

Cards

[Volko F. Ruhnke](#) - 07:00pm Aug 1, 2001 PST (#1057 of 1071)

See y'all at Wilderness War day, August 11th, Fairfax

When a card calls for the removal of enemy troops (i.e., Indians Desert), the owner of the pieces to be removed gets to choose, right?

No. It depends on the event and what each card specifies. The card text is talking to you, the player of the event. So, when INDIANS DESERT tells you to "Eliminate ... enemy Indian units...", then you -- not the owner -- are choosing the units to be eliminated.

Another example: STINGY PROVINCIAL ASSEMBLY specifies the British player eliminates Provincials (owner chooses); PROVINCIAL REGIMENTS DISPERSED FOR FRONTIER DUTY specifies the French player eliminates Provincials (non-owner chooses). Why? Because in the latter case, the French player has to earn the removals (via successful raids), so we give him more of a reward.

Card 7

If "Massacre" is played after "Surrender," all Indians in the space (friendly and enemy) are eliminated.

If all Drilled Troops are eliminated in an Assault, "Massacre" may not be played.

If a stockade space is destroyed (in battle) by a force that contains Drilled Troops and Indians, "Massacre" may be played.

Cards 9 & 10

Once on the board, they are only removed when 1) the Defender using them loses a battle, 2) the Attacker plays a "Fieldworks" card of his own, or 3) friendly units in the "Fieldworks" space destroy them at any time. If the "Fieldworks" space is left vacant, then the first player moving in may use them -- so it's a good idea to destroy them when you leave the space!

[Volko F. Ruhnke](#) - 06:11pm Jul 21, 2001 PST (#762 of 770)

Coming down from DonCon

4. The attacker may not play Fieldworks to proactively prevent the defender from playing another copy of the card?

Correct. See 7.4 Example. If the attacker played his Fieldworks card, there would not yet be any Fieldworks marker to remove. (We'll have no "proactive" generalship here, by gum!)

Existing fieldworks may be removed by an attacker's card and restored by a defender's card, correct?

Correct, if the defender has drilled troops.

[Volko F. Ruhnke](#) - 04:29am Jul 25, 2001 PST (#832 of 920)

See y'all at Wilderness War day, August 11th, Fairfax

Holger -- re Fieldworks, my intent was one marker per space. The CRT and 7.55 give you a col shift left on the attacker if attacking fieldworks, not a column shift per marker. But I can see the desire to place a second marker as a precaution against a future attacker's use of the card (though I don't see this coming up much, but still...). If we allowed that, however, it would be likely to engender confusion about whether you get two shifts for that.

So this deserves a clarification (in 7.55 Rob?) -- "Only one Fieldworks marker may be placed per space."

Now, I'm not sure what you mean in your question by "on the second attack". If you mean, can an attacker play a Fieldworks event on remove a previously placed defender's marker, and then the defender play his own Fieldworks card to place a new marker, the answer is Yes. (There are only two Fieldworks cards.)

Thanks for all the attention to detail, folks!

Card 16

George Croghan. If "Foul Weather" is played, it is played prior to the play of this card.

Card 21

[Rob Winslow](#) - 08:31am Jul 25, 2001 PST (#842 of 920)

WWBTCD (What would Bill the Cat do?)

I may be a bit dim myself, but i do not see exactly what the L'burg Squadrons card is trying to say. Any chance you can explain it slowly ? :)

You're not being dim -- sometimes I look at cards in these games and say to myself, "What????"

Anyway, here goes:

French play card as event.

1. British cannot invade amphibiously for the rest of the **YEAR**. Not Season, but year!
2. French roll a die.
3. 4-6 result, and the card goes into the discard pile. No further effects other than #1.
4. 1-3 result, the card is **permanently** removed from the deck, and the following occurs (in **addition** to #1 above):
 - a. The French cannot move navally (between Quebec and L'Bourg) for the rest of the game. This means that guys at L'Bourg are "trapped" there.
 - b. The British may play "Quiberon," which is very bad for the French :-(

This card is a risk. Playing it protects L'Bourg for the rest of the year, but there's a 50/50 chance that real bad things can happen...

Card 31

[Ray Lopez](#) - 09:26am Dec 10, 2001 PST (#2559 of 2564)

Hit ' em where they ain't !!!

cherokee uprising card:

can you only play this card while the cherokee are on the map or anytime after the british play the card (even if indians desert card has been played or all cherokees are dead or have gone home)

Ray

[Mark Novara](#) - 09:58am Dec 10, 2001 PST (#2560 of 2564)

"I prayed for all things, that I might enjoy life. Instead, I was given life, that I might enjoy all things." 19th Century soldier

can you only play this card while the cherokee are on the map or anytime after the british play the card

Anytime after. It simulates the Cherokee causing problems down in South Carolina (?) which forced the British to react to it (if I remember correctly).

