

King Philip's War



Multi-Man Publishing





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King Philip's War

1.0 Introduction

King Philip's War is a game about the highly destructive conflict between the Native Indians and English settlers of New England in 1675-76. Although it was short, King Philip's War established many familiar features of armed encounters between Indians and Europeans. This game is designed for ease of play, so it cannot capture all the nuances and horrors of seventeenth-century wilderness warfare. *King Philip's War* does, however, reflect many factors that influenced the course of wars between cultures in colonial America. These are discussed briefly in the historical notes throughout these rules.

2.0 Course of Play

One player will play as the Indians and the other as the English. The Indian player is attempting to drive the English invasion back to the sea. The English player is attempting to remove the Indians as obstacles to colonial expansion. Each turn, players will receive reinforcements (after the first turn), recruit allies, move their forces along connections on the map, battle enemy forces or attack enemy sites, and gain or lose victory points based on the results. These actions occur in the order specified in the Sequence of Play.

During one of the first six turns, determined by the dice, the English leader Benjamin Church will enter the game and significantly increase his side's military capacity. The middle turn of the game (Turn 5) represents winter, when movement and combat will be limited, and both players' forces will suffer attrition.

3.0 Components

King Philip's War includes:

- This rules booklet
- 2 player's aid cards
- A map (game board)
- 178 die-cut counters
- 1 red six-sided die (used by the English player)
- 1 green six-sided die (used by the Indian player)
- 1 Event Die

4.0 The Game Map

The game map represents the English colonies in New England around 1675. The geographic features, settlements and villages have been adapted for ease of play.

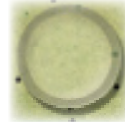
4.1 Colonies

Thick colored lines outline the boundaries of the four English colonies of New England: Massachusetts (green), Plymouth (orange), Rhode Island (gray), and Connecticut (blue). These boundaries also include the Indian lands within the colonial borders.

Within the colonies, there are round spaces, hexagonal spaces, connections, and rivers. Outside the colonies, the map includes several bays and sounds, and some land which is not relevant to the game and is never entered during play.

Many of the spaces are color-coded to make ownership clear. Many also include small icons indicating a special feature, such as a dock to indicate a port space.

4.2 Spaces



Neutral Spaces (clear or transparent round spaces)—these are neutral spaces open to either side.

Settlements (round spaces ringed in red)—settlements are established English towns. Warriors may never enter these spaces while the settlement is still intact (i.e., not razed). Allied Indians may move through but may not end their movement in settlements.



Players will also note that the English settlements are identified by two-letter abbreviations and color coded to show to which colony they belong.

Green – Massachusetts (MA) Purple – Connecticut (CT)

Yellow – Rhode Island (RI) Orange – Plymouth Colony (PL)



Villages (round spaces ringed in white, with a colored band)—villages are spaces inhabited by Indians. English units and Allied Indians may never enter these spaces while the village is still intact (i.e., not razed).

Players will also note that the Indian villages are identified by two-letter abbreviations and color coded to show to which tribe they belong.

White – Wampanoag (WA)

Black – Mohawk (MO)

Yellow – Sakonnett (Wampanoag) (SK)

Green – Pocasset (Wampanoag) (PC)

Purple – Niantic (NC)

Blue – Narragansett (NA)

Pink – Nipmuck (NI)

Gold – Pocumtuck (PO)

Aqua – Abenaki (AB)

Villages and settlements have three conditions:

- **Undamaged**—an undamaged village or settlement has 1 strength point (SP)
- **Raided**—a village or settlement that has lost its SP in battle has been raided.
- **Razed**—a village or settlement that loses a second SP in battle has been razed. SP lost beyond the second are ignored.



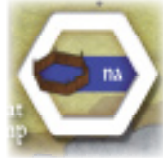
There are Settlement/Village Raided/Razed counters provided with the game to mark the current condition of the space. If the settlement is undamaged, no counter is placed on it to show this condition.

