit against that unit type in that Battle (13.4), the Hit must be applied to the Highland Brigade (this applies to a *scored Hit* only; not to a B&T Hit). The Highland Brigade is flipped to Reduced.
- **Fifth in the Battle Roll sequence, non-Metropolitan Brigade rolls.** The eliminated Canadiens Brigade rolls a triangle/circle Hit (☒). Hit Check fails: no square icon on Hit face. The Canadiens Brigade is sent to the French Losses box.
- **Fleets or Bastions roll:** the French have none in Battle.
- **Next, the Fort rolls.** It rolls a Miss result (☐). The French player uses his card in play's Event “Lucky Cannonball” (#27). As stated on the card, this Event allows up to three French circle shaped units to reroll. The Fort rerolls a triangle/circle Hit (☒). The Hit check is successful: a circle unit rolled a Hit face with a circle and there are circle enemy units present. The French Battle Victory marker slides to “2” on the Battle track. One *same type* British Artillery is flipped to Reduced.

Fort Battle Roll: A Fort is a unit (as is a Bastion). It may perform a Battle roll like other units.

- **Finally, the French Artillery rolls.** It rolls a B&T (☒). As there are enemy Brigades, the French Battle Victory marker advances to position “3” on the Battle track, and a Hit is applied (13.4) in priority to a Metropolitan Brigade (table 13.3.3). The already Reduced Royal Highland Brigade must be eliminated. The French draws one WIE chit from his pool and may place it on his WIE placeholder (18.3.1).



Successful rolls are highlighted (yellow and red), including later Militia roll

3. Militia Rolls

- The British B&T roll by the Highland Brigade (p. 16) removed one French Militia marker. The remaining French Militia rolls one Flag (☐). That is the only successful roll possible for Militia (13.2.1). The Flag roll slides the French Battle Victory marker to position “4.”

Militia (13.2.1): These counters are re-used on all Battles taking place on Settled Spaces. A faction may use friendly Militia when attacking its own Settled Home Space (*with one less counter because of enemy-control*).

Battle Outcome (13.6)



The British attacker's Battle Victory marker ended up at position “7”: it is a British Victory.

A French Rout Occurs (13.8)

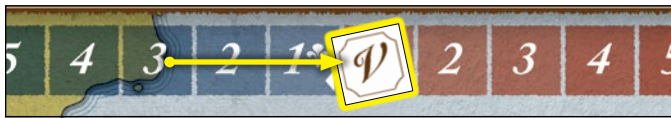


A Rout is inflicted to the French stack (13.8) because the British Battle Victory marker is *at least three positions above* the French marker. First, a Rout marker is added to the French stack. Then Rout penalties are applied to it: one of the retreating units is eliminated. It must be an Artillery unit if present (otherwise another unit, Indian unit as last resort). The Reduced French Artillery unit goes to the Losses box. Also, the Routed stack cannot remove from play its Fort as it retreats (13.9.5). The British player replaces it with a Fort taken from his pool, placed on its *Full* face (because the French Fort was not Reduced). The French stack

will be penalized for Movement, Construction, Battle, and even future Retreat. Its Rout marker may be removed by Rallying (14.2) or by joining a non-Routed stack (13.8).

Other Post-Battle Steps

- The defeated defending French stack retreats from the Battle space (13.9). All its remaining units must go to the same legal adjacent space (13.9.1, Defender's Retreat Priorities). The French player chooses to move his defeated stack to Les Trois Rivières (see page 22 for a detailed Retreat example).
- A British Control marker (2.1.2) is added to Montréal. Because it is a Victory Space (2.1.9), the British score 3 VPs (equal to the space's value). On the Victory track, the VP marker is slid 3 positions to the right (18.1). From position "3" on the French side of the track (before the Battle), it ends up on position "1" on the British side of the track. The Battle marker is removed.



The relevant board area and the Losses boxes after Battle and Retreat. Fort replacement and Rout loss are highlighted.

Control marker: It makes an enemy Home Space friendly to the faction that captured it (2.1.2). Captured *Settled Home Space*: reverts to its faction if left vacant.

- The Marshal penalty and Militia markers are removed.
- The Howe Commander has been removed from play during Battle reroll by the failed Casualty test (13.5.1). Finally, the Battle Victory markers are reset to position "0" on the Battle track (the next Battle will determine which one goes on top).
- Other steps are not relevant to this example.

Battling a Fortress Space

RECAP OF FORTRESS SPACE RULES

Louisbourg and Québec French Settled Space: Each is a Fortress as long as it has a Bastion unit remaining (2.1.10). Without Bastions they are Settled Spaces only (2.1.5).

Bastion unit in Battle: prevents the French defender from retreating even if the attacker wins (13.9).

Though they give no Battle penalty (unlike a Fort), they make a Fortress Space impossible to capture as long as they stand.

Artillery unit: it is the *only* unit type that may Hit a Bastion.

Elimination of last Bastion: Triggers a Rout (13.8) of the defending stack. If in the same AR enemy Battle rolls also inflict a Rout (Battle Victory marker 3+ positions above defender): *all non-Light units of the defeated stack are eliminated.*

Note: Bastions may never be repaired or rebuilt.

Battle marker on a Fortress Space: not removed if the defeated defending stack remains on the space (13.7).

British stack may leave a Fortress Space: Outnumber of the opponent is not required (10.2.1).

Louisbourg Battle Example Setup

The example uses forces similar to those that actually took part in the summer 1758 siege. The outcome is the same, but liberties have been taken in order to cover all required rules.

The example takes place in AR4 of game Year 1758, with a powerful British stack on the Sail box (2.3). *Cards in play* #2 (British), #26 (French) and #43 (Indian) have no Event. The French wins the Initiative and chooses to be First Player (7.1 #4). He declines to hold an AP for Reaction (7.2 #3). He then performs his Action Phase (7.2), using the APs of his Indian and French cards for Actions elsewhere on the board (not shown).

British Landing on Louisbourg

Right at the start of his own Action Phase (7.2 #1), the British must perform a Landing (10.6.1, *no AP cost*) with *all* his units that are currently on the Sail box, and they must land on a single Coastal Space. Because the Open Seas marker (10.6.2) is on its French face, British units can land only on Coastal Spaces that border the Atlantic Ocean SZ (2.3). As Louisbourg borders *both* SZs (10.6.1), the British may land on it. Once landed, the British stack receives a *Landing Penalty* marker and a Spent marker.

A Battle marker is added to the space. The British player then continues his Action Phase (7.2 #4), using all the APs of his card in play for Actions elsewhere on the board (not shown). Players move on to resolve all Battles of the AR (7.1 #9).

Landing of the British stack on Louisbourg, French Militia counter placement, and Commander Reroll track setup.



Battle track setup

Battle is Resolved

Louisbourg is the only Battle in that AR. Only the *effect of Bastions on the defending force (Retreat, Rout)* distinguish Battle on a Fortress Space from Battle on any other space. *Other than that, there is no change to the steps of a Battle (13.0) when battling on a Fortress Space.*

- The French stack is the defender as it had units on the Battle space at the beginning of the AR (13.1).

Both stacks are prepared for Battle:

- 2 French Militia markers are added to the space (13.2.1)
- There are no Reduced units to combine before Battle rolls (13.2.2).
- Both Battle Victory markers are placed at position “0” on the Battle track. The British attacker marker goes on top (13.3.1). The British Battle Victory marker slides back to “-1” for the Landing Penalty (13.3.2). The French marker stays in place.

Both factions are now ready to perform their Battle Rolls.

This example focuses on circle unit Battle rolls: As Bastion units elimination will determine the Battle’s duration, only the rolls of *circle units* are covered in detail. Rolls by other unit types and by Militia are only summarized.

Refer closely to the *last three rows of the Hit Check table (13.3.4)* to grasp the different Hit priorities for Fleets, Bastions, and Artillery in the example.

1. British Attacker Roll

The priority order (#) of the Unit Battle roll sequence (13.3.3) is used for unit types present in the Battle.

Non-circle units roll:

- #1 The British Light unit rolls a Flag (🚩), sliding the British Battle Victory marker from position “-1” to “0.”
- #3-4. The Highland Brigade and the six other Metropolitan Brigades make a very unlucky initial roll, but thanks to the Highland’s and Commander Wolfe’s rerolls (13.5), three successful rolls occur: a B&T roll (🔪) that *removes one Militia counter* and flips to Reduced one French Metropolitan Brigade, and two Flag rolls (🚩). The British Battle Victory marker moves to position “3.”

Circle units rolls:

- #6 The three British Fleets roll a triangle/circle Hit (🚩), a B&T (🔪), and a Miss (🎲). A Hit is scored: a circle Fleet unit rolled a Hit face with a circle, and there are enemy circle units. The British Battle Victory marker slides to position “4.” The Hit is applied in priority to *same type* unit (table 13.3.4), flipping to Reduced the sole French Fleet. The B&T roll allows one British Fleet to go to a friendly Coastal Home Space (table 13.3.3), but the British player decides not to use that option (by keeping only two Fleets on Louisbourg, he would be able to transport only eight units (10.6) out of that space after the Battle).
- #8 The four Artillery units roll is devastating for the French: two triangle/circle Hits (🚩), one square/circle Hit (🚩), and one B&T (🔪). All three Hit faces score Hits: circle Artillery units rolled Hit faces with circles (both Hit faces of a die have a circle), and there are enough enemy circle units to apply *all* Hits. The British Battle Victory marker slides to position “7.” The first two Hits are applied in priority to the *same type* French Artillery unit (table 13.3.4): it is flipped to Reduced by the first Hit, and eliminated by the second (but kept nearby for its upcoming Battle roll). The third Hit flips one French Bastion to Reduced as it is the secondary Hit priority for Artillery. Now the B&T roll: because there is an opposing Brigade, it is successful. It slides the British Battle Victory marker to position “8” (table 13.3.3), and it also applies a Hit to the Reduced French Metropolitan Brigade, eliminating it. It triggers in turn a War in Europe (WIE) chit draw by the British player and he places it on his currently empty WIE chit placeholder to the right of the Victory track (18.3.1).

2. French Defender Rolls

#4 The three French Metropolitan Brigades (including the one eliminated by the attacker's rolls) get two successful rolls: one square/circle Hit (☐☛) that scores a Hit, and one Flag (☐☛). The French Battle Victory marker slides two positions forward to position "2" of the Battle track. The scored Hit must be applied to the Highland Brigade in priority: it is flipped to Reduced. The previously eliminated French Metropolitan Brigade is now sent to the Losses box.

#6 The French Fleet rolls a B&T (☒☒): it allows that unit to leave Louisbourg for a friendly Coastal Home Space (13.3.3 Battle Roll table). Feeling the Battle might end badly, the French player spares his Fleet by placing it on Côte de Beaupré.

#7 The two Bastions roll a Miss and a square/circle Hit (☐☛). The Hit check is successful: a *circle unit* (Bastion) rolled a Hit face with a circle, and there are enemy circle units to receive the Hit. The French Battle Victory marker slides to "3." The Hit is applied in priority to an Artillery unit (table 13.3.4), flipping it to Reduced.

#8 The eliminated French Artillery rolls a triangle/circle Hit (☒☛). The Hit check for the triangle/circle Hit is successful: a *circle unit* (Artillery) rolled a Hit face with a circle, and there is an enemy circle unit to receive the Hit. The French Battle Victory marker slides to "4." The Hit is applied in priority to a *same type* Artillery unit (table 13.3.4). As there is a Reduced Artillery unit, it must be eliminated (13.4). Having performed its Battle roll, the previously eliminated French Artillery unit is sent to the French Losses box.

3. Militia Rolls

Now that both factions' units have performed their Battle roll, a Flag (☐☛) is rolled by the remaining French Militia (the other Militia was removed by the British Brigades' B&T roll). The French Battle Victory marker slides to position "5."

The British Attacker is Victorious (13.6)

The Battle track after all Battle rolls



The British Battle Victory marker ended up at "8" on the Battle track, and the French marker ended up at position "5." It is a British Victory (13.6).



Furthermore the British Battle Victory marker is three positions above the French marker, enough to trigger a Rout of the French defending stack (13.8). A Rout marker is added to the stack, and the French player must eliminate one of his units (Artillery in priority but there is none left). He chooses to eliminate one of his two remaining Metropolitan Brigades. This triggers a WIE chit draw by the British player, and after seeing it has a lower value than the chit already on his placeholder, he shuffles it back facedown in his WIE chit pool (18.3.1).

The Bastions Prevent French Retreat (13.9)



The defeated (and Routed) French defender *does not* retreat because it still includes at least one friendly Bastion (13.9). *Both stacks remain on the Fortress Space.* Control of the space does not change, and the Battle marker remains on the space. The Militia and the Landing markers are removed (Landing penalty applies only to the AR the Landing takes place).

The Wolfe Commander is removed from the Commander reroll track and placed back with its stack. *Both Battle Victory markers are reset to "0" on the Battle track.* Battle rolls will occur again in the next AR (7.1 #9), provided the British stack is still on the Louisbourg space at that time. It will not be possible for the French stack to leave because it cannot Outnumber the numerous British units currently on its space (10.2.1). On the other hand, an *exception that applies only to British units on a Fortress* lets the British stack leave a Fortress Space even if it does not Outnumber its opponent (10.2.1).

At the end of AR4, the French stack on Louisbourg fails to Rally (14.2), thus keeping its Rout marker.

What if this was the last AR of the Year (AR9 instead of AR4)?

The British stack would have to leave the space during the Winter Quarters LR (17.3 Return to Colonies) because it does not control it.

Summary of Next AR's Actions

At the start of AR5, no card with an "AR Start" or Battle-relevant Event is drawn (7.1 #1). The British player wins the Initiative (7.1 #4) and chooses to be First Player. While performing his Actions (7.2 #4), he leaves his stack on Louisbourg to complete its capture. During his own Action Phase (7.1 #7), the French player activates three Light units he has on Miramichy and moves them two Connections to Louisbourg to bolster its defense. The Rout marker on Louisbourg's defenders is *immediately removed* because a friendly non-Routed stack joined it (13.8).