Mark N.

Card 34

[Volko F. Ruhnke](#) - 05:18am Jul 10, 2001 PST (#548 of 570)

Coming down from DonCon

All--The Small Pox answer that Rob emailed me was correct. He wrote: Read the card literally--

1. Count all units in the space (friend and foe)
2. Inflict losses only on the other side (full die roll if >8 units in space)
3. ALL Indians in space (both sides) are eliminated.

Why? Siege situations should be more vulnerable to Small Pox (cramped, unsanitary conditions over prolonged periods, etc.). An enemy stack of 4 units is immune to Pox under normal conditions, but if surrounded by the enemy and under the stress of prolonged combat they become vulnerable. But just because Pox breaks out to a militarily significant degree in one side's camp, does not mean it will similarly affect the enemy camp.

Indians, however, are a different story, for two reasons: 1) native American populations were particularly vulnerable to diseases such as Small Pox, and 2) Indian auxiliaries were able--and had the propensity to--get out of dodge when the campaign was not going very well. So if the enemy camp is suffering an epidemic, your Indian allies are not going to stick around to see if it spreads.

Fortunately, since Small Pox is one of the card-driven game events (like "Storms at Sea" in HRC and many others) in which the enemy player is temporarily assigned the role of God, you are never forced in the game to inflict the Pox on your own Indians.

Cards 49 to 52

[Rob Winslow](#) - 05:37pm Oct 24, 2001 PST (#2204 of 2206)

WWBTCD (What would Bill the Cat do?)

Official Clarification:

Cards.

Call Out Militias.

The French player may only place Canadian Militia and only in the St. Lawrence Canadian Militias box. The British player may only place Colonial Militia and only in the Northern Colonial Militias and/or Southern Colonial Militias box.

[Volko F. Ruhnke](#) - 08:44pm Oct 24, 2001 PST (#2205 of 2206)

And yes, the British can place all four militia units in one of their Departments if they want to.

Card 62

[Rob Winslow](#) - 02:06pm Nov 24, 2001 PST (#2429 of 2433)

Jihads aren't as much fun when the other side fires back...

quiberon bay: do the british have to control louisborg and the french had to have played louisborg squadrons (REMOVED) in order for the british to play this card or is it either one?

Either one.

4.0 A.2.

Exception (VERY IMPORTANT Clarification/Errata). If a player holds a card, he receives one less card in the next deal. In essence, a player's total "hand size" may never be increased by holding a card from the previous season.

Example: The French player has a 9 card hand. He decides to hold a card. In the next deal, he receives 8 cards, since his held card will bring him to his 9 card hand.

4.0 B3

[Rob Winslow](#) - 08:51am Jul 13, 2001 PST (#600 of 620)

WWBTCD (What would Bill the Cat do?)

Indians Going Home

Again, we need to read this literally -- if Indians are in a friendly fortification (should probably say "Space containing friendly fortification"), they **do not** go home. It's not an option :-)

Even though only 4 units can be "inside," think of it like this -- the extra units are camped right outside, relying on the fortification for supplies. If there are more than 4 units in the space, the supplies are stretched too thinly, and attrition occurs.

We wanted players to have to take "planning for winter" into account. Indians are very useful, but you don't necessarily want them hanging out at your forts and stockades when the snow is falling. The last few card plays of each year are often needed to redistribute units to "Winter Quarters," assuming this hasn't already happened...

[Rob Winslow](#) - 05:41am Dec 6, 2001 PST (#2521 of 2524)

Jihads aren't as much fun when the other side fires back...

Leader must go with Indians or to a fortification.

If a leader is stacked with drilled troops and Indians in a wilderness space without fortifications at the end of the year, can the leader accompany the Indians to the nearest fortification, or must he remain in place with the drilled troops?

Can accompany the Indians

5.34

[Rob Winslow](#) - 04:44pm Jul 23, 2001 PST (#797 of 801)

WWBTCD (What would Bill the Cat do?)

If i move a higher ranking general into a box with an ongoing seige, with a campaign card, then activate the box with the campaign cards 2nd activation, can i still do this and get the combat modifier from the unactivated lower ranking general in the box?

No. This move would be illegal. To start a siege, you need to activate the leader in the space with the highest Command rating. Since this leader already activated on the Campaign, you couldn't also siege on the same card -- this would give a leader 2 Activations on the same card (plus the higher ranking leader didn't start in that space). You *could* start the Campaign by besieging/assaulting first, *then* moving the higher ranking leader in.