All villages and settlements begin the game in undamaged condition.



A settlement or village space that has been razed in battle is considered a neutral space for all game purposes.

Forts (hexagonal spaces with a stockade symbol)—Forts are settlements or villages with sturdy walls surrounding them. Forts provide protection for troops in the space.



Forts have four conditions:

- **Undamaged**—an undamaged fort has 2 SP.
- **Damaged**—a fort which has lost 1 SP in battle and has only 1 SP left.
- **Breached**—a fort which has lost both SP has been breached and has no SP.
- **Razed**—a fort which has lost a third SP has been razed.



There are Fort Damaged/Breached counters provided with the game to mark the current condition of the space. If the fort is undamaged, no counter is placed on it to show this condition.

All forts begin the game in undamaged condition.

Once a breached Fort counter is lost in combat, place a Razed Settlement/Village counter on the space to show that the fort has been destroyed. The space is now a neutral space in all respects.

You cannot build a new fort, settlement or village. What you see on the map is what you get.

4.3 Connections

Connections (dotted black lines with red/white pips)— are paths that represent dirt roads or trails between spaces and determine the costs for movement into and out of a space. The pips regulate movement - the more pips, the more difficult the terrain is to move through.



Rivers—rivers can also connect spaces and sometimes allow movement between them. Indians can use river movement from the beginning of the game. Some Soldiers can use river movement once Benjamin Church enters the game. Companies including Church and/or Allied Indians can use river movement.



River Spaces (round spaces with a light blue ring)—a village or settlement situated on a river. The blue ring around a space means the space can be entered or exited via river movement.



Ocean Ports (settlements with a dock icon)—ocean ports allow the English to use movement by sea from one port to any other port. Indians cannot use ocean movement.

Note: some spaces are both river spaces and ocean ports.

4.4 Tracks

Also on the map are two tracks: one for victory points and provisions lost, the other for turns. These are multi-functional and will track a few other things as well.

4.5 Eliminated Units Box

This box is used to store Indian Warriors that have been eliminated in combat and Key Leaders from either or both sides that have perished. Only under certain circumstances may Indian Warriors leave this box and return to play, and perished Key Leaders are permanently out of the game if placed here.

5.0 Adjacency

Any two spaces connected by a connection or river are considered **adjacent** for purposes of movement and combat. Spaces must be adjacent for movement to occur between them.

6.0 The Game Pieces (Or Counters)

6.1 Units and Markers

King Philip's War has two kinds of game pieces (often referred to as "Counters"), Units and Markers.

Units are Warriors (Indian)/Soldiers (English), Sachems (Indian)/Captains (English), Key Leaders, Guides, Spies, Villages (Indian)/Settlements (English) and Forts. These collectively are all considered Units.

Markers are everything else (Game Turn, Battle, Victory Points, Provisions Lost, etc.).

The Units and Markers are each provided with a base color to show to which side it belongs. A reddish color shows English ownership and a greenish color shows Indian ownership.

Both Units and Markers are collectively called Counters.

6.2 Warriors and Soldiers

Warriors (Indians and Allied Indian) and Soldiers (English) are the mobile units that each player uses to project their strength on the map and are collectively called Infantry.



Infantry units have three conditions:

- **Full Strength**—Infantry with the side showing two figures face up and having 2 SP.
- **Weakened**—Infantry with the side showing one figure face up and having 1 SP.
- **Defeated**—Infantry which has 0 SP remaining and is removed from the map

Once weakened, Infantry may never regain full strength (though some counters may be reused after being defeated and removed from the map).

Two weakened Infantry cannot be combined to form a full-strength Infantry, nor can a full-strength Infantry be broken into two weakened Infantry.

Players may never voluntarily remove Infantry from the map.

6.3 Stacks of Infantry (War Bands and Companies)



Players can stack their Infantry, within limits.

One, two, or three Soldiers (or Allied Indian Warriors) in the same space are called a company. One, two, or three Warriors in the same space are called a war band.

