WW CLARIFICATIONS/ERRATA (7/16/03)

NOTE - New items are in in blue since the October 2002 posting.

RULEBOOK:

4.0 A.2. Exception: (Add) A player's held card counts against next turn's hand size.

4.0 B.3. Add "spaces" in the first sentence after "friendly fortifications" (also drop the "s" from fortifications here)

5.25 (Clarification) If "Surrender" hasn't been played, and there aren't enough cards in the Draw Pile to refresh both player's hands, deal out the remaining cards in the Draw pile. Then reshuffle the Discard Pile and deal enough cards to fill both hands.

5.3 (Errata) Add to end of 5.3 "A unit or leader may not be activated if it previously participated in combat (per 8.251) or assault (per 9.12) in the current Action Phase."

6.431 Add "or an unbesieged French fortification" in the last sentence after "solely occupied by French units that include Drilled Troops," and before "remove the Amphib marker."

6.432, 4th Bullet (Clarification) British Reinforcements CANNOT be placed on an Amphib Marker in a besieged space. Per 8.22, Reinforcements CANNOT be placed in a besieged space.

7.55 (Add) One "Fieldworks" marker per space.

7.8 (Add) The side that caused most step losses on the CRT wins if both eliminated. Defenders still win ties.

7.92 (Note) See 6.53 for leaders alone in a space.

8.1 and 14.0 (Clarification) Interception and fort/fortress Retreat Timing: 1. Interception attempt. 2. Units that started in the fort/fortress space may retreat inside (Intercepting units must fight).

8.1 and 15.3 (Clarification) Declaration of "inside" or "outside" comes before "Avoid Battle" die roll is made.

8.231 (Clarification) To roll on the siege table, a FORCE (not an individual leader) must be activated, though force limits can be ignored. For example, if Loudoun is the highest ranking leader in a siege space, a "3" card would need to be played to roll on the siege table.

8.231 (Clarification) "Surrender," may be played after defender plays "Coehorns."

8.231 (Clarification) Even if siege level is reached, besieger may roll on siege table (enabling "Surrender").

8.24 Exception (Add) Original owner gains 3 VPs.

9.1 (Clarification) A force consisting solely of Auxiliaries may assault.

9.11 (Clarification). A leader must be in a space to initiate an assault.

9.12 (Errata): Second line add "and leaders MUST" after "all units"

10.1 and 10.3 (Clarification): There is only one raid roll per space, regardless of the number of leaders and/or auxiliaries present. All leaders and auxiliaries raid together.

10.2 Exception (Clarification). If the Raiding units overran (7.82) defenders on their way to raid a stockade, Militia may deploy to defend the stockade.

11.1, 2nd Bullet (Add). [space], including the italics, after the word stockade.

13.0 (Clarification). To infiltrate, the lone auxiliary (or leader plus one auxiliary) must enter the infiltrated space with no other units.

13.1 (For Clarity, Change Entire Section). 13.1 A unit that attempts to Infiltrate a space must have sufficient movement allowance to continue, assuming successful infiltration(s), to a space that it may enter without using infiltration.

14.1 (Errata). If all besieging units leave a besieged space (lifting the siege), the formerly besieged units cannot attempt to intercept in the first space [only] of movement on the turn the siege is lifted.

14.1 (Clarification). 7.1 applies for interceptions, and all defenders not inside a fort/fortress must participate in the resulting (single) Battle.

CHART:

Unit Abilities Summary (Errata). 3rd row, under "Activity," change "fortification" to "fortress."

CARDS:

Call Out Militias. The French player may only place Canadian Militia and only in the St. Lawrence Canadian Militias box. The British player may only place Colonial Militia and only in the Northern Colonial Militias and/or Southern Colonial Militias box.

Fieldworks. Once on the board, they are only removed when 1) the Defender using them loses a battle, 2) the Attacker plays a "Fieldworks" card of his own, or 3) friendly units in

the "Fieldworks" space destroy them at any time. If the "Fieldworks" space is left vacant, then the first player moving in may use them.

George Croghan. If "Foul Weather" is played, it is played prior to the play of this card.

Massacre. If "Massacre" is played after "Surrender," all Indians in the space (friendly and enemy) are eliminated.

Massacre. If all Drilled Troops are eliminated in an Assault, "Massacre" may not be played.

Massacre: If a stockade space is destroyed (in battle) by a force that contains Drilled Troops and Indians, "Massacre" may be played.

Campaign. Leaders may be activated individually (they don't have to move with troops to use a Campaign card).

PLAYBOOK:

PLAYBOOK page 10, second column: Change the second "British Action Phase Seven" to "British Action Phase Eight."

PLAYBOOK page 11, first column, British Action Phase Two: In the sentence "First, he moves Dunbar's force to Hudson Carry North" change "North" to "South".

OPTIONAL RULES:

1. (10.31 Addition) An enemy raid marker placed within a Department immediately causes a step loss to one militia unit in that Department (owner's choice).
          HISTORICAL NOTE: This represents the effect of population flight from threatened   areas.

2. (5.21 Addition) The cards #67 WILLIAM PITT and #69 DIPLOMATIC REVOLUTION, if one has been played as an event and the other is in the discard pile, the player who could play the second as an event automatically receives it as one of his cards in the next deal.
          HISTORICAL NOTE: This represents the interlinked escalation of the war between
          Britain and France.

3. (12.0 Victory Point Table Addition) When BRITISH REGULARS or FRENCH REGULARS events are played in 1755 or 1756, the other side receives 1 VP.
          HISTORICAL NOTE: This represents the political and resource cost of committing
          European units to the New World before general war is underway.

4. (Card Addition) Event #66, ACADIANS EXPELLED, can be played by either side (the effects are the same).

HISTORICAL NOTE: This represents that fact that pro-French guerilla activity in Acadia played a roll in inspiring the British evacuation of the French-speaking population.

5. (Card Addition) Event #7, SURRENDER!, can be played by either the sieging or besieged side (the requirements and effects are the same).

HISTORICAL NOTE: This represents that fact that local commanders might grant an enemy more generous surrender terms than his distant superiors might have desired.