Finally, if the situation was reversed the move would be legal [example: Wolfe (6 Command) is besieging a space. Dunbar (4 Command) moves in on the first play of the Campaign. On the second play you could activate Wolfe to besiege --- assuming there was at least 1 Drilled Troop beginning the action phase with Wolfe, per 8.231 ---, and he could use all Dunbar's troops!]. This isn't activating Dunbar (he's a subordinate).

if i move abercromby and some reinforcements into lousibourg, can i then activate and use wolfe to run the seige? (wolfe having been in the space all along.

No. Abercromby is now in charge. Until you get him out of that space, he'll direct the siege, and you'll be stuck with his +0 modifier!

Rob Winslow - 11:42am Aug 24, 2001 PST (#1610 of 1614)

WWBTCD (What would Bill the Cat do?)

Rigaud can has a command span of 4. That means, when activated he can move a force of 4 units. Provided his force consists of himself, no other leaders, and a number of Indian units, can he move 8 Indians or 4 Indians.

No, when part of a force, an Indian counts as 1 unit. It is only "1/2" a unit when actvating individually. Rationale: An individual activation is simulating local commader's initiatives. The guys commanding Drilled Troops aren't going to do much on their own, while the Auxiliaries *are* going to act on their own (and Indians, with their own goals -- which may be different from those of ther European allies -- will easily take their own initiative). As part of a force, the individual Indian units are not acting under orders from the war party's leader. Instead, they are bound to the European leader they are operating under (and thus his command limit).

5.45

Andrew J Finkel - 04:10am Aug 1, 2001 PST (#1038 of 1050)

AF:

Re Pickaxes;

I understand that if there are no friendly units in the space, and the enemy force is composed entirely of drilled troops, they can remove the Pickaxe.

However, the way the rule is written; "solely occupied by enemy Drilled Troops units", this could be interpreted as meaning that if the enemy force is a mix of Drilled troops and auxiliaries, the Pickaxe is NOT removed. Why this should be the case, I do not know, but it is an authentic interpretation of the way the rule is written.

Would I be right in thinking that the rule could have been written: ..."solely by enemy units which include one or more Drilled Troops unit" ?

Can we please clarify this, for F.U.C.'s sake:-)

Thanks

Andy

Volko F. Ruhnke - 04:56am Aug 1, 2001 PST (#1039 of 1050)

See y'all at Wilderness War day, August 11th, Fairfax

Mr. Finkel -- You're rewrite of the pickaxe destruction rule would be correct. Enemy auxiliary presence along with the drilled troops would not prevent destruction.

5.46

Rob Winslow - 07:19pm Sep 11, 2001 PST (#1815 of 1819)

WWBTCD (What would Bill the Cat do?)

Mark is right on with fieldworks.

I have slightly "tweaked" the clarification (so this also supercedes what GMT has) to reflect this, addition in italics: Fieldworks. Once on the board, they are only removed when 1) the Defender using them loses a battle, 2) the Attacker plays a "Fieldworks" card of his own, or 3) friendly units in the "Fieldworks" space destroy them *during their action phase*. If the "Fieldworks" space is left vacant, then the first player moving in may use them -- so it's a good idea to destroy them when you leave the space!

5.54

[Rob Winslow](#) - 08:32am Jul 26, 2001 PST (#871 of 920)

WWBTCD (What would Bill the Cat do?)

My opponent just played a British Politics card to move the PAT to Reluctant. Currently I have 6 Provincials in the Northern Dept., 3 in the Southern Dept., and 1 in Shamokin (wilderness space). I cannot have more than 6 in the No. Dept and 2 in the So. Dept. Is Shamokin considered in the So. Dept? How many do i have to remove from the South, 1 or 2?

The Provincials track refers to the Department where they were raised, not where they're currently located. When "Reluctant," this means that you can only have 6 Provincials on map with the "Northern" designation, and 2 on map with the "Southern" designation. Assuming you have 4 on map that are labeled "Southern," you would need to remove 2 of them -- they could be located anywhere.

6.4

6.42

[Larry Burman](#) - 09:40pm Sep 20, 2001 PST (#1883 of 1990)

Here's a situation that I haven't seen addressed yet.

To move a force by naval movement, you need a 3 card (with the little anchor). To make an amphibious attack, you need the 3 card, plus an Amphib card.

However, you can also make a naval move of a single unit with ANY card. (Rule 6.42). Can you make an amphibious move of a single unit with ANY card + Amphib card?

