

[Rob Winslow](#) - 05:23pm Jul 17, 2001 PST (#677 of 679)

**WWBTCD (What would Bill the Cat do?)**

**Difference between the sides:**

We got playtest results to come in pretty even-- in fact, the French won slightly more games than the British. We spent a lot of time fine-tuning the victory levels.

We're under no illusions, though, and know that there will never be perfect balance (see my comments on the **For the People** board!). So, we added bidding right into the rules so that any perceived imbalances could be dealt with by the players. Right now, I would probably bid 0 (i.e. no preference), but I have no doubt that will change -- most likely after James Pei kicks my ass, showing me how to *really* play this game!

The two sides *do* play completely differently (with, of course, major variance based upon the cards). The French need to strike early and hard -- perhaps going for an auto victory. They at least need to move that VP marker away from the British side, as far as it will go.

In the beginning of the game, there are several areas that will give VPs:

1. Hudson Carry North. The fort is yours for the taking. Hudson Carry South is also possible.
2. Will's Creek. The fort can be taken unless the British decide to divert resources there (which takes them away from Louisbourg or the Hudson Valley).
3. Virginia and Pennsylvania stockade line. Send a leader down with a Marine Detachment and a Couers des Bois. Capture a stockade or two (or divert British resources).
4. Albany. This can be taken if the British divert too much to Halifax/Louisbourg and/or the West. Montcalm is better than anyone out there, until Wolfe shows up. Granted, this isn't likely, but the threat (if Montcalm has a force in Hudson Carry South) is there.
5. Win battles against Regulars.
6. (The BIGGIE!) -- **RAID**. Each raid has a 1/3 chance of success (down to 1/6 if 2 Militias are in the Department). Recruit Indians and move 'em to raid. Roll the dice and play the odds. I like to get 2-3 VPs each year from raids (3-6 successes), as a benchmark. That's 6-9 points over the course of the game, which at least negates Louisbourg and Quebec (or Ohio Forks). Make the British sweat and react to you. As the French, you can't just sit back -- you need to be aggressive, as aggressive as your cards let you be.

[Rob Winslow](#) - 05:27pm Jul 17, 2001 PST (#678 of 679)

**WWBTCD (What would Bill the Cat do?)**

**French...**

Also as the French, don't be afraid to destroy your stockades. This is better than letting the British capture them. The same goes for forts (though this will cost 1 VP). If the British are massing for an attack on Ohio Forks you know you'll lose, destroy the fort and head toward Niagara. You'll be amazed at how difficult it will be for the British to open a supply line to Niagara -- 6 spaces from Ohio Forks is a *long* way...

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

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

Northampton, Mass

Raiding out of the Katskills or, depending on what's happening at the Carry, via Hoosic. Here's a trick: The requirement for auxiliaries alone to stop after passing through an enemy cultivated space applies only to land movement (16.2), so one could send a raider by boat and infiltrate past a double stockade line. I see this done down the Delaware River from time to time and, less frequently, the Connecticut down to Northampton. (Of course, the raiding unit would have to start its activation already along the river.)

I've also see invasions of Massachusetts by a major French army (under Montcalm, of course) drawing supply up the Connecticut with the help of some stockades around the north end. Having seen these expeditions accomplish much in most cases--and they are sure dangerous in the potential to get the French army bagged or at least cornered over the winter.

[Rob Winslow](#) - 08:38am Aug 7, 2001 PST (#1206 of 1226)

### **WWBTCD (What would Bill the Cat do?)**

Where are the best places to raid? Obviously in the south. But once the line of stockades is built where else? Where is a bad place to raid. Any subtle traps?

I like getting Indians to the Katskills and to the Mountains in New England.

The Katskills is an interesting space, since a raider can get to Trenton which is in the North (and the South usually gets 2 Militia quickly, so the North is often easier to raid). Of course the paths through Peekskill, Poughkeepsie, and Kinderhook are also available.

[Brandon Einhorn](#) - 04:58am Aug 13, 2001 PST (#1396 of 1425)

### **IMHO implied in all my posts**

#### **Louisbourg**

After a few games, I think its best to leave the troops that are there (3 x 3-4s). You may even want to ship in an Indian for cannon fodder at some point. If the British land with less than a large force there is a decent chance they will fail in the landing. There aren't that many landing cards (??) so that may save Louisbourg for a year or two, which in game terms is substantial. If the French lose they can retreat into the fortress and have a chance when the assault comes. The solution is to go in very heavy for the British, at least on the 17-21 table, and with a good leader. Thats 5-6 units. If they can make it onto the 22-27 table they will have an excellent chance at winning a field battle. If the British go in with a 0 rated leader it will take 6 turns on average to siege LB [-1 for LB, -1 for Drucor, = 1/3 chance of a 1 result on the siege table]. If the French have the Bastions repaired, then its 9 turns. A Coehorns card will reduce the expected length of the Siege by about 3 turns. 6 cards is a lot! Plus 2 for the invasion, out of 16, assuming no Pitt. That means over the course of the year the French can do a lot. The key for the French is to realize this, and have a viable plan if and when Louisbourg is invaded. Being able to take an enemy fort will give a VP (assuming its subsequently destroyed) and so will a battlefield victory. What do you think of the idea of the French shipping in another 3-4 and an Indian into Louisbourg, for 5 units and a shot on the 13-16 table. The risk is they are vulnerable to Small Pox, but they can probably get away with killing just the Indian, and it costs the British a 3 card. The Indian allows them to fire on a better column and absorb a loss. Then the assault will still be on the 9-12 column, even if the Indian is left outside.

