Wilderness War Cards

	Wilderness War Cards				
Card #	Ops Value	Name	Description		
1	3	Campaign	Activate any two leaders and their forces. Select them, then complete all actions by one before the other. No one may move more than once. Both may naval move.		
2	3	Campaign	Activate any two leaders and their forces. Select them, then complete all actions by one before the other. No one may move more than once. Both may naval move.		
3	3	Campaign	Activate any two leaders and their forces. Select them, then complete all actions by one before the other. No one may move more than once. Both may naval move.		
4	3	Campaign	Activate any two leaders and their forces. Select them, then complete all actions by one before the other. No one may move more than once. Both may naval move.		
5	1	Bastions Repaired	Replace a Seige 1 or Seige 2 marker on the map with Seige 0 (You must use a whole Action Phase to play this event).		
6	3	Surrender!	Play in place of a roll on the Seige Table. At Louisbourg, you must already have Seige 1 or 2. Capture the fort or fotrress intact. Enemy player places defenders at his closest unbeseiged fortification.		
7	1	Massacre!	Play when enemy stack of both Indian and drilled troops units captures a stockade space, fort, or fortress. All Indians in the space are eliminated. Receive 1 VP.		
8	1	Coehorns & Howitzers	Play if you have Regulars attacking or defending in a seige and/or assault. Receive +2 on a seige roll if attacking or -2 if defending, as well as +2 on the CRT in an assault.		
9	1	Fieldworks	Play before Battle if you have Drilled Troops. If defending, place marker - attacker shifts 1 column left. If attacking, remove defender's marker. (Marker also removed anytime owner chooses or if attackers win.		
10	1	Fieldworks	Play before Battle if you have Drilled Troops. If defending, place marker - attacker shifts 1 column left. If attacking, remove defender's marker. (Marker also removed anytime owner chooses or if attackers win.		
11	1	Ambush!	Play before Battle in Wilderness or Mountain if you have Auxiliaries. May not be played if enemy has Fort, Light Infantry, or more Auxiliary units than you. Fire first, double strength (before any column shifts), unless enemy also ambushes.		
12	1	Ambush!	Play before Battle in Wilderness or Mountain if you have Auxiliaries. May not be played if enemy has Fort, Light Infantry, or more Auxiliary units than you. Fire first, double strength (before any column shifts), unless enemy also ambushes.		
13	1	Blockhouses	Play before enemy rolls on Raid Table. All enemy Raids this year use Stockade column (place marker).		
14	2	Foul Weather	Play when enemy is about to move. For that one activated force, unit, or leader, land or boat move limited to 2 spaces and no naval move allowed.		
15	1	Lake Schooner	Play when enemy moves into friendly fortification space along lake connection (Ontario or Erie shore, or anywhere from Ile-aux-Noix to Hudson Carry North. Enemy stops in the previously occupied space.		
16	1	George Croghan	British frontier trader provides scouts. Play after activating a Drilled Troops unit or a force that includes Drilled Troops. The unit or force does not have to stop after passing through Wilderness spaces.		
17	1	Amphibious Landing	Play after naval move along Amphib arrow. May not be played same year after Louisbourg Squadrons. The unit or force may land in a French - occupied or - controlled space (place Amphib marker).		
18	1	Amphibious Landing	Play after naval move along Amphib arrow. May not be played same year after Louisbourg Squadrons. The unit or force may land in a French - occupied or - controlled space (place Amphib marker).		
19	1	Amphibious Landing	Play after naval move along Amphib arrow. May not be played same year after Louisbourg Squadrons. The unit or force may land in a French - occupied or - controlled space (place Amphib marker).		
20	1	Amphibious Landing	Play after naval move along Amphib arrow. May not be played same year after Louisbourg Squadrons. The unit or force may land in a French - occupied or - controlled space (place Amphib marker).		