Concrete example: British leader and four units in Louisbourg. Brit has an amphib card, but no 3 card. Last turn of the game. French have left a lonely stockade in Ile d'Orleans. Can the Brit use a 1 card plus the amphib card to send a single unit amphibiously from Louisbourg to Ile d'Orleans, and scarf up the victory point for the stockade?

[Volko F. Ruhnke](#) - 04:07am Sep 21, 2001 PST (#1885 of 1990)

Thanks Tom, Mark, & Keith. I remain slightly concerned myself--I hope time (and lot's more play!) will tell.

Can you make an amphibious move of a single unit with ANY card + Amphib card?

You bet. One reason for the French not to completely abandon L'bourg or the Quebec area.

7.2

[Andrew J Finkel](#) - 10:48am Jan 15, 2002 PST (#2722 of 2723)

AF:

Re leadership drm on raids. You MUST use the leadership drm. Volkho or Rob confirmed this in a post some time ago. That's why there is a "2" result with a die roll of 4 on the Stockade etc column, which equates to Wolfe and a Ranger unit rolling a 1.

Jim; A sound first move as the French in 1755 is to activate Villiers, a Marine unit and a CdB and head on down to Oneida Carry East. You get 1 VP for destroying the stockade since you're using Regulars, you disrupt the British communication route to Oswego, and you have a 2/3 chance of escape if Shirley comes after you with the Albany garrison.

IMHO, you're fairly safe because if Shirley fails to beat you at OCE or further up-country, the Provincials will all die from having to retreat through wilderness, and I think that most British commanders would balk at taking such a risk just to kill a Marine unit.

Regards

Andy

7.55

(Clarification). Only one "Fieldworks" marker may be placed per space.

7.8

(Clarification). If both sides are eliminated, the winner is the side that caused most step losses on the CRT. Defenders still win ties.

8.1

(Clarification). This is to answer the "timing issues" of interceptions and the decision to retreat into a fort/fortress. 1. Interception occurs before units already in the space must decide whether to fight or retreat into the fort/fortress. 2. Intercepting units that intercept into a friendly fort/fortress MUST fight a battle (14.1, first bullet), they may not intercept then retreat inside the fort/fortress (but units that started in the fort/fortress space may still choose to go into the fort/fortress prior to the battle).

(Clarification). Units must be declared "inside" or "outside" a fort/fortress before any "Avoid Battle" die roll is made.

8.2

Rob Winslow - 04:55pm Jul 20, 2001 PST (#738 of 740)

WWBTCD (What would Bill the Cat do?)

I'll give you a concrete example. BR is besieging Montreal, Levis's force is inside, Abercrombie is doing the besieging for BR. Now, siege level is 1, the BR player activates Wolfe (NOT Abercrombie) and marches with Wolfe to Montreal to join the siege, as it were. How does this work? No rolls on the siege table? Who's in charge etc.? That's what we couldn't figure out...

Wolfe's force joins the besiegers -- no rolls on the siege table as Wolfe moves in.* This is **Wolfe's** activation, not Abercrombie's, and to roll on the siege table, you need to **begin** the action phase in the siege space (Wolfe didn't). ! * *Abercrombie is still in charge. He outranks Wolfe. If Wolfe moved in on a Campaign, and the other activation was for Abercrombie, you could then roll on the siege table (aith Abercrombie's activation), and, if there was an assault, Wolfe's force would be included*

To roll on the siege table, you always use the leader who is in command. If Abercrombie and Wolfe start in the siege space, your activation would need to be with a 2 (or 3) card, since Abercrombie's initiative is a "2."

8.231

(Clarification). If the Attacker plays "Surrender," he may do this after the Defender plays "Cohorns," if applicable.

(Clarification). The besieger may elect to roll on the Siege Table even if the appropriate siege level for the fort or fortress has been reached. The Siege level can never be increased beyond "2," but a decision to roll on the Siege Table would allow the "Surrender" card to be played.

8.24

Exception (Clarification). If a fortress reverts back to the original owner's control due to the enemy leaving the fortress unoccupied, the original owner gains 3 VPs.

8.25

Rob Winslow - 05:01pm Jul 17, 2001 PST (#676 of 679)

WWBTCD (What would Bill the Cat do?)

Campaigns and besieged spaces:

See 8.251. During a Campaign it *would* be legal to attack a besieged space twice (once with each activated force) and have the besieged defenders sortie out both times.

9.1

(Clarification) If the requirements for an assault have been met, a force consisting solely of Auxiliaries may assault the fort/fortress.

Volko F. Ruhnke - 06:28pm Aug 27, 2001 PST (#1641 of 1663)

Playing with proofs for Ted Raicer's REDS!