The problem with completely evacuating Louisbourg and leaving Drucor is it takes only 1 british unit to siege it, and they can ship in a 1 rated leader.

In everyones experience what happens to Louisbourg?

Does it fall?

When?

What were the circumstances?

[Brandon Einhorn](#) - 06:49am Aug 13, 2001 PST (#1401 of 1425)

### **IMHO implied in all my posts**

Tactical tip:

It sometimes makes sense to move all the bad leaders out of a space. A lone leader adds his DRM regardless of the size of the force. If the French are attacking towards Albany (you see

Montcalm and a large army at Montreal) then Johnson at the head of a large army gets a +1. If you lose, just retreat to the next space and have another battle. The stockade gives a -1 each time. If its a fort it wont help though.

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**Brandon Einhorn** - 08:39am Aug 14, 2001 PST (#1430 of 1430)

**IMHO implied in all my posts**

It seems to me that the first move of the game for the French should be to raid the Mohawk villiage, because if successful you eliminate the 2 Mohawks at Albany and the british have no light troops, making them vulnerable to Ambush and progress slower.

**Brandon Einhorn** - 04:40am Aug 15, 2001 PST (#1438 of 1456)

**IMHO implied in all my posts**

**Wilderness Roads**

One can also garrison them with a single 2-4 provincial. I like to have provincials in battle to absorb losses. Let them die and then play another card to gain 4 more of them.

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The more I play the game the more I think about Louisbourg and the Quiberon Bay card. QB is a real pain for the French and its my #1 priority to prevent. Going from 9 to 7 cards when the British have 9 cards is terrible. As the French I will hold Quiberon in my hand for a turn if its playable and the deck will be reshuffled after the hand. Its very important to hold Louisbourg for as long as possible. It may be worth holding an Ambibeous card if the deck will be reshuffled at the end of the hand and the British are ready to go. The French Increased Naval effort is dangerous but has its occasional use. The british will probably invade when they have a big force with a good leader. The trick is you probably want to evacuate your force before the British land 28 factors. The problem is that leaves a 1 card window where the British can land after you've evacuated but before you play the increased naval effort. It sucks to have 4 3-4s sitting idle for a year, since the British can transfer to NY and then march up from Albany.

**Rob Winslow** - 07:58am Aug 15, 2001 PST (#1444 of 1456)

**WWBTC D (What would Bill the Cat do?)**

Brandon brings up an excellent point about Provincials. The British can use these guys to guard stockade and/or river supply lines. They will usually beat off an attacking auxiliary, and if the French player throws "real" troops at them, they don't cost you a VP for losing the battle.

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My favorite way to protect L'Bourg (when the situation is "right"). Have both L'Bourg Squadrons and Foul Weather. Move out Drucour and the troops. Then, if the British try to move in, hit them with Foul Weather. Play the Squadrons and hope they remain in play. If they do, you can move a good defending force in at the start of next year.

**Steffan O'Sullivan** - 12:54pm Aug 22, 2001 PST (#1564 of 1580)

**Plymouth, NH, USA**

**Sleazy tactic question**

We played our fourth game today, and I as French eked out a win by the narrowest of margins. It came down to two assaults by Braddock on Fort Duquesne: he could only lose if he rolled a 1 and I a 6, and of course that's what happened. Net result: 1 pt. French victory!

But the sleazy tactic I developed this game is what I have a question about. We both thought it was pretty unrealistic and he thought it unfair, and effectively won me the game. What I would do is use a 2 or 3 card to activate four or six Indians and use them to attack his huge stack of four 4-4s. If six Indians attack the stack in one turn, one after the other, there's an average of six dead

Indians but three Highlanders. Do that two turns in a row and I'm out of Indians, but he's almost out of Highlanders ...

Doesn't seem realistic. I know it's only 1/3 chance to get a hit in the cultivated land, but in wilderness each attack has a 1/2 chance of hurting a 4-4 unit. Any comments on this?

-Steffan

[Steffan O'Sullivan](#) - 12:55pm Aug 22, 2001 PST (#1565 of 1580)

Plymouth, NH, USA

I wrote:

*If six Indians attack the stack in one turn, one after the other, there's an average of six dead Indians but three Highlanders.*

I mean three Highlanders reduced, of course, not dead.