There is a limit to the size of companies and war bands, and the limit depends on whether a leader (see rule 6.4 for a definition of a leader) is with them. If a space contains a leader, then the company or war band in the space can be a stack of one, two, or three Infantry. If there is no leader in the space, then the company or war band can only have one or two Infantry. Infantry in a stack may be full-strength or weakened, but are limited to these numbers.

Note: one Warrior or Soldier is still considered a stack and is a war band or company by itself.

There are other restrictions on forming companies and war bands.

Companies—At the start, Infantry units from different colonies cannot mix to form companies (they can't stack together). All companies must consist of Soldiers from the same colony. This restriction is removed after Church enters the game. If Church is killed, companies of mixed units can still stack together. Allied Indians may stack with any colony's Soldiers.

War bands—normally, only Infantry units from the same tribe may form war bands (stack together). However, Warriors with white, yellow, or green bands are all considered to be Wampanoag and may belong to the same war band. (The Wampanoag Warriors are marked with a "W" on the counter.) Also, any war band led by Philip or Canonchet may combine Warriors from different tribes.

Players can merge and break up companies and war bands at will during their movement steps, so long as stacking restrictions are maintained at the completion of movement for that company or war band.

Players may stack with settlements, villages or forts from other colonies or tribes; it is only the Infantry that has stacking restrictions based on colony or tribe.

All other units do not count towards the stacking limit (although rules may prohibit stacking of these units in other ways).

Stacking is checked at the end of each Movement Phase.

6.4 Leaders

There are three types of leaders in the game.



- The Indians have Sachems.
- The English have Captains.
- Both sides have Key Leaders.

Sachems and Captains:

- allow a company or war band to consist of up to three Infantry; and
- may have Spies and Guides attached to them; and
- provide various modifiers for several game mechanics (like evasion, interception)

The Key Leaders are:

- English: Winslow and Church
- Indian: Philip and Canonchet

Historical Note: Philip's name was an attempt by Metacombet's father to bridge the cultural gap between the colonists and the natives. He felt that an anglicized name would help to bring peace to the two groups. Additionally Metacombet's people added the title "King" because they believed that the title was in keeping with English tradition for a ruler of his people. Hence the name "King Philip" has been used as a historical and more commonly known reference for Metacombet.

Key Leaders:

- allow a company or war band to consist of up to three Infantry; and
- may have Spies and Guides attached to them; and
- provide various modifiers for several game mechanics (like evasion, interception)

In addition, Key Leaders:

- add an additional 1 SP to the strength of a stack; and
- may be killed and permanently removed from play; and
- Philip and Canonchet allow Warriors from different tribes to stack together; and
- Philip (only) may perform diplomacy (see rule 11.4); and
- Church offers the English player several advantages when he enters play (see rule 9.0).

Leaders can be lost or killed in combat (See rule 14.0).

Leaders may move by themselves but must always end their movement on a village/settlement or Warrior/Soldier.

A leader cannot move on its own if it is leaving a stack of three units, because that would violate the stacking limit. Such a leader would have to take at least one Infantry along.

Leaders may not stack with other leaders.

6.5 Markers



All other counters are considered markers. Players use them to indicate the condition of villages, settlements, and forts; to track victory points, provisions lost, and the current game turn; and to track the location and/or availability of muskets.



Rules for placing markers are included in the appropriate sections below.

If a player runs out of markers, new ones may be created.

7.0 Setting Up The Game

Place the turn marker in the square for Turn 1 on the Turn Track.

Place the Indian and English VP, and the Indian and English Provisions Lost markers on square 0 on the Victory Points/Provisions Lost track at the top of the map.

Place the Church counter on Turn 6.

Historical Note: Benjamin Church was an English leader who changed the course of the war in favor of the English, largely by adopting Indian tactics and engaging Indian allies. His advice was ignored early in the war. The Church die roll in the first phase of the early turns creates some uncertainty about Church's rise to leadership and the availability of Indian forces friendly to the English.