More about 9.1, 9.12 and 9.13 (they are not intended to be mysterious)--

You cannot move in and assault on the same activation, but CAMPAIGN does allow the first activated force to enter a siege space, then activation of a force under a higher ranking leader already in the siege space to assault. In this special case (9.12), the units that moved in to the space will join the assault--in other words are able to move and assault in a single Action Phase.

In 9.13 bullet one, the words "their commander" and "highest-rated leader" are meant to convey that Assault, like Siege, requires activation of the highest ranked leader in the space -- no activating a junior guy then using a senior guy's tactics. In most cases, an Assault will immediately follow a Siege; but even if you activate a force when the Siege level has already been reached, this is no exception to the requirement that the highest rated leader must be the one to activate the force.

9.11

(Clarification). A leader must be in a space to initiate an assault (since force activation is needed). If more than one leader is in a space, the highest Command rated leader must be activated.

10.0

[Don Chappell](#) - 07:31am Jul 31, 2001 PST (#1017 of 1024)

"It is the fight alone that pleases us, not the victory." --Blaise Pascal

While pushing the counters around last night, I moved an Indian thru one cultivated space into a second to conduct a raid. The Militia showed up and whupped 'em good. They lost a step and retreated to the previous cultivated space. Where upon they raided (this time successfully) anyway.

Now in thinking this thru overnight, it seems to me that the militia should have shown up again in the second space (even tho there was only one counter in the department) and another battle should have been fought before the raid table was consulted. In other words I should have started the process again at 10.2 vice 10.3. My question is: Do I have it right now or am I "Fort Under Construction"?

[Volko F. Ruhnke](#) - 07:19pm Jul 31, 2001 PST (#1034 of 1037)

See y'all at Wilderness War day, August 11th, Fairfax

About Battles and Raids: If an auxiliary retreats into a raid target space, it raids. 10.12 is correct. 10.1 is the controlling case. If a 10.23 retreat lands the aux in an enemy cultivated space, then 10.1 applies. Note that an aux could not retreat into an enemy stockade space (ie one it infiltrated) and would be eliminated instead per 7.92 and 13.3. So militia are not going to end up turning out twice against the same raiding unit in the same action phase.

The exception to 10.2 makes it clear that Raiders only fight one Battle (although I do not think this is intended to include Overruns)...

10.1

[Volko F. Ruhnke](#) - 07:29pm Jul 30, 2001 PST (#1000 of 1024)

See y'all at Wilderness War day, August 11th, Fairfax

The Indians from Oneida Castle are British. Oneida Castle is raided and the Indians are removed from the board. 1. The British play a card that gets those Indians back on the board as British Allies. Is it reasonable that they can be raided again without a stockade? ...

Yes, you can raid again. The only restriction is that a cultivated space with a Raided marker in it and no other reason that makes it a raid target cannot earn you a second raid marker.

2. The French play the card this time and get the Indians from Oneida Castle as French Allies. The British can now raid Oneida Castle and it is conceivable that there will be both a British and a French raided marker on Oneida Castle. Is this the intent.

Yes, this is fine. But I've only rarely seen the nonMohawk Iroquois split like this, since there is only one Iroquois card with mutually exclusive requirements.

[John B. Firer](#) - 08:44am Aug 30, 2001 PST (#1700 of 1706)

Currently designing and developing "The Age of Bismarck: The Unification of Germany and Italy 1859-1871", a card driven simulation in the style of WTP, HRC, and Successors.

Leaders, Auxiliaries, and Raids

Leaders can take multiple auxiliaries on a raid under the following conditions:

1. If uncultivated spaces with no stockades (e.g. Indian villages), a leader can drop off one auxiliary per space, and then move one further space. All spaces can then be raided.
2. If a cultivated space, a leader using land movement and moving without a drilled unit can drop off one auxiliary and then move one further space. Both spaces can then be raided.

3. If a cultivated space, a leader using land movement and moving at least one drilled unit can drop off one auxiliary per space and then complete movement with the drilled unit. All spaces except for the space with a drilled unit can then be raided.

4. If a cultivated space, the leader using boat movement can drop off one auxiliary per space along the route traveled and then move one further space. All spaces can then be raided.

5. If raiding through fortifications, the leader cannot drop off any auxiliaries and can infiltrate only if he has just one auxiliary with him.

JBF

10.2

Exception (Clarification). If the Raiding units overran (7.82) defenders on their way to raid a stockade, Militia may deploy to defend the stockade. The intent of this rule was that if Raiders won a battle in a stockade space and won, the Militia could not then deploy and force them to fight a second battle!