-Steffan

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[Rob Winslow](#) - 01:30pm Aug 22, 2001 PST (#1567 of 1580)

**WWBTCD (What would Bill the Cat do?)**

As for Stefan's tactic, I don't find that sleazy at all! The Indians are conducting "hit and run" raids against the British troops. If the French have enough Indians recruited to do this, I see no problem!

Besides, the British stacks should contain more than Highlanders -- Provincials are excellent for taking losses. However, if forced into a position with a Highlanders-only stack, I imagine that Indian attacks out of the wilderness could be devastating over a period of time. This would be simulating six different "sneaky" attacks (probably over several weeks time) that would really sap the strength out of units used to the European style of warfare.

Of course, the Highlanders would most likely wipe out every Indian that tried this, so this would be a "one turn and it's over" type of deal.

[Chuck Davis](#) - 01:38pm Aug 22, 2001 PST (#1568 of 1580)

Steffan, thats the indian war, and why the brit player should always have some of the colonial cannon fodder along( in this case hatchet fodder). or build a fort and the indians cant attack without drilled troops.

plenty of ways around the tactic if you see it coming, and i might be willing to take the hits on the highlanders if it meant i was doing what i wanted else where.

[Rob Winslow](#) - 03:20pm Aug 27, 2001 PST (#1640 of 1663)

**WWBTCD (What would Bill the Cat do?)**

Keith,

As the French, **RAID, RAID, RAID!**

Each straight up raid has a 33% chance of success. The more raiders you send out, the more successes you'll have.

A good suggestion was to use leaders to raid. Dumas is especially good -- activates on "1" and can take 2 units. Montcalm is a terror if he gets to the frontier with 6 Indians!

[Rob Winslow](#) - 06:48pm Aug 28, 2001 PST (#1672 of 1706)

**WWBTCD (What would Bill the Cat do?)**

A French leader is powerful with auxiliaries. For instance, assume you have a lot of "1" and "2" cards. Take Montcalm down to the frontier with 6 Indians. Drop 4 Indians off in the Wilderness and then move into 2 cultivated spaces (dropping off 1 Indian in the first one). The 2 raides will

have a 33% and 66% chance of success. And you have 4 Indians waiting at the frontier to move in on their own. Every raid helps -- even 1 success a season means 3 VPs over the game. Scott's idea of hiding Montcalm in the mountains adjacent to the Hudson/Champlain Valley works quite well. Dance around the British, and if the Brits go too far north, hit their supply line further south (and all your units can just hide in forts/fortresses and the British won't be able to roll on the siege table). Using Montcalm correctly (and not overly aggressively) is a real key for the French. Finally, auxiliaries are great for cutting British supply lines (especially when the British are using rivers).

**Volko F. Ruhnke - 06:53pm Aug 28, 2001 PST (#1674 of 1706)**

**Playing with proofs for Ted Raicer's REDS!**

And that stack of Indians with Montcalm could NOT pass over several enemy stockades in the wilderness and drop off units, because that would be Infiltration--which you can only do if moving with one auxiliary. The stack would have to stop upon entering the first enemy stockade space.

So Montcalm and 6 auxiliaries would indeed be able to hit on only two raid targets each activation, and Montcalm would influence only one of the two raid rolls. This is OK, but not in my view the most efficient use of Montcalm in most situations.

Yes, Montcalm could take a drilled unit with him to pass through several cultivated spaces, but the drilled unit does not raid and stays there. All French drilled units are regulars, so if that unit deep in enemy territory gets caught that's 1 VP for the British right there -- wiping out the equivalent of two successful raids.

**Andy DGLISH - 07:34pm Aug 28, 2001 PST (#1677 of 1706)**

**We can still lose this war**

Late-war raiding = limited objective v. strong defence. Attack the first stockade with a stack big enough that the British think twice about intercepting it in transit, defeat Militia/interceptors in the target space, then raid. After this effort its only fair to have a +1 leader to make the battle and the raid roll worthwhile. However such a threat should tie down a lot of Drilled units as purely defensive garrisons.

The problem with drop-raids is that they are not allowed if the first raidable space has a stockade, as only one Aux can enter as an infiltrator. Even in wide-open 1755 you can only do two cultivated spaces, though leading with a detachment could in theory allow you to do up to six subsequent drop-raids. However best results are gained by activating Dumas, Beausejour and Indians off a 1-card. Activating six indians with a 3-card seems to misuse one resource to kill off another, as when raiding you must have positive modification somewhere, unless the rewards are high eg. the Mohawk settlement. Its not just the 6dr that win, its also the 7s [& 8s]. Indian settlements are interesting as raidable spaces that offer no impediment to drop-raiders -- until fortified/garrisoned.