Place one musket marker each on Turns 2, 3, 4, and 6.

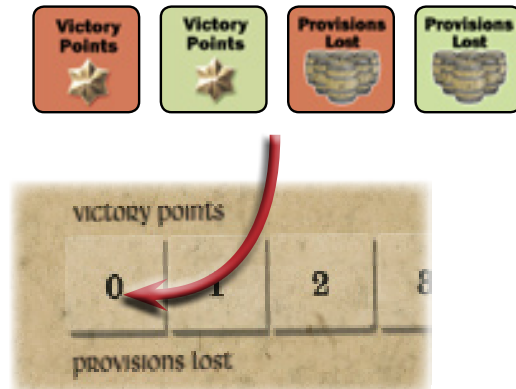
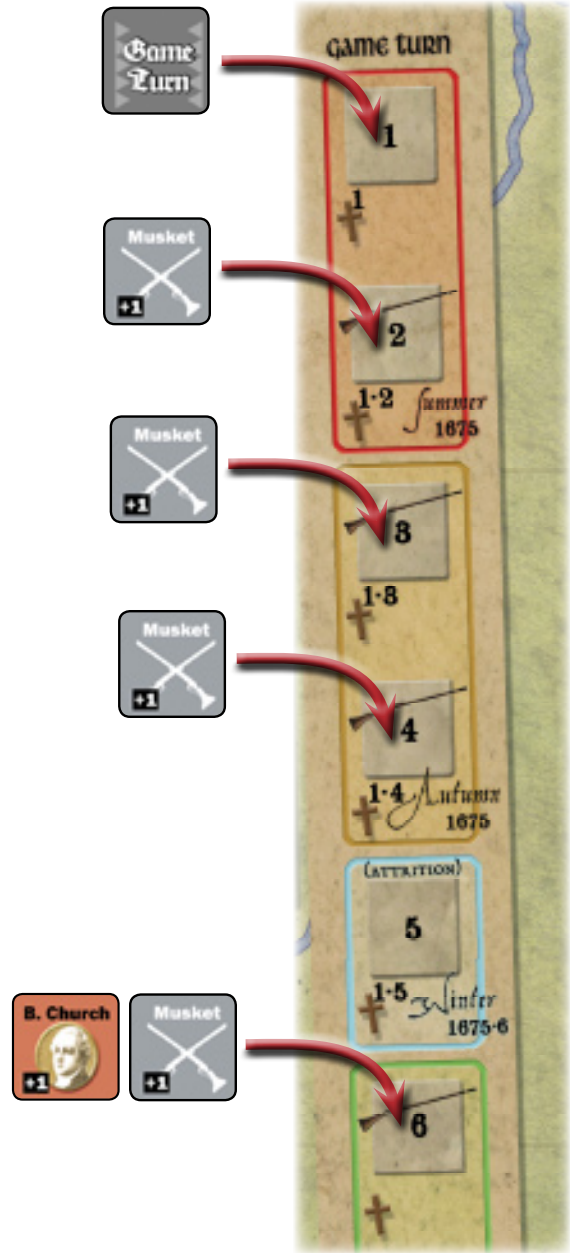
The English player sets up first and places the following in each colony, maximum one Soldier per settlement. Leaders may be stacked with any Soldier.

- 1 Captain and 5 Massachusetts Soldiers (green striped) in any Massachusetts settlement;
- 1 Captain, Key Leader Winslow, and 2 Plymouth Soldiers (orange striped) in any Plymouth settlement;
- 1 Captain and 2 Rhode Island Soldiers (yellow striped) in any Rhode Island settlement; and
- 1 Captain and 2 Connecticut Soldiers (purple striped) in any Connecticut settlement.

The Indian player then sets up each allied tribe, restricted only by stacking rules. Leaders may be placed with any war bands of the same tribe.

