Wilderness War
The FRENCH & INDIAN WAR
1755–1760

GAME DESIGN
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GMT GAMES, HANFORD, CA 93232
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SEQUENCE OF PLAY

🍁 **EARLY SEASON** (Spring)

Deal each player *up to* the number of Cards per Scenario

Action Phases

Alternate Playing Strategy Cards

A player may pass and hold one card to be played as an event or held until next turn (place 'Card Held' marker)

Season ends after both players cards have been played

🍁 **LATE SEASON** (Fall)

Deal each player *up to* the number of Cards per Scenario

Action Phases

Alternate Playing Strategy Cards

Season Fr First | **Season Br First**

Indians & Leaders Go Home

Indians not in fortifications Go Home to their settlements. Leaders alone in wilderness/mtn go to nearest fortification.
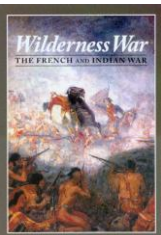
Remove Raided Markers

Award ½ VP for each (rounded up) then remove

Winter Attrition
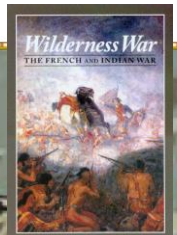
Drilled Troops meeting certain conditions lose steps
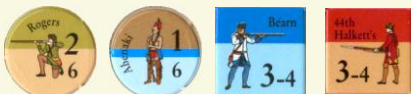
Victory Check

Using the

STRATEGY CARDS

to EITHER Activate Leaders/Units, Construct Fortifications or Play Events

Activate Leaders & Units

- **Individual Auxiliaries/Leaders**
  A number *up to* card's # value
  Indians count as ½ the # value

- **Drilled Troops unit (ONE)**
  Regardless of card's # value

- **One Force (multiple units)**
  With a Leader whose Initiative Rating ≤ the card's # value

  A Leader may command units stacked with him up to his command rating PLUS any subordinates (up to theirs)

Construct Fortifications

May NOT build both with the same card

May NOT build in enemy occupied spaces

- **Stockades**
  A number *up to* the card's # value
  in spaces occupied by Drilled Troops or 'originally friendly' Cultivated

- **Forts** *(two seasons to construct)*
  A number *up to* the card's # value
  in spaces occupied by Drilled Troops

  Under Construction counters placed 1st

Stockades are destroyed if enemy Drilled Troops win a battle in the space; captured if enemy Drilled Troops enter unoccupied.

Play Events

Specific Player may play card

3 French Regulars

May not be placed if French Regulars already played this season or after Québec.

Place two 3-4 Regular units, and, if not yet in play, Montcalm, Lévis, & Bougainville at either Québec or Louisbourg.

REMOVE

- **Color Symbol**
  Red: British
  Blue: French
  Red/Blue: Either may use

- **Brown Background**
  May be played at any time by either player (Response card)
  Units may never enter the game in spaces occupied by enemy units, fortifications or spaces that are under siege.

  Units may not be restored to full strength while besieged or out of supply (Drilled Troops).

Wilderness War

Colonial Militia 1-0
- *Militia participates in Cultivated if no Raid markers are in Department*
- *Attacker plays all Event cards first*

The FRENCH & INDIAN WAR

Combat Results Tables

BATTLE Modifiers	**Die Roll Modifier**
• Commanding Leader's Tactics Rating	+?
• Exclusively Regulars/Provincials vs. Aux/Lights in Wilderness/Mountain	−1
• Exclusively non-Regulars vs. Regulars in Cultivated Spaces	−1
• Attacking in an Amphibious Landing	−1
• Attacking vs. units in a Stockade	−1
• Attacking vs. units in Fieldworks	1 Column Left
• Unmatched AMBUSH Card	Doubled (before shifts), Fire first

ASSAULT Modifiers	**Die Roll Modifier**
• Commanding Leader's Tactics Rating	+?
• COEHORNS Event Card (attacker and/or defender)	+2
• Attacker (Militia may not assault)	1 Column Left
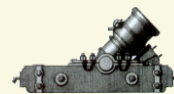
MODIFIED DIE ROLL	COMBAT STRENGTH FIRING									
	0	1	2	3	4-5	6-8	9-12	13-16	17-21	22-27	≥28
≤0	NE	NE	NE	NE	NE	NE	1	1	2	3	3
1*	NE	NE	NE	NE	NE	1	2	2	3	4	4
2	NE	NE	NE	1	1	2	2	3	3	4	5
3	NE	NE	1	1	1	2	2	3	4	4	5
4	NE	1	1	1	2	2	3	4	4	5	5
5	1	1	1	1	2	3	3	4	5	5	6
6*	1	1	1	2	2	3	4	4	5	6	7
≥7	1	1	2	2	3	3	4	5	6	7	8

KEY: # = Step Loss inflicted on enemy. NE = No Effect (and no enemy leader loss checks)

NOTES: *A natural roll of 1 or 6 causes enemy leader loss checks (leader killed if 2nd roll = 1)

- If the Defender is eliminated and rolls NE for the Attacker, the Attacker may overrun
- All Assault step losses come from Drilled Troops first *Regulars and Coureurs are removed permanently*
- Battle Losses: Odd step losses from Drilled Troops
- Within above restrictions, no unit can be eliminated until all are reduced

Retreat Summary: All losing leaders & units retreat to adjacent space(s) or inside a friendly fort or fortress. They may not retreat into a space with enemy fortifications or unbesieged units.
Drilled Troops must retreat into an adjacent friendly cultivated space or fortification.
Attacker must retreat back into the space from which they entered the battle.
Defender may not retreat into a space from which the attacker(s) entered the battle.
French may not retreat via naval movement (thus cannot retreat from Louisburg).
British on an **Amphibious marker** may retreat to any British-controlled port.