Just because Militia cards turn up all the time is no reason not to play the first ones as events, and low raiding activity after placing two militia proves [rather than disproves] the point. Though its funny when they reduce an otherwise fatal 4dr to NE!

**Volko F. Ruhnke - 07:41pm Aug 28, 2001 PST (#1678 of 1706)**

**Playing with proofs for Ted Raicer's REDS!**

Yeah, but you have to consider what they are doing to natural 5 rolls, of course!

"Late-war raiding = limited objective v. strong defence" is the right way to think about it, I agree. And if it turns out to yield the one VP that pushes you to 11 or (more likely) just keeps you in the blue, it's worth it.

**Mark Novara** - 06:04am Aug 29, 2001 PST (#[1679](#) of 1706)

**Plans for August: Wilderness War demo at GenCon (and now 3 ACTS games); A Mighty Fortress (PBEM CB), Busta Gallorum (Legion/PRESTAGS PBEM CB), VG Civil War (CB), J6 (GMT-fff)**

Except that if the force is all Indians and you are using the advanced rules, only two of those spaces can be cultivated.

Exception to the exception. Theoretically speaking, if there is no stockade at Charlestown (for example), Montcalm (or any French leader worth "4" or more) could start in Cowass and move via boat all the way down to Hartford, dropping off auxiliaries in Charlestown, Deerfield and Northampton. This would give you three raids at ODRM and one at +(LDR Bonus)DRM. Just thought I'd throw that in.

Mark N.

**Mark Novara** - 10:51am Aug 29, 2001 PST (#[1686](#) of 1706)

**Plans for August: Wilderness War demo at GenCon (and now 3 ACTS games); A Mighty Fortress (PBEM CB), Busta Gallorum (Legion/PRESTAGS PBEM CB), VG Civil War (CB), J6 (GMT-fff)**

Leaders can take multiple auxiliaries on a raid

An addition to point #2 is what I tried to mention in post #1679. When traveling by boat you ignore the terrain. In other words, auxiliaries do not have to stop in the second cultivated space when using Boat movement. They could feasibly Raid every space they can reach along a given river.

A more outlandish example than the one I gave would be to consider Johnson located at Riviere Ouelle with, say, five Iroquois, two Mohawks and one Regular with Quebec and Montreal under British control. He could move all the way to St. Regis via Boat and drop off an Indian in Riviere Ouelle, Ile-d'Oleans, Becancour, Trois Riviere, Sorel (dropping off the Regular in Montreal), Kahanawake and conduct six Raids plus one in St. Regis for a total of seven if there was a French stockade there. Or, he could do it in the reverse direction but would get one less Raid opportunity.

I think I've been thinking about Raids too much.

Mark N.

**Volko F. Ruhnke** - 07:12pm Sep 20, 2001 PST (#[1880](#) of 1990)

Q: What to do as the French if the British have their frontier defenses--militias, double stockade lines, provincials--in place?

A: Keep raiding.

There should be targets outside the Departments, where the Militia are not a factor--British stockades and possibly allied settlements. Successful raids on these have the added plus of messing up British supply or costing him auxiliaries.

Send more powerful raiding parties: A 1 tactics leader with several units. This is less efficient, but every VP counts. If the militia come to the stockade to fight, you'll be attriting them. In either event, the leader will cancel out the effect of the 2+ militias in the Department.

If you have enough auxiliaries left at this point in the war, send even individual units against tough defenses. You can still hurt the militia, and once both in a Department are flipped, the British will be reluctant to deploy them against raids. You'll need to be lucky to get a successful raid, but again just one VP can mean the difference.

If you don't have enough left to keep raiding, then you'll probably have to just harry the British advance. Get units astride his supply lines, make the most of each Ambush, fall back on the St. Lawrence so your militia gets into the fight, parry and dance with the nimble Montcalm. All you have to do in the typical end game to win is delay. And if your British opponent has invested so much time and effort into his frontier defenses, the clock should be fairly well along.

**Mark McLaughlin - 11:11am Sep 21, 2001 PST (#1891 of 1990)**

"Wilderness Walkover" is what my friends call this game. four games, 2 in the campaign and 2 in the scenario, with the four of us switching sides and even teaming up all ended in easy british victories. the 500 pound red guerrilla ignores the pinpricks of raiding and just marches on the key cities. place a bottlestopper in albany (which is where the advanced rules of interception actually help the british more than the french) and then take louisbourg. Then there are two paths open to the brits-- either down the st lawrence or up the champlain way (with a possible flanking move to the great lakes from there as an option).

if the french build forts to slow the brits, they are actually just giving away victory points -- as the forts fall, usually with the troops inside them.

I WANT to like this game DESPERATELY. I was a tour guide at Ft Wm Henry and Ft Ticonderoga when i was in college. last month i took my 10 year old boy to both forts. i have over a thousand 25mm figures of the French in the 18th century. they sit on my shelf and weep in frustration as the red tide overwhelms their cardboard counterparts.