- Philip, the Wampanoag Sachem, and all six Wampanoag Warriors (white striped) in Wampanoag villages;
- The Sakonnet Sachem and 2 Sakonnet Warriors (yellow striped) in Sakonnet villages; and
- The Pocasset Sachem and 2 Pocasset Warriors (green striped) in Pocasset villages.
- Place two Mohawk Warriors (black striped) in each of the two Mohawk villages which are not the Mohawk Treaty Space. Place the Mohawk Sachem in either village.

The remaining units and markers are all kept off board and enter play through various game mechanisms.





8.0 The Sequence of Play

A game of King Philip's War lasts up to nine turns. Each turn consists of several phases. The exact number depends on the time of year and Indian diplomatic activity.

The phases in a turn are:

1. Church/Allied Indian Roll
2. English Reinforcements (none on the first turn)
3. Indian Diplomacy (voluntary and conditional)
4. Indian Reinforcements (none on the first turn)
5. Indian Movement
6. Indian Combat
7. English Movement
8. English Combat
9. Winter Attrition (Winter Turn only)
10. Check Victory Conditions & Advance Game Turn Marker to the next turn.

9.0 Phase 1: Church/Allied Indian Roll

Phase 1 is a roll made by the English player. In the early turns, the roll is to see whether the Church counter enters the game. Once Church has arrived, the roll determines whether Allied Indians arrive on the map.

Rolling for Church: *until* Church enters the game, roll a die to start each turn. If the result is equal to or less than the number of the turn, place the Church counter on the board in any settlement space in Plymouth or Rhode Island. This roll is noted on the Game Turn track.

Developer's Note: For a more competitive game, do not roll to see if Church enters the game. Instead he automatically enters on turn 3.

After Church enters the game, the English player may roll for Allied Indians. Relationships between Indian tribes were complex. The Allied Indian counters represent tribes that sided with the English during the war. Allied Indian Warrior units are controlled by the English player.

Rolling for Allied Indians: *after* Church enters the game, roll a die to start each turn. Subtract one for every two Indian villages razed (the Indian Provisions Lost marker tracks this). If the result is 1 or less, place one full-strength Allied Indian counter in any open area (including razed villages and settlements). This may include an open area containing an English company – within stacking restrictions. If all Allied Indian Warriors have been placed, skip this roll.

Play Note: The English player rolls for Allied Indians as soon as—on the same turn as—Church enters the game. For that turn only, the English player gets two die rolls in Phase 1.

When Church enters the game the following are now in force:

- The English may place up to 5 battle markers per combat phase.
- The English may move up to 5 companies per movement phase.
- The English may now use 2 and 3 pip connections for movement and for placing battle markers.

- Soldiers of different colonies may form companies.
- Companies including Church or Allied Indians may use river movement.
- Allows reinforcements to be placed with any company.

10.0 Phase 2 and 4: Reinforcements

10.1 Receiving Reinforcements

Skip these phases on Turn 1.

English Reinforcements:

Starting on turn 2, the English Player receives one full-strength Soldier for Connecticut, Plymouth Colony and Rhode Island and two for Massachusetts (a total of 5 new, full-strength Soldiers).

These must be placed on the map in any settlement or with any company from the same colony. Once Church has entered the game, Soldiers may also be placed with any English company. Stacking limits must be honored when the Soldiers are placed.

If the English player has lost any Captains in combat two turns prior, and they are now on the Turn Track for this turn, place them as per the same restrictions for Soldier placement. In addition, they must be placed on either a settlement or company from the same colony (or any company after Church's arrival).

If all of a colony's settlements have been razed, it has been devastated and has dropped out of the war. It cannot receive reinforcements for the remainder of the game.

If a colony is still active in the war, but is due reinforcements which cannot be placed legally, delay their arrival and add them to the reinforcements entering the game on the next turn.

English Soldiers that are defeated are placed off the map but are still in the game. When a colony needs reinforcements during this phase, they may return to the map as explained above.