After the French player completes all his Actions, there is no British Reaction as that player chose to hold no Reaction AP (7.2 #3).

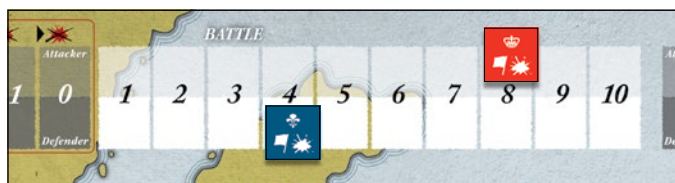
AR5's Battles Are Resolved (7.1 #9)

The example covers exclusively the Battle on Louisbourg.

Last AR's Battle marker is still in place. Obviously, the French are the defender again (13.1). Two French Militia markers are added to their stack (13.2.1), and there are no same type Reduced units to combine (13.2.2). Battle Victory markers are placed at "0" the Battle track. None of the factions has a Battle penalty (*the Landing marker was removed at last AR's Battle end*). The Wolfe Commander is placed again on position "3" of the Commander Reroll track.

The British attacker performs the Battle roll sequence for his units (13.3.3). His Light unit misses (□). Next eligible, his Highland Brigade rolls one Flag (■): the British Battle Victory marker slides to position "1." Then his other Metropolitan Brigades roll one Miss (□), four square/circle Hits (■ ■ ■ ■), and one Flag (■). The Wolfe Commander is used to reroll the Miss: it misses again with a triangle/circle Hit (■). A Hit check is performed for the four square/circle Hits: the first two score Hits on the last French Metropolitan Brigade, flipping it to Reduced then eliminating it (this triggers a WIE chit draw by the British). After that, the Hit check fails for the last two square/circle Hits in that roll because there are *no French square units left to Hit*. In all, the British Metropolitan Brigades moved the British Battle Victory marker three positions forward to "4." Next in the Battle rolls, the Fleets roll one Flag and two Misses (■ □ □): the marker slides to position "5." Finally, the three remaining British Artillery units roll one square/circle and two triangle/circle Hits (■ ■ ■ ■): three Hits are scored, moving the Battle Victory marker to position "8." The Hits are all applied to *Bastions*: the first Hit *must* be applied to the Reduced Bastion, eliminating it (13.4). The second and third Hits flip to Reduced the other Bastion, then eliminate it.

Now, the French player performs his Battle rolls. His Indian units roll one B&T (miss) and one Flag (■ ■), moving his Battle Victory marker to "1." Then the non-Indian Light unit moves it to "2" with another Flag (■). Before going to the Losses box, the just-eliminated Metropolitan Brigade rolls a Miss (□). Before being *removed from play* (13.4.1), his two Bastions roll one square/circle and one triangle/circle Hit (■ ■), resulting in two scored Hits against circle units. The French Battle Victory marker slides to "4," and both Hits are applied in priority to one *Artillery* unit (table 13.3.4), flipping it to Reduced then eliminating it. Now that both factions' units have completed their rolls, the two French Militia roll: a square/circle Hit and a B&T (■ ■) are both misses for Militia.



The Battle track after the second Battle on Louisbourg (AR5).

Louisbourg's Second Battle Outcome

The British Battle Victory marker ended up at "8" on the Battle track, and the French marker ended up at position "4." It is a again a British Victory (13.6).



The British marker is four positions above the French marker on the Battle track. It exceeds the required gap of three positions needed to inflict a Rout. A Rout marker is thus added to the defeated French stack.

More importantly, the elimination of the last Bastion during this AR's Battle *also causes a Rout* (13.8) to the defender. The single Rout marker first placed encompasses both Routs (never more than one Rout marker per stack). The fate of a stack that is Routed *both by the Battle track gap AND the last Bastion elimination* in the *same Battle* is harsh: *all its non-Light units are eliminated* in addition to other Rout penalties. But there are no surviving non-Light units on Louisbourg. Rout penalties are now applied to the French Light units: the non-Indian Light must be chosen for elimination and is sent to the Losses Box (penalty #1).

With the elimination of its Bastions, Louisbourg *lost permanently* its Fortress status: it is just a Settled Space from now on (Militia are not affected). A British control marker is added to the space. The British score 3 VPs, sliding the marker on the Victory track 3 positions to the right (British direction).

The Open Seas Marker Is Flipped to "British & French"



The capture of Louisbourg triggers the flipping of the Open Seas marker to its "British & French" face (10.6.2). From now on, the British may land on Coastal Spaces of *both Sea Zones* like the French. Once flipped, the Open Seas marker cannot revert to its previous state.

The remaining post-Battle steps are performed (13.7). The two Indian units must retreat to an adjacent space (13.9 Defender's Retreat Priorities). The French player chooses to place them on Port La Joye. The Battle and Militia markers are removed from the space, and the Wolfe Commander is placed back on its stack. Battle Victory markers go back to the zero position of the Battle track.

Alternate Outcome: What if non-Light French units survived Battle rolls AND the Battle track gap had not inflicted a Rout to the French stack?

The non-Light French units *would not* have all been eliminated, as only *one* Rout condition would have been satisfied (last Bastion elimination). The French stack would simply suffer Rout penalties and Retreat.

Retreat Examples (13.9)

The Retreat rules cover a wide variety of situations. Most of the time, Retreat will be to an *adjacent space*.

Defender on Fortress: Does not retreat if a Bastion remains. Battle may take place again at next AR (7.1 #9).

RECAP OF RETREAT RULES

Retreat Priorities (13.9.1): They are determined by the role of the stack in the Battle (attacker or defender). A stack will either retreat with its *Fleets* (13.9.2) or retreat to an *adjacent space* (13.9.3).

Retreat with a Fleet: there is *no limit* to the number of units that may retreat with a Fleet (13.9).

Same Retreat space: units of a retreating stack cannot split.

Space where an attacker came from: not usable by the defender to retreat (13.9.3).

Connection types / Limits: A stack must use a Connection type allowed for *all its units* (10.2). *Ignore Connection Limits* (10.1). *Light units in a stack may use a Path after all non-Light units with them are eliminated for failure to retreat* (13.9.1).

Actions Leading to the Battle of Miramichy

This series of examples uses the same Battle to show the effect different situations / Battle outcomes have on Retreat.

During the British Action Phase, one British stack lands on Miramichy. It combines with a stack of Colonial British Brigades coming from British-controlled Chignectou. In the French Action Phase that follows, a French Light unit moves on the vacated Chignectou space, removing the British control marker on it. The British player has no Reaction AP. The Battle on Miramichy is resolved first as other Battle spaces (not shown) are further down on the map. *Battles may influence Retreat; that is why the “top to bottom of map” (13.0) order must be respected.*



Example A: Defeated British Attacker



The British player goes through *Attacker's Retreat Priorities* (13.9.1 first table) for his defeated stack:

Priority #1 applies as the retreating stack has Fleets. *All British units* on Miramichy (Colonial Brigades included) retreat with the Fleets (only one Spent marker remains for the combined stack). Fleet Retreat Priorities (13.9.2) are then checked: the first one applies as friendly Coastal Home Spaces are available. The British player chooses to send his retreating stack to Boston.

Alternative 1 to Example A – British Attacker Has no Fleet

Same setup as A but with *no Landing stack*. Remove the two British Fleets and include the Highland Brigade in the Colonial Brigades stack that came from Chignectou.



The British go through *Attacker's Retreat Priorities* (13.9.1):

Priority #1 is not applicable: no British Fleets.

Priority #2 is not applicable either: the adjacent space the stack came from (Chignectou) is now occupied by a French Light unit.

Priority #3 indicates to retreat to another adjacent space, by following Adjacent Space Priorities (13.9.3). The second of these Retreat Priorities applies: Port la Joye is friendly (British-controlled) and has no enemy unit/Militia. The retreating British stack joins the Colonial Light unit there. *British-controlled Pointe Sainte Anne is also a legal adjacent space according to that same Retreat Priority, but the non-Light retreating units cannot use a Path* (10.2).

Alternative 2 to Example A – Overwhelm During Retreat

In addition to the setup changes for alternative 1, place *three French Brigades* instead of the British control marker and Light unit on Port La Joye.



Again, the British stack has no Fleets (Retreat Priority #1) and the space where it came from (Chignectou) has an enemy unit (Retreat Priority #2). Attacker Retreat Priority #3 indicates to find another adjacent space. Only the last Adjacent Space Priority (13.9.3 #5) applies: the reachable space with the *fewest enemy units and Militia combined* is Chignectou (1 French Light unit, Road Connection). The British stack must now be able to *Overwhelm* (10.3.2) the opposition on that Retreat space:

- Is the retreating stack Routed? No.
- Is there an enemy Fort or Bastion on the space? No.
- Do the retreating units Outnumber the enemy? Yes. With four Brigades against one Light unit, they have *more than three times* the units/Militia the enemy has (10.3.1).

The retreating stack Overwhelms the French unit (13.9.4):

1. All enemy units on Chignectou are eliminated: the French Light unit goes to the Losses Box.
2. The French player eliminates the *same number* of British retreating units. He chooses the Highland Brigade and puts it on the British Losses box.

A British control marker is then placed on the Chignectou space.

Example B: Defeated French Defender

Refer to the first image of this section (with Landing British stack).

The French player goes through *Defender's* Retreat Priorities (13.9.1 second table):

Priority #1 applies as the retreating stack has a Fleet. Fleet Retreat Priorities (13.9.2) are then checked: the first one applies as friendly Coastal Home Spaces are available. The French player chooses to send his retreating stack to Québec.



Alternative to example B – the French Defender has no Fleet

Same setup but without a French Fleet.



The French go through *Defender's* Retreat Priorities (13.9.1). There is no French Fleet (Retreat Priority #1). The second Defender Retreat Priority indicates to retreat to an adjacent space, following Adjacent Space Priorities (13.9.3):

Priority #1 and #2 not possible: the only friendly Home Space reachable by all units is Port La Joye and it has an enemy unit. Chignectou, though friendly, is not usable because *attacking enemy units came from it* (with 18th-century means of communications, its liberation is not known instantly). Paths cannot be used by the stack to reach other spaces.

Priority #3 and #4 not possible: no Neutral space (2.5) and British-controlled Pointe Sainte Anne, though enemy-free, cannot be reached with the Path.

Priority #5 not possible: the French stack does not Outnumber (10.3.1) the single British Light unit on Port La Joye. At least four non-Commander units are needed to *exceed* the 3:1 ratio with the enemy, as required.

All *non-Light* units of the French stack are eliminated because they could not comply with any Retreat Priority (13.9.1). The British draws one WIE chit. The French Light unit goes through Adjacent Space Priorities again. As that unit can use Paths, the first Retreat Priority allows Retreat to Rivière Ristigouche or Grand Sault. The French chooses to retreat his Light unit to the latter.

Supply Check Example (14.1)

RECAP OF SUPPLY CHECK RULES

Supply sources: friendly Colonies Home Spaces/friendly Fleets.

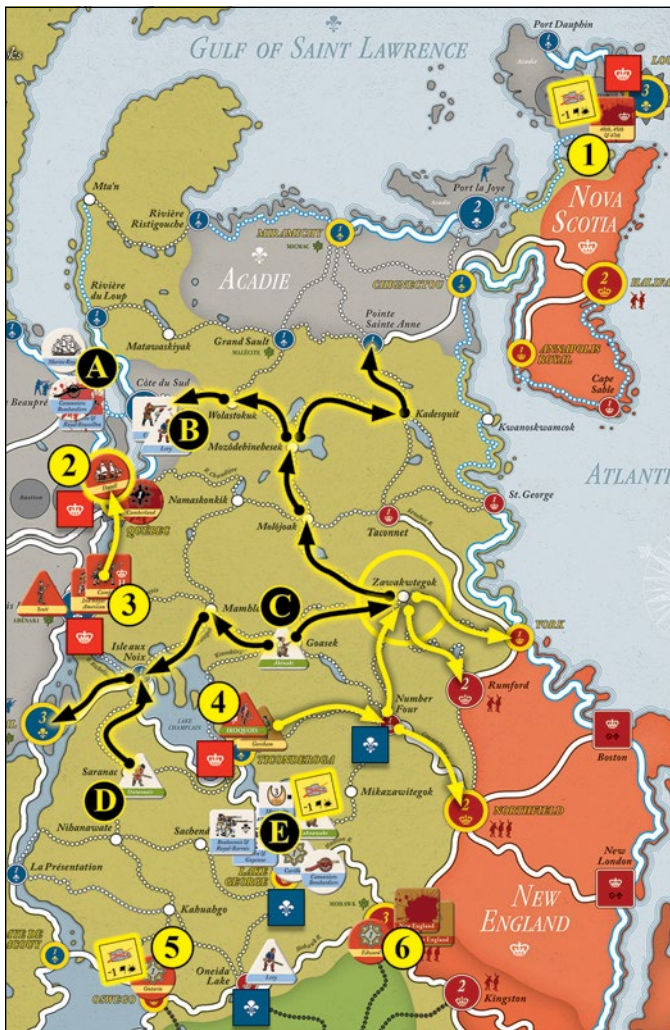
A stack is in Supply: if it is on/with a source or if *all its units* can trace to a source using the *same Connections*.

Supply trace: use only Connections and spaces indicated in table 14.1 / Connections Limits (10.1) are disregarded / No limit to number of Connections used.

A faction may trace through: friendly spaces / tracing faction's enemy-controlled Outposts (2.1.4) that contain no enemy unit / enemy-free Wilderness Spaces.

Out of Supply (OOS) marker: Placed on any stack not in Supply (14.1). **EFFECTS:** No Construction. Battle penalty — *doubled* if stack has 8+ units (Commander not counted). Removed the moment the stack joins a friendly non-OOS stack, or is in Supply during a subsequent Supply Check.

Example Setup



Arrows indicate some of the possible Supply trace options.

Supply Check Is Performed by Both Factions

Each player checks Supply for all his stacks on the map. *Order has no importance.*

The game's supply rules purpose is solely to determine if a stack is *completely cut off* from its faction's home territory.

