

**Wilderness War Cards**

Card #	Ops Value	Name	Description
1	3	<b>Campaign</b>	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	<b>Campaign</b>	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	<b>Campaign</b>	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	<b>Campaign</b>	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	<b>Bastions Repaired</b>	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	<b>Surrender!</b>	Play in place of a roll on the Seige Table. At Louisbourg, you must already have Seige 1 or 2. Capture the fort or fortress intact. Enemy player places defenders at his closest unbeseiged fortification.
7	1	<b>Massacre!</b>	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	<b>Coehorns &amp; Howitzers</b>	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	<b>Fieldworks</b>	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	<b>Fieldworks</b>	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	<b>Ambush!</b>	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	<b>Ambush!</b>	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	<b>Blockhouses</b>	Play before enemy rolls on Raid Table. All enemy Raids this year use Stockade column (place marker).
14	2	<b>Foul Weather</b>	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	<b>Lake Schooner</b>	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	<b>George Croghan</b>	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	<b>Amphibious Landing</b>	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).
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21	3	<b>Louisbourg Squadrons</b>	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	<b>Governor Vaudeuil Interferes</b>	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	<b>Northern Indian Alliance</b>	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	<b>Northern Indian Alliance</b>	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	<b>Northern Indian Alliance</b>	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	<b>Western Indian Alliance</b>	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	<b>Western Indian Alliance</b>	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	<b>Iroquois Alliance</b>	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 settlements up 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	<b>Mohawks</b>	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	<b>Cherokees</b>	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	<b>Cherokee Uprising</b>	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	<b>Treaty of Easton</b>	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	<b>Indians Desert</b>	Eliminate up to two unbeseiged enemy Indian units from any one space. (Remove Allied markers as appropriate).