Historical Note: the English suffered fewer casualties during the war and had immigration as a source of population replacement.

If a colony has no Soldiers available in this phase (they are all on the map), the colony does not get any reinforcements. Players may not make new Soldiers.

Indian Reinforcements:

Skip this phase on Turn 1.

Starting on Turn 2, the Indian player may place Warrior reinforcements due each active tribe. The number that each tribe receives when active and allied is as follows:

- Wampanoags - 0
- Sakonnets - 1
- Pocassetts - 1
- Narragansetts - 2
- Nipmucks - 2
- Niantics - 1



- Pocumtucks - 1
- Abenakis - 1
- Mohawks - 1

Prior to being allied with Philip (see rule 11.0) a tribe does not receive any reinforcements.

Indian reinforcements must be placed on any village of the same tribe. Stacking limits must be honored while the Warriors are placed.

Reinforcing Warriors (including Allied Indians) may not be taken out of the eliminated units box (previously defeated Warriors) and can only be taken from the Warriors not yet played.

Historical Note: one of the most important aspects of King Philip's War was the tremendous loss of life and liberty among the Native Americans. The reinforcement rules reflect this.

Exception: Mohawk Warriors, when defeated, are not placed in the eliminated units box and may be returned to play just as with the English Soldiers.

Historical Note: This indicates the power of the Mohawks and the fact that they did not commit their entire military force to the war.

If all villages of a tribe have been razed, the tribe is considered devastated, and no more reinforcements may enter the game for that tribe.

If a tribe is active in the war, but is due reinforcements which cannot be placed legally, delay their arrival and add them to the reinforcements entering the game on the next turn.

10.2 Muskets

After placing all Indian reinforcements, check to see if the Indians have received any muskets. Muskets give the war band carrying them +1 SP for combat

If the current turn on the Turn Track has a Musket marker on it, the Indian player takes the marker and places it with a war band. The war band must be in a space designated as a river (blue circle) or ocean port (dock) space on the map. Once placed, the muskets move with the war band.

The Indian player chooses which war band gets the muskets, but a war band only receives an advantage from one Musket marker at a time.

If no war band is eligible to receive the muskets, place the marker on the next space of the Turn Track. The Indian player may receive more than one Musket marker per turn if this happens.

If a war band with muskets splits up, the Indian player decides which unit(s) keeps the muskets.

If all units in a war band with muskets are defeated, the Musket marker is removed from the game

11.0 Phase 3: Indian Diplomacy

11.1 Conducting Diplomacy

Historical Note: conducting diplomacy and raising troops were Philip's main activities during most of the war.

In this phase, the Indian player may recruit neutral tribes to Philip's

cause.

Philip may only recruit one tribe per turn, and only Philip may recruit. Once a tribe has been recruited it is now active and allied. The Indian player may move all that tribe's units and receive reinforcements.

Philip may only recruit a tribe that is ready for war. To determine whether a tribe will join the war, consult the Alliance Chart on the player aid card. The first column lists the tribes that may ally with Philip; the second column lists the number of settlements razed necessary for an alliance. If that many English settlements, or more, have been razed, the tribe is ready for war.

To recruit a tribe that is ready for war, move the Philip counter to any one of that tribe's village spaces. The Indian player can simply pick up the counter and move it to the new location—there are no movement limits for Philip in this step. In addition, you may move one unit (full strength or weakened) with Philip. Once Philip is in a ready-for-war tribe's space during this phase, the tribe automatically becomes allied and active.

Exception: Mohawks (see rule 11.2)

Philip may move normally in the following Indian movement phase.

Once the tribe enters the war, look at the fourth and fifth columns on the Alliance Chart. They show the number of initial units a tribe gets on entry and the number of reinforcements it receives per turn. Place the entering units in the tribe's territory, one per village. Also place the tribe's Sachem (and Key Leader Canonchet if the Narragansetts are the just activated and newly active tribe) in any village, including one that contains a war band.

