

a) Mobilisation/Commitment - I find this rather confusing. Rolling for Commitment/Mobilisation is straightforward enough, and the clarification that NA tribes remain on the warpath until winter is helpful. I'm not sure how the markers work though.

An example - playing the 1st scenario. The Miamis and Shawnee both start with a Mobilisation of '3'. In this case, the tribes rolled a modified '4' and '6' respectively. 8.1.1 then says 'the mobilisation die roll result for each nation is recorded on the Game Record Track for future reference in the turn'. Does this simply mean that the mobilisation levels for these tribes now becomes 4 and 5?

If so, then it would mean that a good mobilisation result in one turn will jeopardise the chance of mobilisation in the following year (because the Miami will need <4 and the Shawnee <5 to mobilise). Would this reflect difficulties on the part of the tribes to maintain a war footing for an extended period?

The mobilization DR determines that nation's ML for that year. At the end of the winter turn, when the warriors return "home" the ML reverts back to its default level printed on the tracks. Use the markers to record the ML as determined by the DR (that could be more or less).

b) Atrocities. Clear enough for the NA side (am I correct in assuming that an atrocity marker is simply placed in the desired area, or does a friendly unit need to be in the area?).

Less clear to me for the US player. They can be placed in a NA area, which will make NA mobilisation more likely. But why would the US player do that, when from what I can see, the only thing that the US player can do with them is conduct ambushes and assassination attempts (admittedly useful exercises). Is there something else that an atrocity marker can do that I've missed?

The NA has more options with the atrocity marker than the US player. This is intentional. You're not missing a thing!

c) - Settler units. 6.0.2 states that settlers forced to relocate due to a NA raid or pillage may be relocated in the next spring, summer or fall turn. In what phase - settler determination and placement? If so, can any settler that's on the map move to any other legal area on the map? For example, in spring a settler marker is placed on a space in Pennsylvania. In summer can it be relocated to, for example to an area adjacent to, say Cincinnati (as long as no raid, pillage or atrocity markers are present)? Or is there a limit of how far a settler marker can move in a season?

Settlers are relocated/eliminated immediately, as soon as called for. There is no limit to the distance they can be relocated, as long as it is to the closest village. They can then be relocated the next Settler Determination and Placement Phase when other, perhaps additional, settlers are made available. Remember to check to see if they survive to be relocated per rule 6.02.

Rotate units 90 degrees (instead of turning them upside down) to indicate the already activated status. Turn them 180 degrees to show they're done for the turn. At one point we had "activated" and "done" markers in the playtest version of the counters. Forgot to change the wording after the final version came out (mea culpa).

Turning warrior units upside if they are at peace still works (despite the "routed" status) since they're not doing anything anyways.

Again, I rotate the primary leader, or use scratch paper, rather than turn him upside down. Another technique that was just suggested to me is to turn the Nation's ML marker upside down to indicate the Chief who is the primary leader. Plenty of ways to take that scalp!

d). Movement - rules state that you must end movement when moving adjacent - if you start adjacent can you move to another adjacent hex (in effect, "ZOC to ZOC")?

Yes. Just to make sure gentle readers, there are no ZOC's in DBG.

e). Line of sight - if traced along a hexside, with one hex blocking and the other clear, is there line of sight?

No. Give the defender the benefit of the doubt. This is still pretty rough territory.

f). Can units attempting to recover move normally that turn?

I assume that we're talking about the battleboards here. The MCRT allows disrupted units to move, but with 1 less MP. Routed units can only move as directed by the rules.

g). Morale check - I assume a successful result requires a die roll less than or equal to the morale?

See 9.3.1 for NA mobilization checks (less than or equal to), and 9.3.2 for US (less than - equal to fails). Note that having a commitment level of 1 for the US really sucks!

h). For fire combat, a hit results in a die roll less than the strength, NOT less than or equal to? In effect this makes militia in forest and natives in the open worthless for fire?

Yep, the slackers! Kind of makes up for the regulars in the open where only a '6' is a miss. Enter the woods at peril!

i). Is melee purely voluntary? or, must all units adjacent be attacked in some manner?

Melee is purely voluntary.

j). Is advance after combat required (I'm assuming yes)? If so, are you free to pick the advancing unit(s)?

No advance is required. We experimented with this early on, making it a player's decision to do or not based upon the success of a mobilisation/commitment DR, modified by a leader. Another that fell victim to the wristage factor. Add it in if you like with my blessing.

k). I think there is a discrepancy between the rules and the tables on melee strength. Let me see if I get this straight:

Normal = melee strength of 1, but may be modified by terrain
Disrupted = melee strength of 1, no positive modifiers for terrain, but may attack
Routed = melee strength of 1, no positive modifiers, may not attack.

Yep, but routed units are pretty much wasted if caught again in melee or fire combat (they're out of options and running fast).

l). Atrocity markers – is there a benefit for the US player to play these?

Yep, but I've given away too many hints already! Be ruthless, cunning and deceitful. Show no mercy! In other words, enjoy!

m). Can units retreat off the board voluntarily before 10 rounds are up (which might be a useful thing if you have the short end of the stick). Of course, you'll concede VPs to the other side, but if you stay and take your lumps and lose you'll concede them anyway.

Sure the cowards can exit the map.

n) May routed units remain in place if it starts its movement phase stacked with a friendly leader?

No. They may only move via the rout rule. The leader can either move with them or let 'em go...

o) What happens if a routed unit can't rout away from the enemy – does it just rout towards the furthest enemy unit (and make a morale DR if it moves adjacent)?

Exactly.

p) Who chooses losses in melee – attacker or defender?

Owning player allocates losses in melee.

q) May retreating units overstack (we presumed yes, as stacking is checked at the end of movement)? If units retreat into a hex that is being fired upon or undergoing melee, what happens to the new arrivals in the hex?

Exactly right. Check for overstacking at the end of movement. New arrivals would have no effect on the melee, but would have to retreat if called for.

r) Do leaders have to test for death for each hit in the same phase, or wait until the end of all fire/melee and test once? We played that the former, and found that leaders were dropping like flies.....

No, just check once at the end of the combat. You're right, otherwise they disappear pretty fast...

s) What happens if a unit is not able to enter the battle board. An example – in BB scenario 1, US reinforcements have to enter along the trail on the southern map edge. The NA player had units adjacent to the trail so only one stack of reinforcements could enter.

The unit can enter at the closest unblocked hex, or can be withheld by the owning player till a later round.

t). Do units that rout perform an immediate retreat? (in this case during defensive fire) Is that considered their move for the turn or do they also perform a rout move when their own movement phase occurs?

Routed units do so immediately and that does count as their movement for the turn. Until the unit is rallied it can only move as a routed unit.

u). In St Clair's Surprise, US setup, it says 12 Militia units, but only lists eight... is eight or twelve correct?

The "mystery" 4 militia units in the St. Clair's Surprise are from Ohio. Another \$#@% tree that blocked the forest!