British stacks:

1. **Louisbourg** stack is Out of Supply (OOS). There is no friendly Fleet on the space. No trace to a friendly Colony Home Space or a Fleet is possible: both Louisbourg Connections (one of them a Path, unusable by Brigades) lead to enemy spaces. An OOS marker (14.1.1) is added to the stack.
2. & 3. **Québec and Les Trois Rivières** stacks are in Supply: stack #2 has a Fleet and mixed stack #3 can use the Highway to trace to that Fleet (an unlimited number of units may trace to the same Fleet).
4. **Ticonderoga** stack is in supply: the Light unit stack on that space can use Paths (in addition to Highways/Roads). And it can trace *through enemy-controlled Number Four* because there are no French units on it (a Control marker cannot block Supply trace by itself). The stack can trace to York, Rumford or Northfield in the New England Colony.

Due to the numerous Paths on the board, Light stacks are unlikely to become OOS.

5. **Oswego** stack is OOS: the French Light unit at Oneida Lake blocks Supply trace (*as a non-Light unit, the British Fort can use only Highways or Roads for tracing*).
6. **Albany** stack is in supply: it is on a friendly Colony Home Space.

French stacks:

- A. & B. **Côte de Beupré and Côte du Sud** stacks are in supply: they are both on friendly Colony Home Spaces.
- C. **Goasek** stack is in supply: the Indian unit may use Paths. It can trace to Montréal on the friendly Canada Colony. *As there is no limit to the number of Connections used in Supply trace, it could trace to Côte du Sud as well, or even to Pointe Sainte Anne (or Grand Sault) in the friendly Acadie Colony.*

A space may be used by both factions to trace (e.g. Zawakwtogok circled yellow on the image).

- D. **Saranac** stack is in supply: this Light unit stack uses a mix of Highway and Path to Montréal on the friendly Canada Colony.
- E. **Lake George** stack is OOS: as it includes non-Light units, it can only trace with Highways or Roads. The British Light units on Ticonderoga block their sole tracing option. An OOS marker is added to the French stack.

The main French stack becoming OOS on Lake George illustrates the danger of leaving vacant spaces in the rear.

Alternate situation for Lake George stack: if Oswego (5) and Albany (6) were both French-controlled, Supply trace to Montréal would be possible via Baye de Cataracouy (there is no limit to the number of Connections used).

Return to Colonies Example (17.3)

That portion of the Winter Quarters Logistic Round (17.0) is performed in *multi-Year scenarios only*. It simulates the end of campaigning season, with all soldiers breaking up camp and going home to shelter themselves from the harsh North American winter.

Some units are *not involved* in Return to Colonies: *Indian* units (17.2 #4), Disbanded Colonial Brigades (17.2 #5), Bastions, and Forts. *All other units* must move to a friendly Colony if not already there (first steps of 17.3), except those allowed to remain on their space (17.3.1 Winter Garrisons).

RECAP OF RETURN TO COLONIES

No Action Points required.

Steps of Return to Colonies:

1. Move stacks to *legal Return spaces*. No move for stacks already on such spaces.
2. Move stacks still on *non-Home Coastal Spaces* to *friendly Coastal Home Spaces* of friendly Colonies.
3. & 4. Redeploy Commanders and combine Reduced units (13.2.2)

Legal Return space: a space with a *friendly Fleet* or a *friendly Colony Home Space*. Choose nearest by counting Connections.

Connections counted: must be a type allowed by *all units* of the returning stack. Limits (10.1) and units MPs are ignored. *Enemy units cannot block return*.

Spaces units may be left on during Return (17.3.1):

- *Fort outside friendly Colony:* one unit + the Fort.
- *Captured Settled Space:* as many Brigades as the space's value (2.1.5) + any number of other units.

After all four steps of Return to Colonies are completed, Fleets go back to the Fleets pool (17.2 #7).

Example Setup: Start of Winter Quarters LR

This example takes place in a *multi-Year* scenario. First, a *Game End Check* (17.1) is performed to see if the next Year of the scenario will be played or if the game ends: no faction has reached its Victory Threshold (18.2), so the game will continue.

Players perform steps #1-5 of Winter Quarters procedure (17.2)

Steps #1 & 2 Raided, Rout, and OOS markers are removed.

Step #3 Not relevant: in this example, no stack was on the Sail box.

Step #4 Indians (*including those on the Losses Box*) are placed on their Villages. Because its Village of Grand Sault (#5 on image) is enemy-controlled, the Malécite Indian unit currently on the French Losses Box (not shown) *must remain there*.

Step #5 Colonial Brigades are sent to the Disbanded Colonials box (not shown), those Reduced *keeping their status* (for Year-end Reduced Units Combination). The New England Colonial Brigade may remain on captured Louisbourg (#2 on image).

Winter Quarters step #6: Return to Colonies (17.3)

Only British stacks are covered by this example.



First, stacks must reach Fleets or friendly Colonies Home Spaces

1. **Captured Port Dauphin space:** stack cannot remain (not Settled). It goes to Louisbourg, nearest space with friendly Fleets
2. **Captured Louisbourg Settled Space:** stack remains on the space *at this step* because it is already with Fleets.
3. **Rivière Ristigouche:** The Light unit must leave (no Fort / not Settled). Nearest friendly Colony Home Spaces are Annapolis Royal and Halifax. It goes to the latter (British player's choice). The French units on Miramichi cannot block its return.
4. **Chignectou:** Only one unit may remain with the British Fort (17.3.1). The British player chooses the Royal Artillery. The Reduced Metropolitan Brigade must go to the nearest friendly Colony Home Space (17.3 #1). Halifax and Annapolis Royal are both one Connection distant. The British player chooses to place his Brigade on Halifax.
5. **Grand Sault:** The Colonial Light unit on that space may return to Annapolis Royal or Halifax, both three Connections distant. French unit on Pointe Sainte Anne is ignored. The Light unit returns to Annapolis Royal.
6. **Taconnet:** Colonial Light units on that space must both retreat to York as it is the nearest friendly Colony Home Space.
7. **St. George:** the Metropolitan Brigade must go to York because the Home Space it is on is *not on a friendly Colony* and it has no Fort.
8. **Number Four:** Forts don't take part in Return to Colonies.
9. **Rumford:** This stack is already on a friendly Colony Home Space. It stays in place.

Second, stacks on non-Home Coastal Spaces Return

As Louisbourg (#2 on image) is a *non-Home* Coastal Space, its stack must go to a friendly Coastal Home Space *on a friendly Colony* (17.3 #2). Louisbourg's value of 3 allows leaving up to three Brigades on it during Return to Colonies (17.3 #1), plus any number of other units. The British player wants to leave as many units as he can on that 3-VP space to defend it next Year: only the Reduced Highland Brigade leaves. He chooses to place it on Halifax.

No other stacks are on non-Home Coastal Spaces.

Stacks without Fleets on non-Home Coastal Spaces: like stacks with Fleets, they return to any friendly Coastal Home Space *on a friendly Colony*.

Commanders May Be Redeployed (17.3 #3)

The British player takes the Wolfe Commander currently on Albany (not shown) and places it on Halifax.

Year-end Reduced Units Combination (17.3 #4)

Everywhere applicable on the map, two Reduced units of the *same type* in the same space are combined into a Full one as much as possible. It is done the same way as for Battle preparation (13.2.2): one unit is back to Full, and the other goes to the Losses Box. The same is done for Colonial Brigades on the Disbanded Colonials box as these units will re-enter play at Colonials Enlist LR of next game Year (16.3).

Reduced units combination after Return to Colonies



- Halifax:** There are two Reduced Metropolitan Brigades (Highland is Metropolitan). The British chooses to flip the Highland Brigade back to Full and sends the other to the Losses Box.
- York:** The two Reduced units are of different types (Light and Metropolitan Brigade). They both remain Reduced.
- Disbanded Colonial box:** There are four Reduced Colonial Brigades on it. Two are flipped back to Full and the other two Reduced units are eliminated.

Reduced Disbanded Colonial units combination



Last Steps of Winter Quarters Are Performed

Fleets of both factions are removed from the map and placed in the Fleets pool (17.2 #7).

Players can recoup some of their lost units (17.2 #8): Each player checks his Losses Box. For each *three units of the same type* (rounded down), he can put one back in play on a friendly Colony Home Space (Colonial Brigades must be put on the *Disbanded Colonial Brigades* box instead, as they reenter play only at Colonials Enlist LR). Forts cannot come back in play that way as they are *removed from play* whenever they are lost (like Bastions and Commanders).

E.g. 6 Metropolitan Brigades (2 of them Highland), 2 Light units, and 4 Artillery units are on the British losses box. The British player gets back two Metropolitan Brigades (he can choose only one of the two Highland) and one Artillery. He chooses to place them all on Carlisle.

Players then reset card decks for next Year (17.4). *It is important not to forget to discard the Reserve card.*

Finally, the Year marker is advanced to next Year on the Year track.

The forested expanses of North America will resonate another year with the sound of musket volleys and war cries!

Congratulations! You have completed all play examples and should be ready to play. The following section offers strategy tips and historical context.

Strategy Primer

Factions' Assets

THE BRITISH	THE FRENCH
More APs on cards	2 cards per AR (French + Indian)
More Army and Sail/Army APs	More Light APs Versatile Light/Army APs
More Brigades	More Light units
More Forts and Artillery	More Indian units
More reinforcements and Fleets	More units can use Paths

Scenario 1 Vaudreuil's Petite Guerre (1755)

Historical Context

Since 1749, the French authorities want to secure the link between their colonies of Canada and Louisiana via the Ohio River. French control of that area is contested by Virginia's expansion. In 1752, Canada's Governor Duquesne pushes for the building of French forts in the area. Tensions escalate, then the famous Jumonville incident, involving young Colonel Washington, sparks open confrontation between Canada and Virginia. It reverberates to Europe, triggering what will become a war across several continents and the oceans.

In the east, Massachusetts builds forts northward along the Kennebec river in Maine to protect its expansion from Canada and its Alnôbak (Abenaki) allies. Acadia and Nova Scotia are entangled in Father Le Loutre's War since 1749, involving the Mi'kmaq people.

Though no war is declared yet with France, the Royal Navy seizes French ships to deprive it of sailors for the war to come. Redcoat regiments are raised and sent to North America to attack New France. Louis XV gets wind of this plan and also sends regiments to Louisbourg and Québec.

Previous intercolonial wars saw the Canadians either win or get out of a tight spot. Thus, Canada's Governor Vaudreuil is confident and relies on the long-standing experience in wilderness warfare of Canadians alongside their numerous indigenous allies.

The Haudenosaunee (Iroquois) Confederacy is the largest indigenous political entity at the confluence of British and French territories. It is nominally allied to the colony of New York, but it remains neutral as the war starts, save for the Kanyen'kehà:ka (Mohawk) people which supports the British campaign in the Hudson valley.

1755 Outcome: The British succeeded in only one of their numerous objectives. Indigenous and French light units endangered the tenuous British supply lines. A wave of sustained raids devastated British colonial settlements all along the frontier. A counteroffensive in the Champlain valley by the main French army was stalled by British colonial troops.

British Player Strategy

It is preferable for him to adopt a defensive posture while he slowly builds up his units. His focus is to prevent the French from achieving their victory conditions. His numerous Army APs allow him to build several Forts to hamper French Raids and free up his mobile units. He should choose carefully where to position his precious few Light units as they are the best to intercept French and Indian raiders. Using them for Raids is likely to be counterproductive. He should watch for opportunities to capture French Victory Spaces. Control of the Cherokee Indian Nation is highly desirable but difficult to achieve.

French Player Strategy

He should focus on the offensive to get ahead as much as he can on the Victory track through Raids, Victory Spaces capture, and Victory Bonuses. "Raid early, raid often" is the motto. As time goes by, British Forts will pop up all along the front. With good Light unit management, the French could score the Raid track several times. As French Army APs are limited, Construction and Army movement should be well planned. Control of the Iroquois Indian Nation is nice to have.

Scenario 2 Loudoun's Gamble (1757)

Historical Context

Thanks to two years of mobilization, the British army is now poised for the conquest of New France. Colonial forces' involvement is at a low ebb, though, because of numerous setbacks in 1755 and 1756, and the unabated indigenous and French raid onslaught. In reaction, the colonies focus on building defenses.

A new British commander in chief arrives in North America. Loudoun becomes unpopular with colonial authorities as he tries to impose order in military and logistic affairs. Nevertheless, he is the one who drafts a sound plan to conquer New France by stages. He starts with an "all in," sending almost all of his redcoats against his first crucial objective.

Canada slides into a more European way of war, thanks to General Montcalm who arrived in 1756. But New France's defenders know how to take advantage of the vulnerability of British supply lines. And the French Navy makes a sustained and unprecedented effort to defend New France and keep it supplied. Still, Versailles focuses its military might to secure a victory in Germany.

1757 Outcome: An unexpectedly strong French naval squadron derails the main British offensive. Though unharmed, the large British army at Halifax must stand idle, far away from where the French decide to strike. They destroy a crucial British fort (the second since 1756). Indigenous and French Raids continue all along the frontier.

Strategy

The year 1757 is the ultimate tug of war. Both factions should chase all VP opportunities while being careful to cover their back against the opponent's blows. The Cherokee Indian Nation may join either faction while the Iroquois Indian Nation remains steadfastly neutral unless invaded (cards with the "Iroquois Diplomacy" Event are not used in this scenario).

Scenario 3 *Amberst's Juggernaut (1758-1759)*

Historical Context

Thanks to British Prime Minister William Pitt's subsidies and equal treatment of colonial troops, overwhelming colonial forces join the war effort in 1758 (21,000 Provincial soldiers). Combined with these Provincials, the British have so many redcoats that they can field armies of 14,000 against one objective and 18,000 against another, not speaking of other operations... Numerically, New France is dominated. But it holds against desperate odds, not unlike the Prussian army does at the same time in Europe against the combined might of France, Austria, and Russia!

The Royal Navy has unprecedented numbers, dominating the oceans and maintaining an effective blockade of French ports. French reinforcements and supplies dwindle. But Canada draws on all available means to maintain its army and its indigenous allies in the field.