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*Stockade in Cultivated: A militia from Dept causes **battle***

Raid Table   **Die Roll Modifier**

• Commanding Leader's Tactics Rating	+?
• Rangers (any number present)	+1
• Militia (when more than one in Department)	−1

MODIFIED DIE ROLL	vs. Indian Settlement, Stockade or Blockhouse	vs. Cultivated (Not Stkd/Blk)
≤0	2	2
1*	1	NE
2	1	NE
3	NE	NE
4	2	1
5	Success, 1	Success, 1
6**	Success	Success
≥7	Success	Success

KEY: # = Raider Step Losses suffered. NE = No Effect
Success = Place a 'Raided' marker; destroy stockade; if target was Indian settlement, remove Indians and marker.
NOTES: Leader Loss Checks (killed if 2nd die roll = 1)
 * For any Raid, must check on a natural die roll of 1
** Against Stockade/Settlements, on natural die roll of 6

Siege Table   **Die Roll Modifier**

|	
• Besieging Leader's Tactics Rating	+?
• Besieged Leader's Tactics Rating	−?
• COEHORNS Card (Attacker/Defender)	+2/−2
• Besieging Louisbourg	−1

MODIFIED DIE ROLL	SIEGE LEVEL EFFECT
≤0, 1, 2	No Effect
3, 4, 5	Increase Siege Level +1
≥6	Increase Siege Level +2

NOTES: Must begin the Action Phase with a Leader & Drilled Troops in the besieged space. If the value reaches 1 for a Fort or 2 for a Fortress, the besiegers may **assault** immediately. The besieging units must be in Supply!

Wilderness War The **FRENCH** & **INDIAN WAR**

Movement Summary

Movement Allowance

Unfortified Terrain	Effect on Land Movement
• Mountain	All Units/Leaders must stop
• Wilderness	Drilled Troops pass through ONE space, then stop
	Exception: Drilled Troops with Auxiliaries do not stop
• Enemy Cultivated	Auxiliaries pass through ONE space then stop…
	unless with Drilled Troops or into a friendly fortification.

Movement Allowances: Leaders 6 spaces, Boats 9, others as marked on counter

Unit Abilities Summary

Activity	Drilled Troops	Auxiliaries
• Avoid Battle	Yes	Yes. Automatic in Mountain or
on a die roll ≥ 4	*(add Tactics Rating)*	Wilderness against Drilled
• Construction	Yes, must be supplied	No
• End move in Enemy Fort/Fortress Space	Yes	Only if with Drilled Troops
• Individual Activation	One per card	One per # value of card Two Indians per # value
• Infiltrate	No	Yes, if a single unit
• Intercept	Yes, but not against a	Yes, but only individually
on a die roll ≥ 4	lone Auxiliary in a	against a lone Auxiliary in a
(add Tactics Rating)	Wilderness or Mtn	Wilderness or Mountain
• Restore to Full	Yes, must be supplied	Yes, if not besieged
• Retreat	Only to Cultivated or Friendly Fortification	To any adjacent unoccupied space except attackers space
• Roll on Siege Table	Yes, must be supplied	No
• Raid	No	Yes (re-deploy after raiding)
• Winter Attrition	Yes	No (Indians may 'go home')

Fort & Fortress Summary

Attributes	Inside a Fort	Inside a Fortress
• Unit Capacity (Leaders are free)	4	Unlimited
• Siege Factor (must be reached before assaulting)	1	2
• Assault Column Shift (applies to assaulting units)	1 Left	1 Left

Winter Attrition Summary

During the Winter Attrition Phase, avoid attrition if:
- In an originally-friendly cultivated space, or
- Unbesieged and in a fort or stockade with 4 or less units, or
- Unbesieged and in a fortress.

Attrition Losses:
- Every full-strength Drilled Troops loses one step.
- Every ODD reduced Drilled Troops unit is eliminated.

Exception: Do NOT eliminate the last friendly step in a space

Supply Line Summary   *Only affects Drilled troops*

Trace to:	• Originally friendly fortress, or
	• Captured port (British only), or
	• Amphibious marker.
Blocked by:	• Unbesieged enemy fortifications or units
Trace via:	• Any water connections, or
	• Between friendly cultivated, fortification or Amphibious spaces.

Supplied space need not be Cultivated or Fortification, as long as the 1st space to which it traces is, or is connected by water.

Out of Supply Effects:
- May not build forts or stockades.
- May not roll on Siege table or use SURRENDER! event.
- May not be restored to full strength.

Victory Point Table

Points:	Activity
+3	Capture an Enemy Fortress
+2	Capture an Enemy Fort
+1	Capture or destroy enemy Stockade (but not in a Raid)
+1	Capture Niagara
+1	Capture Ohio Forks
+1	Win Battle (not Assault) against Regulars or any stack with more than four units.
+½	Per Raid marker (round up) during 'Remove Markers'
−1	Voluntarily demolish a fort.
−1	Commit MASSACRE! (card played on you).