Rob Winslow - 11:34am Jul 20, 2001 PST (#723 of 740)

WWBTCD (What would Bill the Cat do?)

Militia: Can a militia redeploy for every raid in its department or only once, i.e. is the counter in the relevant box a hard limit on how many raiders you can force battle?

Militia may deploy for every raid. The counters are an abstraction. As long as you have at least one counter in the appropriate Militia Box, that counter can deploy, per 10.2.

Volko F. Ruhnke - 07:44pm Sep 17, 2001 PST (#1849 of 1854)

The answers are correct. Do all of a force's movement before all of its raids. You only get the Leader's modifier for whatever space the Leader ends up in. (I think the choice of Montcalm was just an example.)

I think a good comprehensive example would be very helpful, one with a first cultivated space with no stockade...

Example: Villiers and three Indian units are in Green Mountains Central. There is no fortification there. The French player activates Villiers and this force with a 2 or 3 card. The force moves to White River Falls -- in the absence of French fortifications this cannot be a portage, so the force is moving by land, regardless of any connections it will use.

The force continues to Charlestown, which is unoccupied, and drops off one Indian unit. The force continues to move to Deerfield. Even though a river connection is being used, this was land movement by auxiliaries only through enemy cultivated. Therefore the force (Villiers and two Indians) must end its movement at Deerfield (ie, after it passed through one enemy cultivated space, Charlestown.)

The force is done moving, so we go on to Battle.

Let's say that there is a Provincial in Deerfield. Also, there are two reduced Colonial Militia units in the Northern Department box. And let's say that the Provincial has chosen not to (or failed to) either Intercept or Avoid Battle. (In this case, Villiers would have had to stop in Deerfield even if moving by boat, because his force of 2 auxiliaries could not infiltrate.)

Villiers and his two Indians fight the Provincial in a Battle. The British player could deploy one or both militia to participate in this Battle, but chooses not to because he doesn't want to risk losing one to a lucky French die roll. And then let's say that Villiers's force defeats the Provincial, retreating or eliminating him.

Now the activated units must raid. The Militia do not come into the spaces and force any battles because these are not stockades but (now) empty cultivated spaces. The French decide to roll the Charlestown raid first, applying a -1 to the die for the two Militia units in the relevant box. Villiers does not have any effect on this raid. After rolling, the Indian unit (if it survived) Goes Home to its Settlement.

Then the French conduct the raid on Deerfield, this time with Villiers's +1 canceling out the -1 for the militia.

Villiers and the surviving Indian units from the Deerfield raid then also must Go Home. Because Villiers is there, one or both Indian units can accompany him to the nearest French fortification. Or Villiers can accompany either of the Indian units to its home Settlement.

French Action Phase ends.

... followed by a raid on a stockade space.

Here's two:

Let's say that, in the above example, there had been a stockade at Deerfield. Villiers and his Indians would still have to Battle the Provincial. Villiers would suffer a -1 in the battle for attacking in an enemy stockade space, cancelling his +1 on the CRT. The British would probably deploy the two militia to help in the battle, since the most that could happen would be 1 hit to the Prov. If Villiers nevertheless won the Battle, the stockade would remain and he and his auxiliaries would raid it. The Militia could not deploy against the Raid because of the exception to 10.2 -- the raiders just fought a battle. (The -1 they cause on the Raid Table would still apply, of course.)

Now, let's say instead that there was an empty stockade in Charlestown. Villiers force is more than a lone auxiliary, so no Infiltration: His force ends movement in Charlestown. No one there to Battle, so Raid time. But 10.2 kicks in, and the British may deploy one militia from the Northern box to the stockade space about to be raided and force a battle. Let's say he foolishly does and the militia is eliminated. There is now only one militia in the box. The raid goes ahead, without the -1, so with Villiers the French get a net +1 on the Raid Table.

Hope that helps! The militia-raid-stockade-infiltrate-intercept-drop-off rules et cetera can get a bit involved. But they were constructed to get at particular decisions and effects, and I am very happy with the way they play.

[Rob Winslow](#) - 05:52am Dec 21, 2001 PST (#2614 of 2615)

Holy Warriors -- please head to Afghanistan for the Jihad. We're running out of targets...

Since movement/raid of multiple Auxiliaries is sequential, could a single Militia unit defend against multiple raids as part of the same Action Card play?

Yes. The militia "units" just represent groups of men, not specific units. As long as you have a militia unit available, this is just abstractly showing that there men available to defend the stockades.

10.33

[Mark Novara](#) - 06:15am Jul 24, 2001 PST (#804 of 814)

Plans for July: Wilderness War demo at Origins; A Mighty Fortress (PBEM CB), Busta Gallorum (Legion/PRESTAGS PBEM CB), VG Civil War (CB), J6 (GMT-fft)

Is it for a raided space that later has a new stockade on it, and then being raided again?