Britain's European ally Prussia is averting one disaster after the next. The prospect of peace in Europe fuels French colonies' hope for survival. Captured territory might be returned to the French, like what happened with Louisbourg's fortress after King George's War (1744-1748), reducing to naught the huge effort of the British colonies to capture it successfully. As long as a portion of Canada is unoccupied at the end of hostilities, France could retain its possession. The king's instructions to Montcalm are to hold on at any cost while French victory is secured in Europe.

1759 Outcome: *That year saw three crippling events happen to France in Europe. First, the main French army in Germany was unexpectedly beaten at Minden (Germany), causing the loss of initiative for the rest of the war on that front. Then, the Lagos naval battle (south west of the Gulf of Cádiz) crippled the Toulon French fleet. Finally, the Quiberon naval battle (southern Brittany) wiped out the French Brest squadron. For the British, 1759 was indeed the Year of Miracles if we add the capture of Guadeloupe island as well as Québec. But despite overwhelming resources in North America, they fell short of taking Montréal, ensuring another year of costly campaigning on that continent. At the end of the campaign, colonial Rangers destroyed a prominent indigenous village.*

British Strategy

It is mainly a puzzle of how to advance decisively on several fronts. Assigning too many units to defend Home Spaces or to cover Supply trace will leave not enough forces to push to objectives. The capture of Louisbourg could open the way to Canada for his Fleets. He may gain the control of both Indian Nations and should pursue that.

French Strategy

The French player must delay or foil the British everywhere he can, moving from one trouble spot to the next. A Raid strategy is still a good way to move ahead on the Victory track. But there will come a point where Light units are needed for Battles instead of Raids. Conserving Indian units for the decisive Battle should be a concern too, instead of seeing them desert piecemeal in Raids and less significant Battles. The highly desirable Cherokee Indian Nation might join the French if a reasonable effort is put into it.

Scenario 4 *The French & Indian War (1755-1759)*

Historical Context and Outcome: see scenario 1 to 3.

Historical Significance

The French & Indian War was also called the Seven Years' War and "Guerre de la Conquête" (War of the Conquest). This variety of names reflects different significance for each nation.

For the British colonists, it is the culmination of decades of colonial rivalries and conflict between New France and the Thirteen Colonies. It also sowed the seeds of the American Revolution by causing an enormous debt for Great Britain.

To Europeans, it was a global war fought across several continents between France and Great Britain, the two superpowers of the time, and involving their respective allies. Through its ordeal, Prussia becomes a prominent European power.

For Canadians of French descent, it is a national tragedy. Their homeland is conquered by a hereditary enemy that will take over their trade and attempt to assimilate them culturally.

Indigenous peoples are left with only the British to deal with. The latter's high-handedness will trigger Pontiac's War (1763-1766). Lands west of the Appalachians are designated as an Indian Reservation, but it will not stop the flow of British colonists and traders coveting these areas.

Strategy

Both factions should avoid wearing themselves out in the early stages of the war. Doing so would mean not enough French defenders in the later game Years, or a failure of the British to build up enough forces to invade Canada.

For More Historical Info: refer to the suggested reading list in the sources section of this playbook.

Play Hints

Mind the Victory Threshold and Bonuses

Each scenario/Year allows a specific VP bonus if the right objective is secured. In multi-Year scenarios particularly, make sure you don't experience sudden death by letting the opposing faction achieve its Victory Threshold at *Year-end*.

There are Never Enough APs and ARs

Resources and time are severely limited. Once you have committed your force, switching focus uselessly will squander your potential to win.

Wait for Reinforcements

In the first two ARs of the Year, you have fewer units, and Buildup cards give you fewer APs. You can take a few jabs at the opponent, but for your big push you better wait for reinforcements that come at Fleets Arrive LR and Colonials Enlist LR (British only).

Such a Vast Territory, So Few Troops

With the game's low density of troops, it is impossible to protect everything. While you focus on one end of the board, the opponent may give you a nasty surprise at the other end. Study Victory Conditions of the scenario played and identify what you can afford to lose.

Have the Last Word with a Reaction AP

When deciding to play first in the AR (7.1), evaluate if you should keep a Reaction AP (7.3.6) to counter any unexpected enemy Action.

The Importance of Wilderness Crossroads

Some Wilderness Spaces constitute hubs from which numerous Raid targets can be reached. On the other end, occupying these spaces hinders the opponent's Raids.

Plug Holes in the Frontier with Forts

Each Fort built is an additional unit, liberating a mobile unit for use elsewhere. Though stationary, it hinders Raids (9.0), prevents Overwhelm (10.3.2), and penalizes the opponent in Battle (13.1) — more so if the attacker has no Artillery against it.

Have Mutually Supporting Stacks

In an emergency, Marshal Troops (11.0) can combine several adjacent stacks for defense. The Battle Penalty from that Action is more than compensated for additional friendly units joining Battle.

Don't Expose Your Supply Lines

A stack that leaves empty spaces in its back runs the risk of being cut off by the enemy, thus becoming Out of Supply (14.1). Build a Fort before moving on and/or leave just the necessary rear guard units.

Same Shape Units Trade More Punches

In Battle, same shape units may trade Hits. So before sending a lone British Light unit against many French and Indian Light units, remember that it will receive all applicable Hits scored by the enemy Light units! The same logic applies to Battle between Brigades, and is even deadlier because of the B&T roll of Metropolitan Brigades. Finally, although circle units trade Hits as well, *only Artillery units* may Hit a Bastion.

Indian Units Leave When Successful

An Indian unit performing a Raid (9.0) or attacking an enemy Settled Home Space or Fort (13.7.1) goes home when successful (Losses box). Not more than one unit on each occasion.

Deploy Artillery Judiciously

They are the most powerful units, with all but one face of the die being a possible Battle result for them. The British require Artillery to eliminate Fortress Bastions. These units are limited in numbers, and are first to be lost in a Rout. Some Artillery may come back from the Losses box at Winter Quarters (17.2 step #8), but it is a last resort.

Have Enough Battle Rolls to Overcome Penalties

A stack with too many Battle penalties may not have enough unit rolls to win. Especially true for the attacker, as tied results are in favor of the defender.

A Fortress May Protect or Entomb its Defender

If in the *same* AR the last Bastion's fall coincides with a defender Rout triggered by the Battle track, all defending units will be eliminated (instead of Retreat).

WIE Chits are Just Nice to Have

They are quite random and at Year-end will give a faction an advantage of 1 or 2 VPs at most. Not enough to base a strategy on, but cool to steal a tight victory!

Card Clarifications & Events' Historical Background

Card Events illustrate exploits, anecdotes, and typical realities of the period in which the game takes place. Here, you will find the story behind each card Event. *The historical text in italics is for flavor purposes only. Any space, date, or unit mentioned in it has no impact on the application of Events.*

British Card Events



4. **Buildup**, 12. **1757**, and 17. **1755** **1756**

Round Up Men & Equipment **AR START**

Not including the men enlisted in the Provincial regiments, the British colonies in North America had about 200,000 men on the militia muster rolls. This provided an immense pool of manpower to replenish British regiments. By 1759, a third of Wolfe's redcoats were actually Americans.

Event Clarification: for first option of that Event, it is possible for the British player to choose Colonial Brigades on the Disbanded Colonial Brigades box.

5. **Buildup** **Disease in French Camp** **AR START**

In August 1756, 600 men were sick at Fort Carillon (Ticonderoga space). The promiscuity of regulars with the deplorable sanitary conditions that prevailed among the Canadian militia contributed to general insalubrity. Militiamen slept in their own clothing months at a time, exposed to the cool and damp. Crowded conditions did not encourage personal hygiene and they didn't learn the army way of properly cooking their rations. There was a clear connection between this sloppiness and the rampant sickness that struck the youngest and least experienced.

6. **1757** **Delayed Supplies from France** **AR START**

New France produced a modest surplus of foodstuffs only in good harvest years. French soldiers, militia, and indigenous allies could not be maintained in the field without supplies from France. An unprecedented shipping effort had to be made year after year during the conflict. Several times, French military expeditions were delayed by the late arrival of ships from France.

7. Construction Frenzy

Amherst takes advantage of the manpower at his disposal at Crown Point (Ticonderoga space) to start a huge pentagonal fort and build a 77-mile road through the Vermont wilderness to connect it to Fort No. 4 in Charlestown NH. By October 26th, it had been "cut" and work was continued by 250 men to improve it.

Event Clarification: The first option allows the activated Brigade to perform *any two legal Construction Actions* in this AR (including placing a Road Construction marker and flipping it to Road; or placing a Fort Construction marker and replacing it with a friendly Fort). For the second option of that Event, the AP used for Construction allows the player to activate up to 2 Brigades (they may be on different spaces) to perform 1 Construction each.

8. Lucky Cannonball

Built in 1751, Fort Beauséjour was the key defense of mainland Acadia. When the British bombarded it in June 1755, a large cannon shell fell through the roof of a reputedly bombproof casemate where several French officers were sheltered, killing 6 of them. The garrison quickly surrendered.

9. Surprise Landing

At 4 a.m. on September 13th, 1759, a force of over 4,000 men plus at least two six-pounder cannons landed at Anse au Foulon (Québec space). This was the result of a daring plan, effective deception, and flawless seamanship. Add to that the lucky streak of the French expecting a supply convoy that very night at that very place. Plus Highland officers that spoke French fluently to answer the sentries' challenges! It allowed Wolfe's army to take position on the Plains of Abraham, and break the 3-month-long deadlock of Québec's siege.

10. **Buildup** **Forced March**

Bradstreet was one of the most seasoned and enterprising officers in North America. In August 1758, after the shattering defeat of Carillon, he convinced his superior to allow a strike against the exposed French supply base of Fort Frontenac (Baye de Cataracouy space). Assembling at Schenectady (Albany space), his force of about 3,000 Provincials, redcoats, and Iroquois quickly covered the 300 miles separating them from the unsuspecting French fort.

11. Smallpox-Infected Blankets **AR START**

On June 24th, 1763,* at the conclusion of a parley during the coordinated revolt known as Pontiac's War, Fort Pitt's commander (Forks of the Ohio space) made a gift to indigenous peoples' emissaries. It included some blankets from the fort's smallpox hospital. General Amherst, bewildered by the indigenous peoples' successes at capturing British forts by ruse, had recommended trying to spread disease among them. Spreading smallpox among enemy populations had no precedent.

** Though it took place after 1759, this Event is typical of the conflict.*

12. See Event no. 4

13. Cherokee Diplomacy **AR START**

The Cherokee was the largest single indigenous people in contact with the British colonies. For three decades, it traded peaceably with South Carolina. In 1755, Governor Dinnwiddie promised to procure about 400 Cherokee and Catawba warriors to Braddock's expedition. It was never fulfilled. By 1757, Fort Loudoun and Fort Prince George located amid the Cherokee Lower Towns seemed ready to foster stable relations with these natives. Finally in May 1758, 700 Cherokee warriors joined General Forbes' expedition against Fort Duquesne (Forks of the Ohio space), thanks to his unique grasp of their strategic importance and his numerous accommodations with them.

14. Perfect Volleys

September 13th 1759, on the Plains of Abraham (Québec space), General Wolfe's line of battalions stood waiting, harassed by indigenous and French skirmishers on the flanks, and receiving disorganized volleys from the French battalions advancing in front of them. When finally the order was given to fire, the aimed volleys of 2,000 redcoats and Highlanders hit the enemy ranks now standing in the most lethal range of musket fire (25 to 35 meters). The French stood their ground and responded in kind, trading volleys with the British. But the more efficient British fire took its toll until it was too much to bear. Languedoc and La Sarre regiments were the first battalions to break. Shortly after, the whole French line fell back.

17. See Event no. 4

18. **1758 1759** Wintering Rear Admiral **AR START**

Naval facilities were limited in North America, forcing navies of both sides to return to their European bases each winter. But after Loudoun's failed expedition against Louisbourg in 1757, Admiral Holburne had orders to leave 8 ships of the line wintering in Halifax. Likewise the following year, after Louisbourg's capture, admiral Durell remained at Halifax with his naval squadron.

Event Clarification: if that card has been played at AR1 or AR2, 8 pieces are drawn from the Fleets pool instead of 9 (as indicated on scenarios 3 and 4 British Information sheets).

19. **1758 1759** Iroquois Diplomacy **AR START**

At the beginning of the 18th century, the Iroquois Confederacy had renewed the Covenant Chain bonding them with the English while at the same time concluding a peace treaty with the French. They had come to the realization that the English were incompetent military allies. As everything could be gained by playing off one European nation against the other, Iroquois neutrality became both the basis of stability and a source of power. In 1759, in response to the possibility of an Indian confederation in the west, the Iroquois finally sided with the prevailing British, contributing an unprecedented thousand warriors.

20. **1758 1759** French Trade Goods Destroyed **AR START**

In August 1758, the critical French supply depot of Fort Frontenac (Baye de Cataracouy space) was overflowing with stores of all sorts destined for western forts and indigenous allies. Lake Ontario's French navy was moored there but the fort had only a hundred soldiers to defend it. When Bradstreet's force of 3,000 suddenly appeared and emplaced its cannons outside the walls, French surrender was unavoidable. The British army destroyed all it couldn't take back to Oswego. That staggering loss of French means of war and trade goods would undermine indigenous peoples' support for the French. Fort Niagara was also a crucial hub for the western French forts. It would be besieged by the British the following year.

21. Armed Battoemen **AR START**

Following the raid and destruction of Fort Bull and its stores in March 1756 (Lake Oneida space), the British supply line to the Oswego fort complex was endangered. In July, Lieutenant Colonel Bradstreet's armed "battoemen" successfully supplied it in the teeth of French and indigenous skirmishers trying to intercept them.

Event Clarification: Supply check is still performed normally at End-of-AR (14.0 step #3).

French Card Events



24. **Buildup** Forced March

On July 7th, 1758, as Fort Carillon (Ticonderoga space) faces more than 17,000 British and colonial troops, General Lévis and his men arrive in the nick of time to boost the French defense. Lévis' troops were preparing a diversionary expedition towards Albany via Oswego. When warned of the impending British attack on Carillon, they left Montréal on July 1st and hastily covered 150 miles by foot and bateau to arrive at Carillon five days later.