A little advice from those who say the French can and do win would be very helpful...

**C Schwalm - 01:20pm Sep 21, 2001 PST (#1893 of 1990)**

Mark,

Hints abound:

1) Create a large force under Montcalm to be used to react to BR deployments. Your first move as FR ought to be to consolidate Levis under Montcalm. Use Montcalm to pick up some VP from large battles. At the outset (and this may be just 3 card plays) FR does have superiority and BR is not optimally deployed.

2) Recruit Indians ad nauseum and send them individually at large BR stacks. You have a 50-50 chance to flip a BR drilled troop that way (stockades notwithstanding). Your Indians can be brought back easier than BR drilled troops. Keep Indians at vital junctions and use as indicated if BR gets bold.

3) Once BR gets his act together, and this will happen, keep Montcalm around Montreal. Force BR to capture Ohio Forks, L'Bourg and Niagra. The reason is that taking Montreal requires a rather trivial exercise, from BR perspective, in securing a supply line. And it's the underbelly of New France. FR supply problems are just sickening if Montreal falls. It's more difficult (in most instances) and card intensive for BR to take any other fortress than Montreal.

4) Raid. This has been beat to death and is obvious. But the the rub is to know when to stop raiding. Raiding is card intensive. I favor using a leader with 2 Indians (Duams is great for this) rather than 3 cards to send lone Indians. I can't be specific in when to stop, it's almost a Zen thing :) Several folks have mentioned how playing FR is somehow different than a traditional wargame mindset. This is true. At least ask yourself what's more important: a potential raid or potentially flipping a drilled troop headed north.

5) Send a leader of little note (I like Villers for this) with an MD and Cour. south. The idea is to try to pick up VPs by capturing enemy stockades. BR will typically build a few and the more offensive BR is the more likely you can pick up something that was overlooked. At the minimum you will make him respond in some manner and/or remove stockades; the latter helps raiding again.

6) L'bourg. Don't overdo defending this. Another Zen thing :) I like to not touch what is there at the start while hoping for decent cards. The connection with raiding is to raid enough to compensate for L'bourg's likely fall. Obviously what your opponent will do has impact here. Just remember that the key thing is to make BR waste cards. The longer it takes BR to bring his force to bear the better off New France is.

C

**Larry Burman - 01:30pm Sep 22, 2001 PST (#1904 of 1990)**

I think those who say that the French have no chance to win are just as wrong as those who say the same about the South in For the People. I've seen the French win about as often as the Brits. Even when the British win, it's rarely a blow out-- usually decided on the last turn. In my experience, it's always competitive, even the campaign game.

One strategy I've come to use as the French is to get the troops out of Louisbourg early, leaving just the "1" leader to modify the siege rolls. The only advantage of keeping a large force there is to win the first amphib landing battle. However, if the Brits have more amphib cards, they will eventually take the place, eliminating three regular French regiments. Send those three regiments to Ohio Forks and see how easily the British take it! If the French really lucks out, the Brits may never get amphib cards at all, and Louisbourg will survive (unlikely but it can happen).

Another French strategy is the use of Indians. Raise Indians whenever possible, and hold onto the places that make this possible, like Ohio Forks & Oswego. Also, use raiding early on to get the VP up to 5 (which doubles Indian recruitment on some cards). In a game at GMT weekend, one lucky Frog raised 14 Indians with three cards in one turn. If the Brits have 2 militia in each box, or line the front with stockades and provincials, raiding will become counterproductive (but the Brit will have wasted a lot of cards). Indians are superb for raiding the stockades on the British supply lines, or a large force can just roam into the Southern Dept and kick butt on the garrisoning provincials. It's really frustrating to the British player when he has just laid siege to Ohio Forks, and his supply line gets cut, making him unable to roll on the siege table.

The French ARE harder to play, because they need finesse and cleverness to prevail over the stronger British. The better player should take the French. But, they certainly have a good shot. Incidentally, the early war scenario 1755-59 is a good one, and gives the French lots of jollies early on, as the colonies are ripe for easy raiding. After 1759, the French are just trying to run out the clock against overwhelming strength, much like the South in the last three turns of For the People. That isn't much fun. I think that the early war and tournament scenarios are about as well balanced as wargames can get.

Obviously, in any of the Weepypogs, if one side just gets crap cards, it isn't much of a contest. That happened in one game at GMT weekend, where my opponent got regulars & Wolfe in fast, and had most of the French regulars in his hand. He also got smallpox (twice!), and ambush whenever he needed it. There's not much you can do when things like this happen -- war is hell. But it's amazing how seldom these things happen in WW, PoG and FtP. All great games.