21	3	Louisbourg Squadrons	French navy Operates Aggressively. Play if you control Louisbourg. No Amphibious Landings this year. On a roll of 1-3, REMOVE, no French naval moves ever, and British may play Quiberon. (Place markers)		
22	3	Governor Vaudeuil Interferes	Choose any 2 unbeseiged French leaders on the map and reverse their locations. (You may not choose Louisbourg if "Louisbourg Squadrons" removal has disallowed French naval movement.)		
23	2	Northern Indian Alliance	Play if you control Montreal. Place BLUE and/or - if you have a fort at Niagara - BLUE/ORANGE striped Indian units totalling half a die roll (rounded up), or a full roll if French VP >4. Place units at their settlements. For every 1 you could place, you may instead restore 2 to full.		
24	2	Northern Indian Alliance	Place, you may instead restore 2 to full. Play if you control Montreal. Place BLUE and/or - if you have a fort at Niagara - BLUE/ORANGE striped Indian units totalling half a die roll (rounded up), or a full roll if French VP >4. Place units at their settlements. For every 1 you could place, you may instead restore 2 to full.		
25	2	Northern Indian Alliance	Play if you control Montreal. Place BLUE and/or - if you have a fort at Niagara - BLUE/ORANGE striped Indian units totalling half a die roll (rounded up), or a full roll if French VP >4. Place units at their settlements. For every 1 you could place, you may instead restore 2 to full.		
26	2	Western Indian Alliance	Play if you have a fort at Ohio Forks. Place ORANGE and/or - if you have a fort at Niagara - BLUE/ORANGE striped Indian units totalling half a die roll (rounded up), or a full roll if French VP >4. Place units at their settlements. For every 1 you could place, you may instead restore 2 to full.		
27	2	Western Indian Alliance	Play if you have a fort at Ohio Forks. Place ORANGE and/or - if you have a fort at Niagara - BLUE/ORANGE striped Indian units totalling half a die roll (rounded up), or a full roll if French VP >4. Place units at their settlements. For every 1 you could place, you may instead restore 2 to full.		
28	3	Iroquois Alliance	Play if only your side has fortifications at Oswego or Oneida Carry West or east. British also must have Johnson within 2 spaces of GRAY settlement. Place at their settlementsup to a die roll of GRAY striped Indian units from tribes not currently enemy. For every 1 you could place, you may instead restore 2 to full.		
29	1	Mohawks	Play if Johnson is within 2 spaces of Canajoharie. Place all Mohawk (RED striped) Indian units not on the map with Johnson and restore any reduced Mohawks to full.		
30	1	Cherokees	May not be played after Cherokee Uprising. Place all Cherokee (GREEN striped) Indian units not on the map at a British fortification in the Southern Department and restore any reduced Cherokee to full strength. French may play Cherokee Uprising (place marker).		
31	3	Cherokee Uprising	Play if Cherokees event has occurred. British player must eliminate (as available, unbeseiged) two regular, one Southern Provincial, and all Cherokee (GREEN striped) Indian units (flip marker), and may not play Cherokees event. REMOVE		
32	2	Treaty of Easton	Play if British Drilled Troops are in an unbeseiged fortification in or adjacent to Ohio Forks. Eliminate all unbeseiged Shawnee, Mingo, and Delaware (ORANGE only) units. REMOVE		
33	2	Indians Desert	Eliminate up to two unbeseiged enemy Indain units from any one space. (Remove Allied markers as appropriate).		

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70 2 Intrigues Against Shirley Play if French hav at least 1 VP and Shirley is unbeseiged. Eliminate Shirley. 1755 scenarios. REMOVE	69	3	Continental alliance vs	May not be played after Quiberon. Draw any one French Regulars or Troop Transports from Discard. Starting next season, French get 9 cards. <i>1755 scenarios.</i> REMOVE
	70	2	Intrigues Against Shirley	Play if French hav at least 1 VP and Shirley is unbeseiged. Eliminate Shirley. 1755 scenarios. REMOVE