27. **1757** Lucky Cannonball

Though at a disadvantage in the artillery duel of August 1756 for the capture of Fort Oswego, the French Canonniere-Bombardiers kept up a brisk fire. At about nine in the morning of August 14th a cannonball struck the British commander Mercer, killing him instantly. Losing this true fighter who was the spirit of the fort's defense was a disaster for British morale. The garrison surrendered.

Event Clarification: see card #8.

28. 1757 Construction Frenzy

In Fall 1759, following Québec and Saint Frédéric's (Ticonderoga space) capture by the British, the French desperately needed fortifications on three fronts. Fort Jacques Cartier was built to protect Les Trois Rivières from the east; Isle aux Noix was heavily fortified to deny access to Montréal from the south; and Commandant Pouchot constructed Fort Lévis on Île Royale (La Présentation space) to block the Saint Lawrence River eastward.

Event Clarification: see card #7.

29. Cherokee Diplomacy **AR START**

Since 1754, French agents ranging northward from Fort Toulouse (off map, near present day Montgomery, AL) as well as Shawnees (Chaouanon Indian unit) were seeking to forge an alliance with the powerful Cherokees. Although they finally sided with the British in 1758, British colonists' encroachments on Cherokee Lower Towns territory, attacks on returning Cherokee warriors by colonial militia, and the imprisonment of a Cherokee delegation in Charles Town led them to war against the British by 1760.

30. Reluctant Wagoners **AR START**

The British army's supply system depended on colonial resources. In 1755 and 1758 alone, thousands of wagons were destroyed and tens of thousands of horses were lost across the unforgiving Allegheny Mountain Range during Braddock's and then Forbes' expeditions against Fort Duquesne (Forks of the Ohio space). As the army slowly processed claims by the owners, not many would answer future appeals for wagoners and teams. This would lead to an acute shortage of transport in the spring of 1759.

Event Clarification: for instance, with British card #13 that has a "2x" Light AP, an Army AP, and a Sail/Army AP, only the Army AP would be lost.

31. Round Up Men & Equipment **AR START**

After the crushing defeat at Québec in Fall 1759, Vaudreuil and Lévis mustered every potential combatant in unoccupied Canada. A balanced force of 4,000 French regulars was assembled and reorganized. It joined Canadian skirmishers and indigenous allies in the March 1760 attempt to recapture Québec.

32. Wilderness Ambush

On July 9th, 1755, General Braddock pressed ahead on the path to Fort Duquesne (Forks of the Ohio space) with 1,200 of his best troops. In reaction, French Captain Beaujeu gathered 250 light troops as well as 600 indigenous allies and rushed on the well-known trail, to collide with the enemy army. The French and indigenous skirmishers deployed along the British flanks, pouring deadly aimed fire from cover. The redcoats' volleys hit mostly trees. As officers fell one after the other, panic dissolved the British ranks. The retreat across the Monongahela River soon turned into a rout. The British suffered 1,000 casualties while the French and their indigenous allies lost 43 men.

33. 1757 Hesitant British General **AR START**

In the Summer of 1759, General Amherst leads 10,000 men along the crucial Lake Champlain axis (Lake George space). It is the biggest British army advancing towards Canada. The more he'll draw French forces on that front, the more Wolfe's smaller army at Québec is likely to succeed. But after Forts Carillon and Saint Frédéric's (Ticonderoga space) token defense, Amherst stops his army and embarks on an ambitious construction program that contributes in no way to the invasion of Canada that year.

34. Disease in British Camp **AR START**

Camp conditions, especially in the more chaotic Provincials' camps, promoted sickness. An encampment's mixed latrines, kitchens, graves, water sources, and slaughtering of cattle spelled sanitary disaster. Lieutenant Colonel Burton described conditions at Fort William Henry in 1756: "about 2,500 men, 500 of them sick ... They bury from five to eight daily... Extremely indolent and dirty to a degree that the fort stinks." In 1768, the physician Ravaton noted that up to 19% of the men would be unfit for duty because of sickness by the end of a campaign. Smallpox was one of the most debilitating outbreaks that could affect military operations.

36. 1755 1756 Frontiers Ablaze

After Braddock's defeat in 1755, the British army's abandonment of the backcountry led to incessant raids from Virginia to New York by emboldened indigenous French allies. In 1756 raiders struck within 60 miles of Philadelphia, taking 500 scalps and 200 prisoners. Hastily built forts and stockades gave an illusion of security to settlers but had very little effect to curb raiders, who simply bypassed them or attacked the least defended of them, destroying some.

37. 1755 1756 Coup de Main

(French for "blow with the hand": a swift attack that relies on speed and surprise)

On March 27, 1756, after an incredible 13-day snowshoe trek through the wilderness, 366 French and indigenous warriors led by Lieutenant Léry appear, as if out of nowhere, outside the palisade of Fort Bull (Lake Oneida space), a vital supply link of Oswego. Léry's party runs directly to the shut gate and hacks at it with axes while pouring fire inside the fort through its gunports. When the gate finally gives way, the small garrison is annihilated, and the fort and its supplies destroyed. The French and their allies vanish back into the woods to return to La Présentation.

38. 1755 1756 Iroquois Diplomacy **AR START**

In 1755, Vaudreuil's arrival as governor of New France repaired French relations with the Iroquois Confederacy that had deteriorated during his predecessor's reign. Though nominally allied to the British by the Covenant Chain, the Iroquois chastised them for their military weakness: "look at the French, they are men, they are fortifying everywhere," "you are like women, bare and open without any fortification." Furthermore, New York colonists were actively scheming to deprive their indigenous ally from 800,000 acres of territory.

39. 1758 1759 French Lake Warships

From 1758 onward, French schooners and xebecs on Lake Champlain had 32 cannons between them to sink whaleboats and bateaux carrying British troops and stores. On Lake Ontario, nine French sloops posed a threat to British expeditions.

Event Clarification: As indicated on the card, this Event is applicable *only* if the French control a space on either or both ends of the chosen Highway (simulating a base for his lake ships). British Raid, Movement (including Overwhelm or attack), Marshal Troops, or Road Construction are *not allowed* on that Connection for the *current AR only*. But the chosen Highway can be used for Retreat. Fort Construction can occur normally on any British-controlled space connected to the chosen Highway.

40. 1758 1759 Rough Seas **AR START**

On September 25, 1757, while cruising off Louisbourg to lure Admiral de la Motte's French ships out, Holburne's naval squadron was hit by the worst gale in many years. HMS Tilbury (60 guns) sank and other British ships were seriously damaged, forcing Holburne to put in at Halifax for repairs. This cancelled any further attempt against the French fortress that year.

41. 1758 1759 Indomitable Abbatis

In July 1758, Montcalm's 4,000 troops at Fort Carillon (Ticonderoga space) feverishly built a line of entrenchments as a British army of more than 17,000 men sailed on Lake George towards them. The defenses included an impressive abbatis, the 18th century equivalent of barbed wire, consisting of trees felled toward the enemy and whose branches are cut and made pointed. Through faulty reconnaissance, General Abercrombie ordered a frontal attack of that abbatis, where battalion after battalion entangled itself. After 2,500 fruitless casualties, the British assault was finally broken.

Indian Card Events



45. Smallpox Epidemic **AR START**

Great Lakes indigenous peoples present at the fall of Fort William Henry in 1757 (Lake George space) unknowingly brought back to their homelands smallpox-infected captives and plunder. This triggered a great epidemic that devastated French allies in the west.

46. Staged Lacrosse Game

Following the British victory in 1760, French forts were occupied by the British. "Pacified" indigenous peoples were disgruntled by the British trade and settlement policies. They planned a generalized revolt known as Pontiac's War. On June 2nd 1763* in front of fort Michilimackinac (off map, between Lakes Huron and Michigan), a group of indigenous warriors started a game of lacrosse in front of the fort and threw the ball "accidentally" right outside the open gate. They rushed towards the ball, followed by their wives with concealed weapons. Within minutes, they all were inside the fort where they killed or captured its entire complement of soldiers and traders.

Event Clarification: declare Event use after all Interception rolls.

*Though it took place after 1759, this Event is typical of the conflict.

49. Pursuit of Elevated Status

For an indigenous warrior, an achievement that involved bravery and stealth against the enemy was a way to gain status. In April 1758, most warriors of an expedition against German Flats (Lake Oneida space) decided to turn back home. But Ohquandagegthe, an Oswegatchie chief seeking higher status among his people, decided to continue and convinced 2 other members of the expedition to do as well. They reached the window of a guardhouse where 11 colonial soldiers were busy gambling. Ohquandagegthe flung through the window alone. Shouting war cries, he swiftly threw the enemy's muskets out the window. The frozen guards were all taken prisoner.

Event Clarification: it could be the Interception roll on a space other than the target space and the Raid roll on the target space, or Interception and Raid roll both on the target space.

50. A Right to Plunder & Captives

Indigenous peoples took part in warfare to individually obtain status and prestige through plunder and particularly through the taking of prisoners. Plunder was as significant to them as the capture of a stronghold was to a European. Captives were valuable commodities that could be sold, exchanged, retained for labor, or fully incorporated in indigenous families and communities. The captive adoption process was intended to make good the loss of community members from disease and warfare.

51. British Encroachment **AR START**

British diplomatic efforts towards indigenous peoples were hampered by the land-hungry American colonists. Sometimes, several colonial legislatures competed for the same lands. From the Eastern Seaboard to the Ohio, the original inhabitants of North America were constantly pushed back inland. Treaties did not protect them. The Cherokee War of 1760-61 and Pontiac's War of 1763-64 were the direct result of British and colonists' high-handedness.

53. Pennsylvania's Peace Promises **AR START**

In July 1758, Moravian missionary Christian Frederick Post set out for the Ohio under the protection of the Lenape sachem Pisquetomen, brother of the fierce war chief Shingas. In a perilous months-long journey, he delivered a peace message to the Lenape (Delaware unit), Shawnee (Chaouanon unit), and Ohio Iroquois (Mingo unit) nations, who suffered greatly from the war. Despite French attempts to assassinate him, Post returned home with a peace overture from Ohio indigenous peoples to General Forbes, and their "brethren" in Pennsylvania. On October 26th, the third Treaty of Easton left the French without allies in the Ohio region.

54. Let's See How the French Fight

In Fall 1758, British General Forbes' army was approaching French Fort Duquesne (Forks of the Ohio space). Most French allies were gone following successful raids in the summer. French Colonel Lignery asked for assistance by sending a wampum belt to the Lenape village of Kuskuski (Kittanning space). Its warriors kicked it about as if it were a snake: "Give it back to the French Captain and let him go with his young men; he boasted much of his fighting; now let us see his fighting. We have often ventured our lives for him, and had hardly a loaf of bread in return; now he thinks we should jump to serve him."

Design Notes

The Indigenous Peoples: Dominating the Expanse of the North American Wilderness

"Indian": That term is used strictly in the historical context of this conflict for the game's rulebook and components. The term "indigenous peoples" is used everywhere else, as well as the actual name of each people, taking into account spelling variations. The term "control" in the game mechanics implies in no way a loss of autonomy by these people.

First and foremost, I wanted Bayonets & Tomahawks to represent the portion of North America featured in the game as it was in that period: an expanse covered by forests that was home to the diverse indigenous peoples of North America. European colonists were limited to narrow footholds in the Saint Lawrence Valley (French) and east of the Appalachian Mountains (British).

Thus all Wilderness Spaces bear a name used by the relevant indigenous people (see Geographic Locations p. 37). Likewise, each British and French settlement or outpost is named and spelled the same way it was in that period.

See also the counters info section (p. 38) for all indigenous nations portrayed in the game. For game narrative reasons I labelled each Indian unit with the name its European ally used to designate the people the counter represents.

I apologize in advance if any inaccuracy in spelling occurs as there is no universal source on the subject. Sometimes, I had to dig deep (or translate in the relevant language) to get a particular location name. Still, I feel the result is much better than plastering the indigenous lands with European names!

A Quasi-Faction

Indigenous peoples are numerous, each pursuing its own aims. In the mid-18th century, the powerful Haudenosaunee (Iroquois) Confederacy sat astride the French and British empires along the Mohawk Valley as well as north and south of it. Only nominally allied to the British through the Covenant Chain, it acted mostly neutral until 1759, with the exception of the pro-English Kanyen'kehà:ka (Mohawk unit) and the pro-French Onödowāga (Seneca unit). In the Southeast, the Aniyyunwiya (Cherokee) were the largest indigenous people, maintaining fragile ties with the British. Misunderstood by Braddock in 1755, they would join British operations only in 1758 and... ended up in war against them right after that (Anglo-Cherokee War 1758-1761). The French had the allegiance of a multitude of other indigenous peoples spread all over the wilderness, and also of those in Catholic missions neighboring French settlements.

I admire the bold step designer Harold Buchanan took by creating a full indigenous faction in his game Liberty or Death that covers the Revolutionary War. Bayonets & Tomahawks aims also to give a unique character to indigenous people's units in the game. They have a separate deck of cards, and also particular rules to reflect their unique way of waging war and their independence from European command. The two largest indigenous peoples of the game may join either the French or the British faction through diplomacy card Events.

Cards for the Right Tempo of Action

Like many players, I have more fun moving armies on the map than managing logistics. The card mechanics I tailored for the game is an abstract yet rich summarization of the limitations and variability of supply for each player's armies. It gives the right operational tempo for that theater and period. To determine the Action Points on the cards, I started by listing all operations carried out during the conflict (from mere raids to full sieges). Then I used that data to determine the quantity and type of Actions (Raid, Movement, Construction, etc.) each faction could typically perform in a game Year.

Custom Battle Dice System

One Unit, One Battle Die

I favored a simple "bucket of dice" system where each unit in battle rolls one die. This required some calculations to ensure each unit represents an equivalent "chunk" of battlefield potency. From there, as in many games, an attacker who rolls more successfully than the defender carries the day.