**Andy Daghish - 01:00pm Sep 24, 2001 PST (#1924 of 1990)**

**L'Ohio reste canadien!**



*I feel like I'm shouting to a deaf audience sometimes, but this rule is in the rulebook because it is expected to be used! Think the Brits can't lose? Then how much will you bid for them? 2 VPs? 4 VPs? Why not try to figure it out?*

Its better to play in such a manner that everyone's experiences stem from the same basis, as then lessons can be learned by comparing plays. Lesson #1 is that there's little point in complaining about your 1756 defeat if you give away VPs at start [or before you start]. Having received various communications expressing confusion with the organisation of the rules, I think everyone should be encouraged to play all the rules all the time. There's nothing so difficult about avoid, intercept and scouting that a beginner cannot add to his repertoire after one example used against himself, not least because the benefits are necessary to keep him in the game. Raiding is a different story, clearly, but here even players who understand the rule may not summon the will to do it to the degree necessary at the correct time, especially if it reminds them, inappropriately, of playing Lemmings. Its quite common for no Raid markers to be seen for years, then five or six all at once, before returning to an annual rate of 0-1, perhaps because a Militia unit has gone down fighting. This game is a mass of wild fluctuations, characterised by whether or not the first French hand includes French Regulars, which all the more require the firm bedrock of solid starting conditions. Similarly, first play of Light Infantry is as important for the British. Always worth checking a large discard pile to see what you won't get, if there's any uncertainty about playing Courier Intercepted as an event.

"Wilderness War" could reasonably have been subtitled "The Defense of Ohio Forks". In "For The People", the Union 900lb gorilla was found to require a lot of bananas and was a target as easy as its bulk implied, especially for skilful leaders who knew just where to shoot it. In WW, our fragile monkey is unlikely to make its full weight, and the Plus One Brothers at Ohio Forks need only trip up the toes. Although attacking with that last reduced coureur [= Oliver Reed in buckskins & racoon hat, stumping in with half his leg off] may allow the exclusively French Ambush which is generally the cornerstone of The +1 Bros amazing victories in game after game over the near-insuperable British column, all sorts of other happenings can upset the British drive. A smaller defending force nearly always has a chance of beating a larger one, especially if the defenders are better-led.

The gorilla's head is the the Halifax-Loiusbourg-Quebec [HLQ] campaign, which is a rather questionable all-out-or-nothing choice in the scenarios, as only in the campaign game is there time to fully reap benefits after HLQ's successful completion. Otherwise HLQ favours the French by taking a lot of British strength off the map, whilst also allowing the French to use anti-siege events to fullest advantage. Wolfe is required [in the scenarios] for quick results, and Montcalm will be glad to see him gone. Meanwhile a British siege will find winter attrition hard to avoid. Usually the only penalty for ignoring the HLQ campaign is 3 points for losing Louisbourg, and i suspect that Drucour and his men are nearly always more useful elsewhere. Prior to Montcalm's arrival, Drucour can command Rigaud and others in a decent-sized stack, led at +1, ie. he can bridge any Wolfe-Montcalm interval, whereas on the British side +1 mods are outranked by less competent leaders.

Arguably the CRT makes steps more important than strength. Sometimes even unit numbers become significant as total command is reduced by deaths and removals. I have seen the "killer" British stack in the Champlain suddenly lose 10-20 points-worth of Command in three card plays, say as a result of a 7-leader with Wolfe being chosen for removal to promote Wolfe's tac rating, followed by the Shirely Intrigue plus maybe a death in combat. The cautious professional-style approach is to deny the other side any opportunity to amass VP. This is mainly a British tactic based around denying the French fort or stockade targets, combined with the unlikelihood of losing a defence. Its countered by raiding in the Gallic style, which means +1 leader +

auxiliary infiltrating the frontline fortification belts by canoe. The leader leaves other auxiliaries at the head of the river for more attempts later. Care must be taken not to allow interception immediately after infiltrating through a fortification, as defeat spells doom. The Wills Creek fort sometimes kills auxiliaries this way. Thus front-line forts \*backed\* rather than garrisoned by units can be useful, say on rivers.

So what cannot be raided by Ollie and Wes Studi? A garrisoned Mohawk river line perhaps, and this is a problem the French cannot easily counter. Large forces cannot approach it safely, as they can be quickly matched by units paddled in, and it is hard or impossible to raid. Meanwhile this is an ideal base for raiding Rangers and strikes to east and west. Trying to operate in both the Champlain and the Mohawk is much harder for the British as they have two carries to negotiate. As the French have only one, Montcalm can do a good job of controlling the north end of both valleys. The Champlain valley is non-symmetrical. Going south the French find that the wilderness-cultivated border greatly benefits the British come winter, and though there are raiding opportunities, it is easier elsewhere. The French threat is multiplied by a stockade in Green Mountains Central. For the French, the mountains act as armoured cladding for the Champlain duct, whereas going up the Champlain the British have the problem of a vulnerable supply line whose mountain borders contain raiders.

Prevention of movement into winter quarters is a sub-game all of its own, and a blocking auxiliary or the possibility of a Foul Weather card have to be contemplated beforehand. Attrition followed by Smallpox should lose the game in a non-combat sort of way.