34	3	<b>Small Pox</b>	Choose a space with >4 units. Enemy eliminates steps equal to half a die roll (rounded up) or a full die roll if >8 units present (reduce all before eliminating any). Then remove all Indians.
35	3	<b>Courier Intercepted!</b>	On a roll of 3-6, randomly draw one card from opponent's hand and place it in your own.
36	2	<b>Francois Bigot</b>	<i>Canadian official skims royal accounts.</i> French player randomly discards one card. (Discarded "Surrender!" card causes Reshuffle).
37	3	<b>British Ministerial Crisis</b>	British player must discard one British Regulars, Highlanders, Light Infantry, Troop Transports, or Victories in Germany card if he has any in his hand.
38	2	<b>Provincial Regiments Dispersed for Frontier Duty.</b>	For each Raided marker within the Northern and Southern Departments, the French player eliminates one unbeseiged Provincial unit belonging to that Department
39	2	<b>Stingy Provincial Assembly</b>	<b>May not be played if British Assemblies Enthusiastic.</b> Choose either the Northern or Southern Department and the British player must eliminate 1 of its Provincial units.
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41	3	<b>British Colonial Politics</b>	Slide Provincial Assemblies marker one box in a favourable direction. (If French play, British player removes Provincials as needed).
42	3	<b>British Colonial Politics</b>	Slide Provincial Assemblies marker one box in a favourable direction. (If French play, British player removes Provincials as needed).
43	2	<b>Raise Provincial Regiments</b>	<b>May not be played if Assemblies Reluctant.</b> Within Assemblies track limits, place 4 Northern or 2 Southern Provincial units at any fortifications in their Department, or restore all Provincials of one Department to full.
44	2	<b>Raise Provincial Regiments</b>	<b>May not be played if Assemblies Reluctant.</b> Within Assemblies track limits, place 4 Northern or 2 Southern Provincial units at any fortifications in their Department, or restore all Provincials of one Department to full.
45	2	<b>Raise Provincial Regiments</b>	<b>May not be played if Assemblies Reluctant.</b> Within Assemblies track limits, place 4 Northern or 2 Southern Provincial units at any fortifications in their Department, or restore all Provincials of one Department to full.
46	2	<b>Colonial Recruits</b>	Roll a die and restore that number of reduced Coureurs, Rangers, Light Infantry, or Provincials to full strength.
47	3	<b>Troop Transports &amp; Local Enlistments</b>	<b>French may not play after Quiberon or if Quebec is British controlled.</b> Restore 3 French or 6 British reduced Regular or Light Infantry units to full strength.
48	3	<b>Victories in Germany Release Troops &amp; Finances for New World.</b>	<b>Play after 1755. French may not play after Quiberon or if Quebec is British controlled.</b> Roll a die and restore to full strength that number of reduced Regular or Light Infantry units.
49	1	<b>Call Out Militias</b>	Place 1 Militia unit into a Militia Box or restore 2 to full strength.
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51	1	<b>Call Out Militias</b>	Place 1 Militia unit into a Militia Box or restore 2 to full strength.
52	1	<b>Call Out Militias</b>	Place 1 Militia unit into a Militia Box or restore 2 to full strength.
53	1	<b>Rangers</b>	Place a Ranger unit at a fortification, or restore 2 Rangers units to full strength.
54	2	<b>Light Infantry</b>	Place 2 Light Infantry units and a leader, if available, at any fortress.
55	3	<b>French Regulars</b>	<b>May not be played if French Regulars already played this season or after Quiberon.</b> Place two 3-4 Regular units, and, if not yet in play, Montcalm, Levis, & Bougainville at either Quebec or Louisbourg. <b>REMOVE</b>
56	3	<b>French Regulars</b>	<b>May not be played if French Regulars already played this season or after Quiberon.</b> Place two 3-4 Regular units, and, if not yet in play, Montcalm, Levis, & Bougainville at either Quebec or Louisbourg. <b>REMOVE</b>
57	3	<b>British Regulars</b>	<b>May not be played if British Regulars already played this season.</b> Place three 3-4 Regular units and a leader at any ports. <b>REMOVE</b>
58	3	<b>British Regulars</b>	<b>May not be played if British Regulars already played this season.</b> Place three 3-4 Regular units and a leader at any ports. <b>REMOVE</b>
59	3	<b>British Regulars</b>	<b>May not be played if British Regulars already played this season.</b> Place three 3-4 Regular units and a leader at any ports. <b>REMOVE</b>
60	3	<b>Highlanders</b>	<b>If 1755 scenario, play only after 1758 or William Pitt.</b> Place four 4-4 Highland units and two leaders, if available, at any ports. <b>REMOVE</b>
61	1	<b>Highlanders</b>	<b>If 1755 scenario, play only after 1758 or William Pitt.</b> Place one 4-4 Highland unit and a leader, if available, at any ports. <b>REMOVE</b>
62	3	<b>Quiberon Bay</b>	<b>Battle Destroys French Fleet.</b> Play if Louisbourg Squadrons REMOVED, if you control Louisbourg, or after 1759. French may not play Diplomatic Revolution, Victories in Germany, Troop Transports, or Regulars. Starting next season, French get 7 cards and the British go first. <b>REMOVE</b>
63	1	<b>Highlanders</b>	<b>Play after 1758 or William Pitt.</b> Place one 4-4 Highland unit and a leader, if available, at any ports. <i>1755 scenarios.</i> <b>REMOVE</b>
64	3	<b>British Regulars</b>	<b>May not be played if British Regulars already played this season.</b> Place three 3-4 Regular units and a leader at any ports. <i>1755 scearios.</i> <b>REMOVE</b>
65	3	<b>Royal Americans</b>	Place the four 4-4 Royal American units and a leader, if available, at any fortresses in the Northern or Southern Departments. <i>1755 scenarios.</i> <b>REMOVE</b>
66	2	<b>Acadians Expelled</b>	Place two 3-4 Regular units at Halifax. French player places a Coureurs unit at Quebec or Louisbourg and restores all reduced Coureurs and canadian Militia to full. <i>1755 scenarios.</i> <b>REMOVE</b>
67	3	<b>William Pitt Implements Global Strategy</b>	Highlanders, Amherst, Forbes, and Wolfe are available. Draw any one Highlanders, British Regulars, Light Infantry, or Troop Transports from Discard. Starting next season, British get 9 cards. <i>1755 scenarios.</i> <b>REMOVE</b>
68	3	<b>French Regulars</b>	<b>May not be played if French Regulars already played this season or after Quiberon.</b> Place two 3-4 Regular units, and, if not yet in play, Montcalm, Levis, & Bougainville at either Quebec or Louisbourg. <i>1755 scenarios.</i> <b>REMOVE</b>
69	3	<b>Diplomatic Revolution Continental alliance vs Britain escalates war.</b>	<b>May not be played after Quiberon.</b> Draw any one French Regulars or Troop Transports from Discard. Starting next season, French get 9 cards. <i>1755 scenarios.</i> <b>REMOVE</b>
70	2	<b>Intrigues Against Shirley</b>	<b>Play if French hav at least 1 VP and Shirley is unbeseiged.</b> Eliminate Shirley. <i>1755 scenarios.</i> <b>REMOVE</b>