



Official Clarifications as of 7/11/25

Rulebook

7.0 Combat Cards (New as of 7/11/25)

3rd Paragraph, eliminate, “At the conclusion of a battle’s final combat round, players draw enough cards to reach their current hand size”. See 11.4, *Card Replacement*.

10.2 British Movement

Regarding Naval Transport Spaces, British units must start their movement in the naval transport space to use naval movement that turn. Units may not employ naval movement in a besieged Fort space.

11.1 Combat Sequence

One Combat Card is played PER COMBAT, not PER COMBAT ROUND. See the PAC for the correct second-round sequence.

11.11 Types of Combat & Sieges

Clarification: There is no restriction preventing a British force under siege in a Fort from going out and fighting a field battle against the besieging Nations units, though it will rarely be worth it. This sortie can be coordinated with land or naval reinforcements; however, in the case of outside reinforcements, the reinforcements would have to battle the besieging force along for the first combat round before the besieged force can join the fray.

11.12 Unique Forts

While Fort Niagara cannot be attacked and thus does not have a printed value, it can winter 15 points worth of British units. Since it cannot be attacked, it has no scenario-end VPs.

11.3 Retreats Before Combat

- Any defending force can retreat through an enemy 1 FP stack at the cost of disrupting a single retreating FP. However, if the unit being passed through is disrupted, the retreating stack would not have to pay this cost.

- A War Party may retreat through a Village (theirs or another Nation’s) without disruption.

11.4 Combat Cards

Note that when Villages, Settlements, and Forts are Razed, their terrain type reverts to Wilderness.

12.0 Captive Release

“The British player must agree to the offer” means that the release may only occur if the player agrees. The player doesn’t have to accept.

16.1 Fort Rebuilds

While Rebuilt forts do not affect the Razed Fort Track, if a Rebuilt fort is razed again, the Razed Forts track does advance.

18.1 British Overconfidence

Opening should read “In 1763”, not “In 1863”.

No, there’s no hope for US Grant and Crazy Horse to make a surprise appearance and shake things up. Thanks for the chuckle, Christopher!

21.2 The Rising - Spring, Summer & Fall 1763

- Montgomery sets up in Fort Pitt.
- Sachems Shingas & Teedyuscung set up in Seneca (listed twice).

Example of Play

In **ALL** cases of discrepancy between the example of play and the rulebook, the rules are correct.

- Turn 1, War Belts, DRM is +1, not -1.
- Pg 33, a retreating force of Nations units does not grant the British player VPs.

PACs

On the Sequence of Play player aid, the required roll result for Indian Retreat should be “1”. This is correct in the rules and on the Charts PAC.

Cards

Starter Scenario cards are included in the card decks for all scenarios, not only the introductory scenarios (see Example of Play).