Overall the French are favoured, as indolence or raiding are for them profitable activities and neither requires good luck. What if they gave a war and EVERY Indian came:)? Conversely the unlucky British player will see the VP marker in the blue zone. The lucky French player will ensure victory straight off, whereas a lucky British side still has a long and dangerous route to Niagara, Montreal or Quebec.

If leaders are going to be done as large counters, it would be nice to get their whole name and rank down, as in this way they would follow the game as a whole in exceeding what has gone before. I don't suppose a backprinted list of mistresses [they cry at the funeral] is likely, though maybe "Fell on the Field of Honour" is a possibility to remind us who's out. But I guess this falls into the same category as those big "Well Raided" markers, for instances where two are required.

**Mark Novara - 12:35pm Oct 10, 2001 PST (#2086 of 2088)**

**Plans for Oct: Risorgimento/Solferino (ftf); June 6 (ftf); and the usual smattering of PBEM games**

What is the 'proper use' of this card?

As with many of the event cards, you will not always be able to take full advantage of the effects. Sometimes, you'll have a great card but just end up using it for Ops as the situation isn't right.

The BEST use of the card I've seen was played against me. As with Andrew's suggestion above, I had Montcalm sent to L-bourg AND was unable to naval move him back with the next card (maybe I was out of cards or was it the foul weather? I don't recollect at the moment). The British player then Amphibiously Landed and, voila, Montcalm was a "prisoner" in his own fortress. He didn't even bother to conduct the siege. Just kept him out of play.

'Proper use'? Keep your eyes open.

Mark N.

**Robert Leonhard - 06:23pm Dec 29, 2001 PST (#2635 of 2638)**

Regarding strategies against French raiding...

I believe there are two strategic-level responses: (1) try to stop them; or (2) ignore them. Usually, I'm in favor of the latter. I prefer to push on with the British conquest of Ohio Forks, Niagara, and the Champlain Valley/Montreal, as well as Louisburg. If you can generate successes in two or more of these areas, the raiding will tend to stop anyway, because Frenchie is busy plugging holes.

As for the former strategy of trying to stop the raids, there appear to be two overall operational-level responses: (1) Use conventional troops to garrison the frontier; or (2) build militia and stockades. Often, a combination of the two. But it seems to me that if a substantial portion of conventional troops are used, then the French is successful whether the raids continue or not, because he has managed to disperse and distract British drilled troops.

My sensing is that the odds of each raid succeeding are such that the better strategy is to largely ignore them and focus on wresting the initiative through aggressive moves that the Frenchie can't ignore. Of course, I would never pass up an opportunity to call up additional militia to reach the magical "2" level.

**Jean Jodoin - 12:55pm Jan 15, 2002 PST (#2724 of 2756)**

**Concepts are easy; implementations are more difficult**

"What am I supposed to do now.....".

Mais voyons Messieurs les Anglais, faite une petite excursion dans ces bois si invitants ...

Translation: Dear British, why don't you take a stroll in these here inviting woods ...

Overall, time is on the British side. In the long run the French must play for time: delay is the operative word. Initially, if the cards are with them, the French must make use of their starting numerical superiority, especially in auxiliaries. The Wilderness should belong to the French and their Allies. Raid early on, carry out the odd excursion with Regulars, this will will garner you many VPs. Should the 10+ VP Sudden Death loom near, maybe a daring expedition is in order to risk is all on a battle before the British juggernaut consumes la Nouvelle France.

Meanwhile the British initially play for time, building Provincial/Militia forces, building stockades vesus raids, and concentrating Regulars to fend off any attempt at penetrating beyond Fort William Henry/Albany. After that, some amphibious threat should be developed towards Louisbourg/Quebec from Halifax. The usual Lake Champlain Valley Campaign has to be initiated at some time, while in the West, a drive toards Ohio Forks has to be considered, if not launched as early as sustainable, if for no other reason than to put pressure on the French (who may be raiding you to death in the meantime).

Beyond these vague guidelines, everything is up for grabs: play the cards that fate deals you.

There is no sense to mope about could have been, deal with what is at hand. Post Mortem diatribes are best done after the game is over.

What comes first?

Your gesss is as good as any.

Jean

**Robert Leonhard - 08:44am Jan 18, 2002 PST (#2764 of 2782)**

There is an interesting dynamic in this game with regard to the French defense of Louisburg--i.e., the question of how to defend and with how many resources.

The character of the Louisburg defense depends a great deal on the schedule of arriving British reinforcements and leadership. Mass alone does not help the British, because mass doesn't count in the siege resolution. But when the good leaders, like Wolfe, show up, then the probability of holding onto the fortress diminishes, especially if the British might have the Coehorns.

The problem then becomes--when should the French evacuate the fortress? Once the fortress is invested, no French can get in (to reinforce the defense) or out (to flee a lost cause). What, then, is the purpose of hazarding French regulars there at all?