Yes. Or an Indian settlement that was raided but later becomes an enemy-ally again.

Mark N.

10.4

[Rob Winslow](#) - 08:51am Jul 13, 2001 PST (#600 of 620)

WWBTCD (What would Bill the Cat do?)

Indians Going Home

Again, we need to read this literally -- if Indians are in a friendly fortification (should probably say "Space containing friendly fortification"), they **do not** go home. It's not an option :-)

Even though only 4 units can be "inside," think of it like this -- the extra units are camped right outside, relying on the fortification for supplies. If there are more than 4 units in the space, the supplies are stretched too thinly, and attrition occurs.

We wanted players to have to take "planning for winter" into account. Indians are very useful, but you don't necessarily want them hanging out at your forts and stockades when the snow is falling. The last few card plays of each year are often needed to redistribute units to "Winter Quarters," assuming this hasn't already happened...

[Rob Winslow](#) - 05:41am Dec 6, 2001 PST (#2521 of 2524)

Jihads aren't as much fun when the other side fires back...

Leader must go with Indians or to a fortification.

If a leader is stacked with drilled troops and Indians in a wilderness space without fortifications at the end of the year, can the leader accompany the Indians to the nearest fortification, or must he remain in place with the drilled troops?

Can accompany the Indians

11.1, 2nd Bullet

(Clarification). Add the word [space], including the italics, after the word stockade. The 2nd bullet now reads:

* An unbesieged fort or stockade [space] with no more than four friendly units of any kind (leaders do not count),
OR

12.0

Tom Drueding - 07:41pm Jul 28, 2001 PST (#950 of 963)

Quick Question: Do you get 3 VPs for recapturing a fortress that was originally yours and do you get it if the enemy abandons the fortress and control reverts to you per 8.24 exception?

Volko F. Ruhnke - 10:21pm Jul 28, 2001 PST (#951 of 963)

See y'all at Wilderness War day, August 11th, Fairfax

Tom -- Yes, and Yes.

13.0

(Clarification). To infiltrate, the lone auxiliary (or leader plus auxiliary) must enter the infiltrated space with no other units. That is, a leader may not "drop off" units in an enemy occupied (units or fortifications) space and then infiltrate through that space with a lone auxiliary.

13.1

(For Clarity, Change Entire Section). 13.1 A unit that attempts to Infiltrate a space must have sufficient movement allowance to continue, assuming successful infiltration(s), to a space that it may enter without using infiltration.

14.0

(Clarification). This is to answer the "timing issues" of interceptions and the decision to retreat into a fort/fortress. 1. Interception occurs before units already in the space must decide whether to fight or retreat into the fort/fortress. 2. Intercepting units that intercept into a friendly fort/fortress MUST fight a battle (14.1, first bullet), they may not intercept then retreat inside the fort/fortress (but units that started in the fort/fortress space may still choose to go into the fort/fortress prior to the battle).

14.01

Rob Winslow - 09:33am Aug 22, 2001 PST (#1559 of 1580)

WWBTCD (What would Bill the Cat do?)

If a force intercepts into a empty unoccupied friendly fort or fortress space, and lose the ensuing battle can said force then retreat in to fortification with at least 4 counters?

Yes.

14.1

(Errata). If all besieging units leave a besieged space (lifting the siege), the formerly besieged units cannot attempt to intercept in the first space [only] of movement on the turn the siege is lifted.

(Clarification). If a unit or force Intercepts into a space where there are already defenders, 7.1 applies, and all defenders not inside a fort/fortress must participate in the resulting (single) Battle.

14.2

Tim Wilcox - 03:22pm Jul 30, 2001 PST (#993 of 1006)

I'm still working on my quote

Infiltration Question:

A British Regular is in Augusta, two French Indians are in Allegheny South. The French play a 1 and designate the two Indians as moving. The first one infiltrates Augusta on it's way to Culpeper. The British Regular attempts to intercept and fails. The Indian ends it's move. The second Indian infiltrates Augusta. Can the British Regular attempt to intercept? My gues is YES.

In short;

1. Does a failed interception prevent a unit from attempting to intercept other enemy units as they move by?

OR

2. Does it only affect the units ability to attempt interceptions against the currently moving unit.

Could not find this in the rules, although I am sure it is there somewhere.

