

Wilderness War

CHARTS AND TABLES

Movement Summary [6.0]

Terrain	Effect on Land Movement
Cultivated	No Effect
Enemy-Cultivated	Auxiliaries without Drilled Troops pass through ONE space, then stop.
Mountain	All units/leaders must stop.
Wilderness	Drilled troops without Auxiliaries pass through ONE space, then stop.

Leader Movement Allowance: 6 spaces

Boat Movement Allowance: 9 spaces.

Winter Attrition Summary [11.0]

During the Winter Attrition Phase, avoid attrition if:

- In an originally-friendly cultivated space, or
- Unbesieged and in a fort/stockade with fewer than five units, or
- Unbesieged and in a fortress.



Attrition Losses:

1. Half (rounded up) of reduced Drilled Troops units are eliminated.

2. Every full-strength Drilled Troops unit loses 1 step.

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

Unit Abilities

Activity	 Drilled Troops	 Auxiliaries
Individual Activation (5.3)	1 per card	1 per Activation # (Indians: 2 per #)
Construction (5.4)	Yes Must be in supply	No
End Move in Enemy Fort/Fortress Space (6.5)	Yes	Only with Drilled Troops
Retreat (7.9)	To Cultivated or Friendly Fortification only	To any Terrain
Roll on Siege Table (8.2)	Yes Must be in Supply	No
Raid (10.0)	No	Yes Rangers DRM: +1
Winter Attrition (11.0)	Yes	No
Infiltrate [6.6]	No	Yes, if a single unit
Intercept [6.7]	Yes, but NOT against a lone Auxiliary unit in Wilderness or Mountain	Yes, but only individually against a lone Auxiliary unit in Wilderness or Mountain
Avoid Battle [6.8]	Yes	Yes. Automatic out of Wilderness or Mountain against Drilled
Restore to Full [5.523, 8.22 & 12.3]	Must be in Supply and not besieged	Yes if not besieged

Victory Point Table [13.0]

Points	Activity
+3	Capture enemy Fortress
+2	Capture enemy Fort
+1	Capture or destroy enemy Stockade (but not in Raid)
+1	Capture Niagara
+1	Capture Ohio Forks
+1	Win Battle (not Assault) against Regulars or any stack with more than four units.
+1/2	Per Raid marker (round up) during Remove Raided Markers Phase.
-1	Voluntarily demolish fort
-1	Commit <i>MASSACRE!</i> (card played on you).
-1	OPTIONAL: Play REGULARS event in 1755 or 1756 [14.3].

Supply Line Summary [12.0]

Drilled Troops (only) must trace supply to be fully effective.

Trace to: Originally-friendly fortress, or captured port (British only), or Amphibious marker.

Blocked by: Unbesieged enemy fortification or units.

Trace via: Any water connections, or Between cultivated, friendly fortification or amphibious spaces.

NOTE: Supplied space need not be Cultivated or Fortification, as long as first space to which it traces is, or the first space to which it traces 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

Fort & Fortress Summary [8.0]

	Fort	Fortress
Unit Capacity	4	Unlimited
Required Siege Level ¹	1	2
Assault Column Shift ²	1 Left	1 Left

NOTES:

1. Siege Level must be reached before Assault can be made [8.24].
2. Applies to enemy Assaulting units [9.13].

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Combat Results Table

For Battles [7.0] and Assaults [9.0]

Combat Strength Firing

Modified Die Roll	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

Battle Modifiers

- +? Commanding Leader's Tactics Rating
- 1 Exclusively Regulars/Provincials vs. Auxiliaries/Lights in Wilderness or Mountain
- 1 Exclusively non-Regulars vs. Regulars in Cultivated
- 1 Attacking in an Amphibious Landing
- 1 Attacking vs. units in a Stockade
- 1L Attacking vs. Fieldworks
- Unmatched AMBUSH card = Doubled (before shifts), Fire First

Assault Modifiers

- +? Commanding Leader's Tactics Rating
- +2 COEHORNS Event card
- 1L Attacker

KEY:

= Step loss inflicted on enemy.
 NE = No Effect; no enemy leader loss.
 1L = One column shift left

NOTES:

If the Defender is eliminated and rolls NE for the attacker, then the Attacker overruns and may keep moving.

- All Assault step losses come from Drilled Troops first.
- Battle losses: Half step losses (rounded up) from Drilled Troops.

Within above restrictions, no unit can be eliminated until all are reduced.

*A natural die roll of 1 or 6, unless result was NE, causes enemy leader loss check. Roll for each leader: killed on a 1.

Retreat Summary [7.9]

All:

- Losing Leader and units to adjacent spaces(s) or inside friendly fort/fortress.
- May not retreat into space with unbesieged enemy units/fortifications.

Drilled Troops: Must retreat into Cultivated space or friendly fortification.

Attacker: Must retreat into space from which they entered the battle.

Defender: May not retreat into a space from which the attackers entered the battle.

British on "Amphib" marker: to any British-controlled port.

French: May not retreat via naval movement (and thus cannot retreat from Louisbourg).

Raid Table [10.0]

Modified Die Roll	vs. Stockade, Indian Settlement or Blockhouse	vs. Cultivated (not Stockade or Settlement)
≤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

Die Roll Modifiers

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

KEY:

= Raider step loss suffered (owner's choice). NE = No Effect.

Success = Place "Raided" marker; destroy stockade; if Indian Settlement, remove Indians and marker.

NOTES:

* For any Raid, on a natural die roll of 1, roll to check for loss of each Raiding leader (killed on a 1).

** For Raids using Stockade/Settlement column, on a natural die roll of 6, roll to check for loss of each Raiding leader (killed on a 1).

Siege Table [8.2]

Modified Die Roll	Siege Level Effect
≤0	NE
1	NE
2	NE
3	+1
4	+1
5	+1
6	+2
≥7	+2

Die Roll Modifiers

- +? Besieging Leader's Tactics Rating
- ? Besieged Leader's Tactics Rating
- +2/-2 COEHORNS card (Attacker/Defender)
- 1 Besieging Louisbourg

KEY:

= Increase to Siege Level. NE = No Effect.

NOTES:

Must begin Action Phase with Leader and Drilled Troops in the space being besieged. If the value reaches 1 for a fort or 2 for a fortress, the besiegers may Assault immediately.

Besiegers must be in supply to roll.