The answer is that the French player wants to defend Louisbourg with enough strength to force the British to build up at Halifax. If the French leave the fortress empty or weakly defended, then the British can get away with a weak attack at little risk.

So the optimum French defense, I believe, is to force a big British buildup at Halifax, but then to escape with those French regiments just before the amphibious landing. The ultimate card to hold to make this plan feasible is, of course, foul weather. As soon as you see the British try to make their initial naval move, you slap down foul weather. Then, on your next move, you naval move those precious regiments out of Louisbourg back to Quebec.

Finally, there is the question of what to leave behind. I think the best answer is to have two leaders in Louisbourg initially--one whose sole function is to escort the regiments out at the proper time; and one who can skilfully direct the garrison's defense in the siege.

What you DON'T want to do is allow a bunch of strong French regiments to surrender with the fall of the fortress. This could be devastating and a war-loser if it happens.

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[Jean Jodoin](#) - 02:21pm Jan 18, 2002 PST (#2770 of 2782)

**Concepts are easy; implementations are more difficult**

### Louisbourg Defense

Let's look at the requirements of a solid defense of Louisbourg, followed by a (timely?) withdrawal.

First, if we are to have two leaders at Louisbourg, one additional leader must be shipped in, as Drucour starts there. An on-map leader activates at Quebec and sails to Louisbourg. If no suitable leader is present at Quebec, he may have to be moved there (at least one card, possibly more). Alternatively, divert an incoming reinforcement + leader to Louisbourg. Send Montcalm to Louisbourg? Normally he is too precious elsewhere to waste on garrison duty. That leaves the other two. No problem, the French usually have too many leaders. Troops are another matter entirely. I can't recall if the French can drop off a leader at one port and the troops at another. Granted, if the Foul Weather is available this is the card to play to counter a British naval move while there are plenty of troops @ Halifax. Even if played as a reaction to a British move, it still represents a one-card expenditure. Then, we have the naval evacuation itself, requiring another card (3-value).

All of this has now cost the French 3-5 cards, depending on circumstances (or the equivalent of a half-season). I say 5 because the tendency is for the French to hold over the Foul Weather card to the next season should it be obtained and not used in the first season: holding onto a card prevents you from receiving another one in its place.

What are the alternatives then? Fight or Flee?

#### Fight

In this case, numerous troops are shoved into Louisbourg to make it near impregnable. This ties-up a large number of troops that probably will not see any fighting, specially after the Royal Navy bottles them up in the fortress. Want to make it even tougher? Send Montcalm with the reinforcements. Save a Fieldwork. Pray for a British Landing. Not gonna happen, right?

#### Flee

If you intend to flee in any event, why not do it as soon as the British have a preponderance of force in Halifax. You never know when you will get the much-needed 3-value card required for naval move. The Royal Navy could bottle you up there. Or you may simply misjudge it and be assaulted/besieged before you get to move. Not to mention that you may have to discard your ace in the sleeve or have it stolen from under your nose by a wily British. Getting more leader/people in there just to haul them out later does not look attractive unless you are psyching out the opposition.

Who/what gets left behind? One unit to force a siege effort on the British part, no more. If a leader with a rating of '1' and a low command rating can be spared (along with the card to send him there), do it. You never know. You could get lucky and force the expenditure of an additional card on the British side.

#### Guidelines

There is no pat answer. But if the British have lots of good leaders/troops, holding onto Louisbourg is gonna cost more than it's worth either way. Better evacuate it gracefully when you have the opportunity, after you've force the British to deploy to Halifax first. You'd better get as many troops as you can with Montcalm or another good leader because you are about to be trapped between several large British forces. Using the waterways to your advantage it about your only resource here. Your prospects are deteriorating fast. Possibly offer a re-match?

If the British are hurting for troops, then holding on becomes a very attractive proposition. Make them fight for Louisbourg. If the defenders have a Fieldworks card and the force disparity between Halifax and Louisbourg isn't that great, opposing the landing is a distinct possibility. If a large army has to move there to assault, you've effectively split the British Army in two (three?). Even if you lose the battle, retreat into Louisbourg and force an assault. You will lose every defender but the British will loose some too and, in accordance with our premise, they are already hurting.

How is the British going to consolidate after the fall of Louisbourg? By spending at least 2 x 3-value cards (Naval Moves) to sail them back to New England, and even more cards to walk the army back to the front? In that case Quebec is not threatened (seriously) from Louisbourg and the now French have a one-front campaign, after the British have spent several cards just consolidating. Nice.

Should the British attempt to land near Quebec, the French Field Force now stands between the British armies with the waterways to help them move about. The French should possess numerical superiority against either/both British forces. Nice.

These are my guidelines. Of course, it all depends on circumstances and cards in hand. Still ... it's better to have a plan of attack/defense.

Jean

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