



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).