Timw

Mark Novara - 04:15pm Jul 30, 2001 PST (#996 of 1006)

Plans for July: Wilderness War demo at Origins; A Mighty Fortress (PBEM CB), Busta Gallorum (Legion/PRESTAGS PBEM CB), VG Civil War (CB), J6 (GMT-ftf)

Regarding Interception

You complete one raiders movement/combat/raid before you start the second. When the second moves into Augusta, the British would once again get to select one eligible force to attempt an interception, even the one that attempted the first one (and regardless of whether or not the first one was successful).

Mark N.

15.3

(Clarification). Units must be declared "inside" or "outside" a fort/fortress before any "Avoid Battle" die roll is made.

17.21

Rob Winslow - 07:28am Aug 14, 2001 PST (#1429 of 1430)

WWBTCD (What would Bill the Cat do?)

Example:

French force is in White River Falls (north of Charlestown) and wants to draw supply from Montreal using the path:
White River Falls

Cowass

Ammonoosuc

Green Mountains North

Ile aux Noix

Montreal

The French force can draw supply up to Ammonoosuc via the river.

The problem is now how to get supplied over the mountains (wilderness without water connections would present the same problem).

A fortification in Green Mountains North **IS NOT** enough to continue the supply line, because the link between Green Mountains North and Ammonoosuc does not fulfill one of the 4 bullets under 17.21.

First Bullet: No water connection

Second Bullet: Not cultivated

Third Bullet: No friendly fortification in Ammonoosuc

Fourth Bullet: No Amphib

The French would need a fortification in Ammonoosuc to continue the line -- since the only way to get from Ammonoosuc to Green Mountains North is via the 3rd bullet -- friendly fortifications, and 17.21 stipulates that **EACH SPACE** must have at least one of the bulleted characteristics. (This was my mistake!)

OK, the French have a fortification at Ammonoosuc. To continue up to Montreal, a fortification in Ile aux Noix would finish the supply line (as would one in Winooski or Memphremagog), assuming no intervening enemy units.

The rule (17.2) is correct, as is the reference card. Read it literally! (And I apologize again for steering some folks wrong here...)

Andrew J Finkel - 03:14am Dec 18, 2001 PST (#2591 of 2594)

AF:

In one of my PBEM games, there is a French force in Deerfield. There is a French Stockade in Green Mountains North, and a fort in Ile aux Noix. Can the the French force trace supply via White Falls River and Cowass? I don't think so, because there is no stockade in Cowass, and there is no water connection between Cowass and GMN. If there was a stockade in Cowass, would the French then be in supply?

Thanks

Andy

[Mark Novara](#) - 08:49am Dec 18, 2001 PST (#2592 of 2594)

"I prayed for all things, that I might enjoy life. Instead, I was given life, that I might enjoy all things." 19th Century soldier

Can the the French force trace supply via White Falls River and Cowass?

You are correct, the answer is no. Cowass is not water connected to Green Mountains North and therefore not a valid supply line.

If there was a stockade in Cowass, would the French then be in supply?

Yes. Green Mountains North and Cowass are adjacent and both have a friendly fortification. From Cowass, the French could then be in supply all the way down the Connecticut River to Hartford.

Mark N.

Playbook

PLAYBOOK page 10, second column: Change the second "British Action Phase Seven" to "British Action Phase Eight."

PLAYBOOK page 11, first column, British Action Phase Two: In the sentence "First, he moves Dunbar's force to Hudson Carry North" change "North" to "South".

Optional

OPTIONAL RULES:

1. (10.31 Addition) An enemy raid marker placed within a Department immediately causes a step loss to one militia unit in that Department (owner's choice).

HISTORICAL NOTE: This represents the effect of population flight from threatened areas.

2. (5.21 Addition) The cards #67 WILLIAM PITT and #69 DIPLOMATIC REVOLUTION, if one has been played as an event and the other is in the discard pile, the player who could play the second as an event automatically receives it as one of his cards in the next deal.

HISTORICAL NOTE: This represents the interlinked escalation of the war between Britain and France.

3. (12.0 Victory Point Table Addition) When BRITISH REGULARS or FRENCH REGULARS events are played in 1755 or 1756, the other side receives 1 VP.

HISTORICAL NOTE: This represents the political and resource cost of committing European units to the New World before general war is underway.

4. (Card Addition) Event #66, ACADIANS EXPELLED, can be played by either side (the effects are the same).

HISTORICAL NOTE: This represents that fact that pro-French guerilla activity in Acadia played a roll in inspiring the British evacuation of the French-speaking population.

5. (Card Addition) Event #7, SURRENDER!, can be played by either the sieging or besieged side (the requirements and effects are the same).

HISTORICAL NOTE: This represents that fact that local commanders might grant an enemy more generous surrender terms than his distant superiors might have desired.