Universal Result Face: Flag Icon

The Flag icon, featured on two die faces, is the basic roll that is successful for all unit types. It represents good maneuvering or anything else that contributes to victory. Thus a 300-man Light piece has the same basic chance as a 1,500-man Brigade of contributing to the battle outcome. Far from being supernatural, it reflects the impact light troops had in the North American theater, out of proportion to their numbers.

Hit Die Faces: Geometric Peg Board Approach

Now, how to create a system that will reflect actual battle losses of the mid-18th-century North American theater? By compiling detailed statistics of all skirmishes and battles of the French & Indian War, I was able to reflect in a single custom die the lethality of very different unit types (from light troops to ships). The result: two Hit faces and one “Bayonets & Tomahawks” (B&T) face for chrome specific to a unit type (e.g. the effect of artillery on infantry).

In that particular era and theater, a given unit type is best suited to inflict losses on units of a similar type: line infantry vs. line infantry, light troops vs. light troops, ships vs. ships. An approach based on the kid’s geometric peg board game facilitates that. Units are of three distinct shapes (triangle, square, circle), and the two Hit faces each have two of these shapes (circle is on both faces for the more powerful Artillery, Fleets, and Forts). To hit, a battling unit’s roll must match its own shape, and there must be an enemy unit of the same shape to receive the hit. With such a system, the huge size difference between certain unit types does not distort battle results as different unit types cannot hit each other. Of course there are exceptions such as artillery, ambushes, etc. That’s where the chrome (or B&T) die face and Battle-relevant card Events come in handy.

Does it translate to battlefield reality of the period? Yes. The data confirms that skirmishers did not mow down entire battalions. And of course they will remain dispersed or in cover when facing battalions, rendering volley fire ineffective against them. The few casualties that occur when a Brigade faces a Light unit does not justify flipping either unit to its Reduced face (that would represent a loss of 750 men for a Brigade or 150-300 men for a Light unit!). For example, Wolfe’s thin red line of 3,000 men at Québec’s battle in 1759 received fire for several hours from 1,000 French and indigenous skirmishers positioned on its flanks. Still, these redcoats eventually delivered the “perfect volleys” that broke the French regulars coming on their front. Either we let go of the post-Napoleonic paradigm of high casualty rates in linear battle, or start believing in 18th-century zombies!

Now if Light units cannot hit Brigades, how does the game simulate an event such as Braddock’s army’s “elimination” by skirmishers at the Monongahela battle in July 1755? The 1,200-1,500 men of the British force (equivalent to 1 Brigade and 1 Light unit) were against 900 French and indigenous skirmishers (equivalent to 3 Light units). No Artillery unit involved: the British cannons were left behind, except for a few lighter guns. Assuming the British player rolled no applicable result with his two Battle rolls (e.g. a square/circle Hit and a Miss) and the French player rolled three valid results (e.g. two Flags and a triangle/circle Hit), the British would be Routed. So even though no French Light unit

could normally Hit the British Brigade, the latter is Eliminated by the Rout’s mandatory loss of one unit. The total of British losses (a 1,500-man Brigade + half of a 600-man Light unit) comes much higher than the 1,000 casualties actually inflicted to the British in that battle. But historically, the surviving British regulars fell back all the way to Philadelphia, setting up “winter quarters” there...in August! They vanished from operations, so to speak. That game result is even more realistic if we take into account that an eliminated Brigade might come back in play at Winter Quarters step #8. In comparison, the French and their indigenous allies historically suffered 40 casualties in that same Battle, not enough to justify flipping any of the 3 Light units involved to its Reduced face.

Braddock’s defeat in 1755 thus represents an extreme case where all went wrong. At the other end of the spectrum, we have Carillon’s (Ticonderoga) unexpected French victory of July 1758 where all goes exceedingly well against all odds (and the “Indomitable Abbatis” card #41 Event is necessary for that outcome).

Added Chrome, Commander Casualty

The B&T die face effect varies depending on the unit that rolls it. It may simulate the Metropolitan Brigades’ superior firepower in linear battle, or the losses inflicted by Artillery, or several other relevant aspects of Age of Reason warfare in that theater. And the Miss face may trigger a Commander casualty check.

To Sum It Up

Bayonets & Tomahawks’ custom dice system replicates the full range of battle outcomes of the French & Indian War (I tested repeatedly each historical battle). It has a tactical feel for the fun factor, but it actually represents the impact of troops over the large territory that each space encompasses: Flag rolls by Light units simulate disruption in the rear of the enemy or useful scouting that benefits the main army; Flag rolls by Brigades simulate better deployment at key spots or an unexpected maneuver that foils the enemy’s plan; etc. The Hit rolls sum up fighting taking place all over a space during the several weeks an Action Round represents.

Victory Bonuses

To propel the players in the mindset of 18th-century military planners, Victory Spaces are distributed on the board according to the strategic/diplomatic importance of areas in that period. Similarly, Victory Bonuses represents achievements the opponents historically tried to fulfill at each stage of the conflict.

For example, the west had a high strategic value that justified spending considerable effort and resources there until the very end of the conflict. For the French, it meant the connection to their Mississippi colony (Louisiana). For the British, it constituted prime land expanses for settlement.

Impact of the War in Europe

War in Europe (WIE) chits were introduced in the game to create just the right level of uncertainty regarding the coming of peace in Europe. The random process of gaining a WIE chit each time a *Metropolitan Brigade* is eliminated may affect the Victory track, tipping victory one way or the other with one or 2 VPs.

Game End in 1759

Historically, the conquest of Canada dragged into 1760. Author Jonathan R. Dull wrote about the futility of that additional campaign year: *“It resembled the endgame of a poor chess player bringing every unit into action against an opponent with nothing left but a few pawns rather than moving quickly to checkmate.”* Not fun to play at all!

The French in New France fought stubbornly to the very end in the hope that, like in previous colonial wars, peace in Europe would interrupt their adversary’s advance against Canada. To that effect, General Montcalm was instructed in 1759 to make sure a significant portion of the Saint Lawrence Valley remained in French hands so that the whole colony might be recovered at the peace negotiations.

For the British, the actual plan was to *complete the conquest of New France* in 1759. The enormous army at Amherst’s disposal stopped after overwhelming token French resistance in the Lake Champlain area. This allowed the bulk of the French army to concentrate at Québec against Wolfe’s much smaller army.

Meanwhile in Europe, despite Friedrich II’s military genius, Prussia was in dire straits since 1758 against the three biggest powers (Austria, France, and Russia). Peace in Europe might have happened earlier than it actually did, thus saving the French empire in North America...until the next colonial war!

As Canada capitulated in 1760, an Anglo-Cherokee war raged until 1761. A lesser known fact is that as late as 1762, French forces captured St. John’s to secure their rights to the fisheries of Newfoundland. And the ink of the 1763 peace was not dry when Pontiac’s War was started by a federation of indigenous peoples, lasting until 1766. Thus, although the Canadians had been conquered in 1760, war was still going on in North America for a while...

So, the clock stops in the game at the end of 1759 and the final scoring reflects all that “might have been” after that game Year.

A French & Indian War Sandbox

In addition to the four core scenarios, I included some scenario variants, customizable play balance and solitaire as well as teamplay guidelines. With all that, you can explore the French & Indian War to the fullest!

Game Scale

These scales are approximate.

Artillery	16 field/siege guns. Roughly equivalent to 4 batteries.
Bastion	Wall-mounted cannons and fortress garrison.
Brigade	1,500 men. Roughly equivalent to 2 battalions. <i>In the Age of Reason, the brigade was not a permanent grouping of units. But it was more flavorful to use that word instead of “pair of battalions” to designate these game units!</i>
Commander	A successful army commander of the period, along with his staff and officers’ baggage train.
Fleet	5 ships of the line and accompanying transport ships. It includes marine soldiers that can support land forces.
Fort	A Vauban fort with glacis, ditch, earth-filled walls, and other typical defensive works. It includes its core garrison and wall mounted cannons.
Indian unit	300 men, each Unit representing the warriors of an Indian people (or combined peoples’ warriors).
Indian Nation	A prominent Indian people of the period, represented by several Indian units in the game.
Light unit	300-600 men depending on proficiency in wilderness warfare.
Action Round	A period of 3 weeks. Buildup ARs and AR9 are longer, representing the lower tempo of Spring and Autumn respectively.
Connection	Distance varies widely, taking into account difficult terrain, portages, etc. Typically in an Action round, units will cover as much distance as 18th-century troops did in that theater of war. <i>Actual movement takes place only during a fraction of an AR’s duration. Time is spent receiving orders and assembling the troops, their supplies, and transport means (canoes, bateaux, or wagons depending on the expedition). For example General Prideaux’s 1759 expediton to Niagara from Albany (4 connections in the game) took 8 weeks from order transmission to arrival.</i>

Geographic Locations

This list indicates the modern toponym for each space when different from the one on the game board. Each Wilderness Space bears the name given to the area by a relevant indigenous people, taking into account numerous spelling variations.

Indigenous Names

The relevant people's language is indicated (see Indigenous Peoples in the Game). Note that the reliability of each source used is variable (several spellings exist for many names).

Assunepachla (Lenape): near Hollidaysburg (colonial Frankstown), Pennsylvania
Cawichnowane (Haudenosaunee): Lock Haven, Pennsylvania
Chote (Aniyunwiya): Vonore, Tennessee
Diiohage (Lenape): Cuyahoga Falls, Ohio
Gennisheyo (Haudenosaunee): Geneseo, New York
Goasek (Alnôbak): Cowass, near Newbury, Vermont
Kadesquit (Alnôbak): Bangor, Maine
Kahnistioh (Haudenosaunee): Canisteo, New York
Kahuahgo (Haudenosaunee): Black River, New York
Kenebec (Alnôbak): Kennebec River, Maine
Keninsheka (Lenape): Kanhawa River, West Virginia
Keowee (Aniyunwiya): Lake Keowee, South Carolina
Kithanink (Lenape): Kittanning, Pennsylvania
Kwanoskwamcok (Peskotomukatiyik): Saint Andrews, New Brunswick
Loyalhanna (Lenape): Ligonier, Pennsylvania
Mamhlawbagok (Alnôbak): Lake Memphrémagog, Québec
Matawaskiyak (Wolastoqiyiq): Lake Témiscouata, Québec
Matschedash (Anishinaabe): Waubaushe, Ontario
Mekekasink (Lenape): Farmington (colonial Great Meadows), Pennsylvania
Mikazawitegok (Alnôbak): Black River, Vermont (Plymouth)
Minisink (Lenape): Delaware Valley (from Minisink Ford, New York to Delaware Water Gap, Pennsylvania)
Molôjoak (Alnôbak): Madison, Maine
Mozôdebinebesek (Alnôbak): Lake Moosehead, Maine
Mta'n (Mi'kmaq): Matane, Québec
Namaskonkik (Alnôbak): Lake Mégantic, Québec
Nihanawate (Haudenosaunee): Raquette River, New York
Onontake (Haudenosaunee): near Syracuse, New York
Onyiudaondagwat (Onödwaga): Irondequoit, New York
Oquaga (Haudenosaunee): Windsor, New York
Ouentironk (Wendat): Lake Simcoe, Ontario
Sachenda'ga (Haudenosaunee): Sacandaga River, New York
Saugink (Anishinaabe): South Bruce Peninsula, Ontario
Taconnet (Alnôbak): Winslow, Maine
Tu-Endie-Wei (Wendat): Point Pleasant, West Virginia

Waabishkiigoo Gichigami ("Neutral's Sea" Anishinaabe): Rondeau peninsula, Ontario
Wazowategok (Alnôbak): Missisquoi River, Québec
Wolastokuk (Wolastoqiyiq): Saint John River, New Brunswick
Winoskitegok (Alnôbak): Winooski River, Vermont
Zawakwategok (Alnôbak): Saco River, New Hampshire

British Names

Beverley: Staunton, Virginia
Forks of the Ohio: Pittsburgh, Pennsylvania
Gnadenhütten (German): Lehigh, Pennsylvania
Newfoundland: St. John's (*associated to Nova Scotia Colony for game purposes only*)
Number Four (land parcel): Charlestown, New Hampshire
Rays Town: Bedford, Pennsylvania
Rumford: Concord, New Hampshire
St. George: Thomaston, Maine
Wills Creek: Cumberland, Maryland

French Names

Acadie: New Brunswick, Cape Breton Island (Nova Scotia), and Prince Edward Island
Chignectou: Aulac, New Brunswick
Baye de Cataracouy: Kingston, Ontario
Grand Sault: Great Falls, New Brunswick
Niagara: Youngstown, New York
La Présentation: Ogdensburg, New York
La Presqu'Isle: Erie, Pennsylvania
Le Baril ("The Barrel"): Cincinnati area, Ohio
Le Détroit: Detroit, Michigan
Les Illinois: Metropolis, Illinois.
Pays d'en Haut ("Upper Country"): includes parts of Illinois, Indiana, Kentucky, and Michigan for game purposes (much larger in fact).
Pointe Sainte-Anne: Fredericton, New-Brunswick
Port Dauphin: Englishtown, Nova Scotia
Port la Joye: Rocky Point (Charlottetown area), Prince Edward Island
Rivière Ouabache (Wabash River): Uniontown, Kentucky
Rivière Ristigouche: Pointe-à-la-Croix, Québec (Campbellton, New Brunswick area)

Counters Info

This section gives noteworthy info on some of the game's units.

Indigenous Peoples in the Game

Indian unit counters are identified with the name their British or French ally used to refer to them in that period. The English name is used for neutral Indian Nation units, and also when the French name is the same, or impractical for game purposes. English equivalent is indicated under French-allied Indian counter names.

PEOPLE*	GAME UNIT	DETAILS
Alnôbak	<i>Abénaki</i> (Abenaki)	Includes Catholic Wendats (Hurons)
Anishinaabe	<i>Mississagué</i> (Mississauga)	Southeastern Ojibwa
Aniyunwiya (Tsalagi)	Cherokee	Largest people in the Southeast
Haudenosaunee	Iroquois	Peoples of the Iroquois Confederacy <i>The “Mohawk” and “Seneca” Indian counters represent the non-neutral nations of that Confederacy.</i>
Kanyen'kehà:ka	<u>British:</u> Mohawk	
	<u>French:</u> <i>Kahnawake</i> (Catholic Mohawks)	Counter name from main mission village. <i>It includes Catholic Anishinaabe (Algonquin) and Nipissing of other mission villages.</i>
Lenape	Delaware	
Mi'kmaq	Micmac	
Odawa	<i>Outaouais</i> (Ottawa)	Includes Potawatmi (Potawatomi) and Mamaceqtaw (Menominee)
Ohio Iroquois	Mingo	From the Lenape word “menqwe” (stealthy)
Onödowága (Onondowagah)	Seneca	The French called them <i>Tsonnontouans</i>
Shaawanwaki	<i>Chaouanon</i> (Shawnee)	
Wolastoqiyiq	<i>Malécite</i> (Maliseet)	Includes Peskotomuhkatiyik (Passamaquoddy) and Panawahpskek (Penobscot)

Sources: indigenous nations' websites and Handbook of North American Indians — Volume 15: Northeast, Bruce G. Trigger. Spelling varies depending on source.

Other Units

Royal American Metropolitan Brigades

These two units represent all 4 battalions of that regiment (3rd and 4th battalions are not named on the counters).

Hypothetical British and French Units

French reinforcements from Europe were minimal during the French & Indian War, except in 1755. Hypothetical French units have been added to allow the possibility of more reinforcements within the bounds of what France could have achieved with its navy in that period. For play balance, a similar number of hypothetical British units has also been added.

UNITS	ACTUAL DEPLOYMENT
Angoumois & Beauvoisis Boulonnois & Royal-Barrois Foix & Quercy	Troops sent to strengthen Saint Domingue (Haiti) or that took part in the invasion of Newfoundland.
De la Marine (2nd counter)	Troops sent to New France but captured at sea by the British during the conflict.
Howard's Buffs & King's Own 61st & 63rd Foot	Took part in the invasion of Guadeloupe
Campbell (Highland)	Took part in the invasion of Martinique
Morgan (Light unit)	Took part in the invasion of Havana

Same Name Units

Howe British Commander: Brigadier General George Augustus Howe, killed in June 1758 in a light troops skirmish at Ticonderoga.

Howe British Light unit: his younger brother William Howe, Lieutenant Colonel who led the light troops up the Foulon road at Québec, September 1759.

Lévis French Commander: Brigadier François-Gaston de Lévis, General Montcalm's second-in-command.

Lévis French Fort: begun in Fall 1759 and named in honor of Lévis, now Commander-in-Chief of French troops in Canada.

Forts

The game's counters represent Vauban type forts. Some non-Vauban forts are included in 1755 because of their relative strength in the early war.

For flavor purposes, here are the space and year when Fort units of the pool were actually constructed.

YEAR	FORT (SPACE / details)
1755	<u>British:</u> Cumberland (Chignectou / <i>captured French Fort</i>)
1756	<u>British:</u> Augusta (Shamokin) Herkimer (Oneida Lake) William Henry (Lake George) <u>French:</u> Carillon (Ticonderoga)
1757	<u>British:</u> Edward (Albany / <i>strengthening of Saratoga</i>) Frederick (Winchester) <u>French:</u> Massiac (Les Illinois) Niagara (Niagara / <i>Vauban works added</i>)
1758	<u>British:</u> Bedford (Rays Town) Ligonier (Loyalhanna) Stanwix (Oneida Lake) <u>French:</u> Frontenac (Baye de Cataracouy / <i>hypothetical strengthening</i>)
1759 or later	<u>British:</u> Crown Point (Ticonderoga) Ontario (Oswego / <i>rebuilt</i>) Pitt (Forks of the Ohio) Pownall (St. George) Ticonderoga (Ticonderoga / <i>captured French Fort</i>) <u>French:</u> Jacques Cartier (Les Trois Rivières) Lévis (La Présentation)

On any space covering an area that actually included several forts, a single Fort unit represents them all.

Scenario Variants

Scenario 1B

Early French & Indian War 1755-1756

This is a longer "petite guerre" scenario where the British are not yet fully mobilized. Still, they must prevent enemy encroachments and hamper raids while capturing vulnerable French areas.

Use the Scenario 1 "Vaudreuil's Petite Guerre" and Indian setup sheets with the following adjustments:

Duration: 2 Years

Additions to counter pools at scenario start:

Commanders

Metropolitan Brigades



1756 Reinforcements: draw same reinforcements as 1755.

1756 Year-end Bonuses:



Control 1 or more
British Settled Spaces



Control 2 or more
French Victory Spaces

Year End Victory Thresholds



Scenario 3B

An Ambitious British Offensive 1758

The fully mobilized British and Colonial forces, backed by the might of the Royal Navy, push on to reach the heart of New France. At the end of this one-Year scenario, the French must have thwarted the enemy's advance in order to perpetuate New France's resistance.

Use the Scenario 3 "Amherst's Juggernaut" and Indian setup sheets with the following adjustments:

Duration: 1 Year

Year-end Victory Thresholds

French:



British:



Scenario 4B

Historical French & Indian War 1755-1759

Uses only the units that actually took part in the conflict.

Use the Scenario 4 “French & Indian War Full Campaign” and Indian setup sheets, with the following adjustments:

Counter Pools

Prepare these 4 pools only instead of those on the British and French Scenario 4 setup sheets. No Year-end addition to pools (17.5).

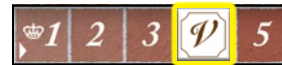
**Yearly Reinforcements**

Set aside *all* units indicated in the historical reinforcement tables that follow. At Fleets Arrive and Colonials Enlist LRs, disregard unit draw and placement rules (15.2, 15.3, 16.2, and 16.3). Instead, take the units listed for the current Year in the Historical Reinforcements tables that follow and *place them on the indicated spaces*.

If enemy units are on a placement space during Fleets Arrive LR, Follow Fleet Retreat Priorities (13.9.1). If during Colonials Enlist LR, place the new units on the nearest friendly Home Space in the same Colony. *Enemy Control markers with no enemy units are simply removed as new units are placed on a space.*

Adjusted Year-end Victory Thresholds

French 1759



British 1758-1759











































Other Victory Thresholds remain unchanged.

SCENARIO 4B: FRENCH HISTORICAL REINFORCEMENTS

	Louisbourg	Québec
1755	 Marine Royale	 Artois & Bourgogne De La Motte Pouchot Béarn & Guyenne Languedoc & La Reine
1756	 De L'Isle Montcalm La Sarre & Royal-Roussillon	
1757	 Beauffremont Marine Royale De La Motte Lévis Berry De la Marine	 Berry De la Marine
1758	 De L'Isle Volont, Étrangers & Cambis	 Marine Royale
1759		 Marine Royale De la Marine Canonniers Bombardiers <p><i>From pool</i></p>

* Actually weaker than Full units. The British 94th & 95th Metropolitan Brigade has been added to compensate.

SCENARIO 4B: BRITISH HISTORICAL REINFORCEMENTS



1755	Halifax  Boscawen Colvill, Holburne	 Royal Navy	 44th & 48th	 1 X	 New England	 Bradstreet	 N.York & N.J.
1756	 Royal Navy Holburne**	 1st Royal American	 Royal Highland	 Putnam	 Armstrong	 Penn. & Del.	 Virginia & S.
1757	 Colvill Holburne	 Howe	 27th & 55th	 Royal Scots & 17th 22nd & 28th 46th & 43rd	 2 X	 Hardy	 2nd Royal American
1758	 Boscawen, Colvill, Durell, Hardy, Holburne**	 Wolfe	 15th & 58th	 Fraser	 Scott	 2 X	 New England
	Northfield  New England	 N.York & N.J.	 Dunn	 Gage	 Royal Navy	 Forbes	 Montgomery
	Carlisle  Penn. & Del.	Winchester  Virginia & S.					
1759					 Boscawen**, Colvill, Durell, Holmes, Holburne**, Saunders, Royal Navy	 Howe	 94th & 95th

** Included due to counter limitations.

1760 Extended Play

These are optional rules for those who would like to extend Scenario 3 or 4 to play the Year 1760.

Optional 1760 Game Year


- **Not part of the game rules:** *both players* must agree to extend the game at 1759 Year-end. Move the Year marker beside 1759.
- **VP Requirement to Play Additional Year:** 1760 is played only if the British player is 3 VP or less short of fulfilling his Victory Threshold at the end of 1759. Place the Year marker right below “1759” on the track.
- **Reinforcements:** same as 1759 for each faction
- **Metropolitan Brigades Pool Additions:** take 2 British Metropolitan Brigades (no Highland) from the losses box and add them to the faction's Metropolitan pool.
- **Cards:** base cards +  .
- **1760 Victory Thresholds:** Raised to “5” for the British (instead of “3” in 1759). French Victory Threshold becomes “4” on the British side of the track.
- **Uncollected 1759 Year-end Bonuses:** may be collected in 1760.

Optional Rules

Both players must agree on each.

Simplified Unit Setup

Names printed on most counters are for flavor purpose only.

When taking *same type* units for a scenario, you may disregard their names (EXC. Indians, Colonial Brigades, and Commanders).  *Metropolitan Brigades with gorget icon:* take the right number as they trigger Commander draw.

Customizable Scenario Play Balance

When a player is much less experienced than his opponent, it is possible to lessen the level of difficulty for his faction. For the scenario's *last Year only*, slide that faction's Victory Threshold one, or at most two positions in the *opposite direction* the Victory marker is slid when that faction gains VPs. The opponent's Threshold slides the same number of positions in that direction.

Example: In Scenario 3 for Year 1759 *only*, the British player's Victory Threshold could be lowered at most to position 1 on the British side of the track. The French Threshold for the same Year would become position 1 on the *French side* of the track.

Out of Supply with Greater Consequences

Added realism to OOS rule (14.1.1). Complicates gameplay.

Attack Restriction for OOS (10.7): In addition to other OOS effects, an OOS stack may only attack enemy units or Militia that block its trace to *nearest* Supply source (14.1). Count nearest source using Connections that are legal for *all units* in the stack. *Disregard enemy units/Militia.* OOS player's choice if several sources at same distance. *Overwhelm is not an attack, so it is allowed without restriction.*

Emergency Artillery

Recommended for the *campaign game* only.

At 15.3, if a player has no Artillery on the board AND did not/could not get at least one Artillery as Reinforcements, that player is allowed to swap ONE of the Fleets he drew, if any, with ONE Artillery. Return the Fleet to the Fleets pool. That Artillery must come from the Force Pool if possible. If not, from the Losses box. Place the Artillery as if it was drawn as part of the Reinforcements.

Team Play Rules

All team play rules are subjugated to the standard rules.

These rules introduce the historical aspect of split command, along with the antagonism between European, colonial, and indigenous people's aims. Teamplay methodology splits unit and AP management between up to two players in each faction.

Teammates for Each Faction

BRITISH	FRENCH
Colonial player	Indian player
British player	French player

Recommended Teams for Each Scenario

SCENARIO	BRITISH	FRENCH
No. 1 (1755) No. 1B (1755-1756)	Single player	Single player or 2 players team
No. 2 (1757)	Single player or 2-player team	Single player or 2 players team
No. 3 (1758-1759) No. 3B (1758)	Single player or 2-player team	Single player
No. 4 (1755-1759) No. 4B (1755-1759)	Single player*	Single player*

* *Because the superiority of forces shifts during the war.*

“Written Orders from Europe”

Once per Year, at the end of the Fleets Arrive LR (17.2 #10), players of a team may discuss up to 5 minutes privately. Other than that, all discussions take place publicly.

Card Choice, Initiative, and Reaction AP

The choice of the card to play and the decision to play first or second (7.1 #4) or to keep a Reaction AP (7.2 #3) is made by:

- **The Colonial and Indian players:** on *odd* Action Rounds (AR1,3,5,7 and 9).
- **The British and French players:** on *even* Action Rounds (AR2, 4, 6, 8).

Teammates' Order of Play

During a faction's Action Round procedure and Action Phase:

- The Colonial or Indian player performs his Actions first.
- The British or French performs his Actions next.

Any Reaction AP is played in priority by the relevant teammate (see table below).

Split of Faction's Tasks

The tables that follow indicate which tasks each teammate manages for his faction. For any other game related aspect not indicated below, teammates decide who takes care of it.

FRENCH FACTION TEAMMATES' UNITS/TASKS

Indian
Player

Light units / French-controlled Indian units

AP type:

- APs of Indian card
- Light APs of French card
- Light/Army AP:
Priority to use first Light/Army AP on card during *odd numbered ARs* (1-3-5-7-9).
The second Light/Army AP on a card (#33, #41), or any Light/Army AP during *even numbered ARs* (2-4-6-8) may be used if the French player allows it.

Winter Quarters LR (17.2):

- **Step #1-2** Remove Raided, Rout, and OOS markers / **#4** Indian units to Villages / **#6** Return to Colonies of stacks *exclusively composed of Light units* (may also include Commanders or Fort), skip 17.3 #3-4 / **#8** Light units from Losses box / **#9** Reset cards

French
Player

Non-Light units / Non-Spent Indian or French Light units

Performs Landing

AP type:

- Non-Light APs of French card
- Unused Light/Army APs

Performs Fleets Arrive LR (15.0)

Winter Quarters (17.2):

- **Step #3** Sail box to Coastal Space / **#6** Return to Colonies of stacks not exclusively composed of Light units, including 17.3 #3-4 (Commanders, Combine Reduced units) for *all French stacks* / **#7** Fleets to pool / **#8** Brigades and Artillery from Losses box.

BRITISH FACTION TEAMMATES' UNITS/TASKS

British-controlled Indian units / Light units (British or Colonial) / Colonial Brigades

AP type:

- Light APs
- Half of other APs (rounded down). *Cannot use Sail APs* (but they are counted to determine AP half)

Performs Colonials Enlist LR (16.0)

Winter Quarters (17.2):

- **Step #4** Indian units to Villages, **#5** Colonial Brigades to Disbanded box / **#6** Return to Colonies of stacks *exclusively composed of Light units or Colonial Brigades* (may also include Commanders or Fort), skip 17.3 #3-4 / **#8** Light units and Colonial Brigades from Losses box / **#9** Reset cards.

Colonial
player

Non-Light units / Non-Spent Light units / Non-Spent Colonial Brigades

Performs Landing (10.6.1)

AP type:

- Half of non-Light AP (rounded up), *including Sail AP*

Performs Fleets Arrive LR (15.0)

Winter Quarters (17.2):

- **Step #3** Sail box to Coastal Space / **#6** Return to Colonies of stacks not exclusively composed of Light units, including 17.3 #3-4 (Commanders, Combine Reduced units) for *all British stacks* / **#7** Fleets to pool / **#8** Metropolitan Brigades and Artillery from Losses box / **#10** Year/Round marker.

British
player

Pointers for Solitaire Play

The game is card-driven but there is no hand management. Also, there is a priority order for Retreat and several other rules. This facilitates solitaire play.

When Playing Solitaire

Use the following summary procedure for the non playing faction. The rest is up to you!

THE NON-PLAYING FACTION:
Has no Reserve card (6.0.1)
<u>In Action Round procedure (7.1):</u>
<ul style="list-style-type: none"> Has no choice for faction card to play (no Reserve card); Plays first if with higher Initiative value.
<u>In Action Phase (7.2):</u>
<ul style="list-style-type: none"> <i>If French:</i> Indian units Raid if possible, otherwise they move closer to potential Raid target space. <i>When first to play:</i> keeps one Reaction AP (no “2X” AP / Army AP in priority) if there are <i>three or more</i> APs on faction card.
Moves any OOS stacks (14.1.1) in order to successfully check Supply at end-of-AR (14.1).
Applies card Event rerolls (13.5) to the Battle that has the most units eligible for these rerolls.
If possible, eliminates its Fort (13.9.5) before retreating.
<u>At Fleets Arrive LR (15.0):</u>
If French:
<ul style="list-style-type: none"> Places one Fleet on Québec and the rest on Louisbourg if friendly (15.3). Places half reinforcements (rounded up, Commander not counted) on Québec, the rest on Louisbourg if friendly.
If British:
<ul style="list-style-type: none"> Distributes Fleets on spaces with the most friendly units (15.3), <i>prioritize captured Coastal Settled Spaces.</i> Places all reinforcements of a Colony (16.3) on its highest valued Settled Space, <i>prioritize Victory Spaces.</i>
<u>During Return to Colonies (17.3):</u>
Leaves all possible units on friendly Forts or captured enemy Settled Spaces.

Select Sources

I am especially grateful to the growing number of authors who write about the less-covered perspective of the indigenous peoples of North America.

Indigenous Peoples of North America

Barr, Daniel P., *Unconquered — The Iroquois League at War in Colonial America*

MacLeod, D. Peter, *The Canadian Iroquois and the Seven Years’ War*

Trigger, Bruce G., *Handbook of North American Indians — Volume 15: Northeast*, Smithsonian Institution

White, Richard, *The Middle Ground — Indians, Empires, and Republics in the Great Lakes Region 1650-1815*

Age of Reason (mid-18th-century) Military

Bearer, Bob, *Leading by Example — Partisan Fighters & Leaders of New France 1660-1760* Volumes 1-3

Chartrand, René, *Colonial American Troops 1610-1774 — Volumes 1-3*

Chartrand, René, *Louis XV’s Army — Volumes 1-5*

Duffy, Christopher, *The Military Experience in the Age of Reason*

Hughes, B. P., Major-General, *Firepower — Weapons Effectiveness on the Battlefield 1630-1850*

French and Indian War

Anderson, Fred, *Crucible of War — The Seven Years War and the Fate of Empire in British North America*

Bellico, Russel P., *Empires in the Mountains — FIW Campaigns in the Lake Champlain, Lake George and Hudson River Corridor*

Brumwell, Stephen, *Redcoats: The British Soldier and War in the Americas, 1755-1763*

Chartrand, René, *Ticonderoga 1758 — Montcalm’s Victory Against All Odds*

Dull, Jonathan R., *The French Navy and the Seven Years’ War*

Grenier, John, *The Far Reaches of Empire — War in Nova Scotia 1710-1760*

Johnston, A.J.B. (John), *Endgame 1758 — The Promise, the Glory, and the Despair of Louisbourg’s Last Decade*

MacLeod, D. Peter, *Northern Armageddon — The Battle of the Plains of Abraham*

Preston, David, *Braddock’s Defeat — The Battle of the Monongahela and the Road to Revolution*

Ward, Matthew C., *Breaking the Backcountry — The Seven Years’ War in Virginia and Pennsylvania*

Box Cover Painting



“October 12, 1758,” by John Buxton Oil, 18 x 36

The French and indigenous strike against Fort Ligonier (Loyalhanna) during General Forbes’ methodical advance to Fort Duquesne.

John Buxton (buxtonart.com) is an honored fine artist painting scenes inspired by the 18th century Wilderness Frontier.

Game Map Source

1755 map of North America by French cartographer Jacques Nicolas Bellin (1703-1772) inspired the game board design.



John Mitchell’s 1757 *Map of the British and French Dominions in North America* was extensively used also for French and English period names.

CREDITS

Game design / Graphic design: Marc Rodrigue

Developer: Marco Poutré (including VASSAL module)

Rules Editing and Proofing: Max Duboff

Contributors and supporters: Nicolas Cusson, Éric Durand, Morgane Gouyon-Rety, Marc Guénette (Stack Académie Montréal), Chawn Harlow (VASSAL), Mark Herman (via his C3i Clío’s Corner articles), Andy Lewis, Max Michaels, Michel Ouimet, Mathieu Provençal, Olivier Revenu (Battles Magazine), Alexandre Ruel-Bourassa, Volko Ruhnke, Barry Setser, Mark Simonitch, Mark Smith, Jean-François Tremblay, Rob Winslow, Brian Youse, and my family and friends for their support.

Playtesters: (some are listed above as contributors)

UNITED STATES: Craig Allen, Scott Beall, Ken Dingley, Chawn Harlow, Steve Hopkins, Charles Hickok, Patrick McGovern, Curtis Milbourn, James Pei, Nicholas Pei, Lucas Rhodes, Bob Sohn, John Staunton, John Texeira, Bill Thomas, Nels Thompson, Josh Winslow.

CANADA: Francis Back, Bill Borys, Jean-François Chretien, Gildas Clément, Patrice Côté, Stéphane Côté, Jean-Louis Couturier, Frank Dionne, Guillaume Doriat, Holly Dumaine, Alex Fafard, Eddy Gainett, Rory Geoghegan, Rob Hingley, François-Xavier M. Jodoin (FX), Félix Le Rouzès, Marc Howard, Stewart Kiff, Harold Lajoie, Francis K. Lalumière, Benoît Larose, Bernard Lebrun, David Ledoyen, Christian Lemaire (Le Griffon store), Christian Maltais, Michael McCormack, Bob Mosdal, François Petitclerc, Yannick Poirier, Jean-Philippe Risi, Rami Sader, Philippe Sergerie, Olivier Six, Anthony Spulnik, Mike Szarka, Stéphane Tanguay, Thibaud de la Touane, Julien Touchette, Mario Vallée, Quentin Wallut, Vincent Wellemans.

AUSTRALIA & FRANCE: Francois-Xavier Bocquet, Philippe Hardy, Peter Manger, Mark Smith, Simon Spinetti.

I want to offer more than an apology should your name have been left out. You may add it here:

Thanks to the organizers of Carnage Gaming Convention, ConsimWorld Expo, GMT East, Niagara Boardgaming Weekend, Salon du jeu de Montréal, Stack Académie Montréal, and the World Boardgaming Championships for showcasing the game.

And special thanks to all the P500 backers’ *great patience*. The road to publication was especially long, but we finally got there with your support!

Acknowledgements

I did not spend the past four years “working on my game”: it would be more accurate to say that I attended a master class in game design, backed by many talented people in the field. Yes I designed the game, and yes I put in the countless hours required to reach the result you hold in your hands. But many people that I did not know before contributed to what I now call a collective effort.

The first of these people is Volko Runkhe, creator of the highly acclaimed *Wilderness War* (3 reprints), who enthusiastically ushered me into GMT’s P500 program after trying *Bayonets and Tomahawks* in Montréal in 2016. Then Barry Setser, who contributed as initial developer his rich and diversified vision of gaming (and overcame my reluctance to include cards with events!). Next, local writer/game reviewer Michel Ouimet who literally taught me what rules writing was all about. Also, Morgane Gouyon-Rety (Pendragon COIN designer) whose constructive criticism encouraged me to improve and expand my initial design.

In 2018, game designer Marco Poutré (*Prelude to Rebellion*) stepped in as developer extraordinaire and worked feverishly to make the game seamless. Together we became a “rules chainsaw” that hacked through the clutter of useless or inelegant rules I loved to burden my game with. In turn, he involved Max Duboff, whose structural writing talent gave us a solid foundation (he also wrote the compelling blurb on the game’s box back). In the very last mile, Nicolas Cusson, history teacher/game designer, gave me valuable insight for the scenarios’ historical info.

Marc Guénette’s annual Stack Académie Montréal convention exposed the game to players from all parts of Canada and the United States. I cannot thank enough the many testers around here and elsewhere for their generosity. They spent their precious gaming time in order to make the game better, and enrich it with their views. Among them the experienced members of *Bayonets and Tomahawks*’ Facebook playtesting group who, from as far as Texas or Australia, played numerous games to help us achieve final play balance.

All along, I felt so privileged that the most prominent historical game company in North America had confidence in me and my design. Working with Andy, Gene, Luke, Mark, Rachel, and Tony is so empowering. They gave me all the room and support I needed to push my project.

The initial inhabitants of North America, with whom we now share an age of reconciliation, occupied my mind during the whole project. That’s what pushed me to look for indigenous peoples’ languages to name *all* wilderness spaces on the game map, so that the main component of the game displays their own words. This life project also enabled me to relive a part of North American history to which I have a deep connection, and I am also a re-enactor as a Franche de Marine “soldat,” (hence the “nom de guerre” and game counter with my signature).

To conclude, I’ll always remember fondly that October 2013 evening when the idea of a French & Indian War “game without calculations” struck. It made me ditch the overly complex simulation of this topic I had worked on for years... The fact that I still have fun playing my game after all that time developing it is a clear indication I picked the right path! I never would have dreamed it would take so long to reach the present result. But every detour and pause (sometimes forced) brought something precious to the final product.

Now it is your turn to immerse yourself in that fascinating period. “Vive le Roy!” / Huzzah!

Marc Rodrigue (soldat Laflamme)
Montréal, Québec, Canada
July 2020



This game is dedicated in memory of Francis Back, a close friend and illustrator renowned for his expert knowledge of the indigenous peoples of North America and New France colonists.

I wish also to acknowledge René Chartrand’s volume of compelling writing about all combatants and campaigns of the French and Indian War. It has sparked and fueled my interest for the period since the 1990s.

Counters Manifest

Sheet 1



Commanders
(marker sheet)

Sheet 2



Commanders
(marker sheet)

Easily Forgotten Rules

MOVEMENT	
Stack enters a <i>neutral</i> Indian Nation's Territory (2.5, 8.1)	Control of that Indian Nation goes <i>to the opponent</i> .
Connection Limits (table 10.1)	Respect <i>maximum number of units</i> for each faction during Action Phase (Commanders/Raiding units not counted).
Commander Movement	Never on Paths (10.2, 10.5).
British units on Fortress space (10.2.1, 1st bullet)	Can leave the space <i>without Outnumbering</i> (10.3.1) the opponent.
Units activated for Movement	Cannot split in different directions <i>with the same AP</i> (10.2.1, 2nd bullet).
Unit picked up by a stack (10.2.1, 4th bullet)	Count MPs from the <i>starting space</i> of the stack it joined.
Bastion/Fort	Prevents Overwhelm (10.3.2).
All friendly units on Sail Box (10.6.1)	Must land at the beginning of its Action Phase (7.2 #1) on a <i>single</i> Coastal Space of a <i>friendly</i> SZ (10.6.2). <i>Costs no AP</i> .

BATTLE	
Militia Battle rolls (13.3.3)	Take place after <i>both factions'</i> units rolls.
To score a Hit (13.3.4)	The Hit must be applicable to a legal unit. <i>Overflow Hits are not scored</i> .
Battle Victory marker <i>below zero</i>	<i>Scored Hit is not applied</i> (13.3.4) but the Battle Victory marker advances.
Battle Rerolls (13.5)	A unit may use <i>one reroll</i> of each category (Highland/Event/Commander).
Miss roll during Commander reroll	Triggers a Commander Casualty check (13.5.1).
Bastion remaining after attacker victory (13.9)	<i>Defender does not Retreat</i> . Leave Battle marker in place.
Last Bastion eliminated (13.8)	Defender Routed. If a Battle track-induced Rout of the defender also occurs in the <i>same AR</i> : all non-Light units are eliminated.
British capture of Louisbourg (13.7)	Flip Open Seas marker <i>permanently</i> to "British & French" face (10.6.2).
Metropolitan Brigade eliminated (18.3)	Triggers WIE chit draw (18.3.1).
Indian units attacking <i>enemy Fort/Settled Space</i> (13.7.1)	Eliminate one random Indian unit if victorious (N/A when defending).

OTHER	
Raid by Indian unit successful (9.3)	Eliminate the Indian unit.
Wilderness Space (2.1.3)	<i>Cannot be controlled</i> . Friendly to a faction if enemy-free.
Wilderness Space <i>with a Fort</i> (9.3)	1 Raid Point value.
<i>Empty</i> enemy-controlled Outpost (2.1.4)	Usable by <i>both factions</i> for Supply trace (14.1).
Disbanded Colonial Brigades (17.2)	Enter play on their <i>Full face</i> at Colonials Enlist LR. (16.3).
Enemy-controlled Indian Village (17.2 #4)	Corresponding Indian unit goes to/remains on Losses box at Winter Quarters LR.
Brigades coming back from Losses box (17.2 #8)	May include a maximum of <i>one</i> Highland Brigade (each Year).