Play Note: After placing the initial units, it can be helpful to place the reinforcements on the Turn Track when they will become available.

11.2 Mohawks

Historical Note: the Mohawk tribe is a special case. Both Philip and Governor Andros of New York attempted to recruit the Mohawks. Shortly after Philip arrived in the Mohawk's vicinity, the Mohawks attacked Philip and his war band and routed them.

Only the Indian player can attempt to recruit Mohawks, but the attempt could backfire.

The Indian player may attempt to recruit the Mohawks only after razing seven settlements.

To make the attempt, move Philip to the Mohawk Treaty Space. This is the only space from which Philip may recruit the Mohawks. When Philip arrives in the space, roll a die and apply the following results.

- 1-3 The Mohawks join Philip
- 4-5 The Mohawks remain neutral.
- 6 The Mohawks attack Philip, then are removed the game.

If the result is 1-3, the Mohawks join the Indians. The Indian player controls these Mohawks and any Mohawk reinforcements for the remainder of the game.

If the result is 4-5, the Mohawks remain neutral. Philip may make another attempt to recruit the tribe in a later diplomacy phase.

If the result is 6, the Mohawks immediately attack Philip's war band. Place Battle markers on the connections between the Treaty Space and

the other Mohawk villages. This will be two attacks, since there are two Mohawk war bands, unless Philip evades or his entire war band is lost in the first attack. The English player decides which war band attacks first, rolls the dice for the Mohawks, and makes any battle decisions required by the battle results and/or event die.

After this special attack during the diplomacy phase, all the Mohawk units are removed from the game, and they may never be recruited again.

12.0 Phases 5 and 7: Movement

12.1 How to Move

Historical Note: the Indians moved more quickly, were more aggressive, and understood wilderness warfare better than the English at the beginning of the conflict.

Play Note: the Indian player begins the game with much greater mobility than the English player. He must use that advantage to maximum effect in the early turns, before Benjamin Church enters the game.

In each player's respective movement phase, the owning player moves any of his Infantry or leaders up to their movement allowance (defined by the number of pips in each connection they move through or place a battle marker in).

Each war band may move a total of 6 pips (7 if they have a Guide; 5 if they have a spy; 6 if they have both).

Each company may move 5 pips (6 if they have a Guide, 4 if they have a Spy and 5 if they have both).

A war band or company can never spend more pips than their total allowed. A war band or company does not have to spend all of its pips, but pips cannot be saved or carried over to the next turn or given to another war band or company. Pips not used are lost.

Movement along a land path costs a number of pips equal to the number of pips in the connection—so it costs 2 pips to move along a 2-pip connection. Movement from one river space to an adjacent river space costs ½ pip—think of the river as having ½ pip along the connection.

Placing a Battle marker on a connection costs the same as moving along it—the number of pips on the connection, or ½ pip along a river.

HOWEVER, placing a Battle marker ends the movement of the active war band, regardless of how many MP it has remaining.

These pip costs for movement and placing of Battle markers are doubled during the winter turn.

Both players can add units to or drop them from stacks at will, as long as:

- the stacking rules are maintained; AND
- no unit moves more than its total pip allotment; AND
- no unit moves more than once per movement phase.

Picking up or dropping off units does not count as an additional moving war band or company.

Units which are dropped off by a war band or company may not move again in the same movement phase.

Units which are picked up cannot have moved with any other war band

or company in the same movement phase.

War bands or companies may freely enter open areas and/or allied villages/settlements. War bands or companies may not enter enemy settlements or villages.

Remember, a settlement or village that has been razed is considered a neutral area.

War bands and companies cannot enter non-active, non-allied villages.

A company (an English stack) can attack a non-active, non-allied village, but the attacked village will immediately join the Indian side. Immediately after the Battle marker is placed to show an attack on such a village, and before any other game action is completed, the Indian player performs all the actions as if the tribe had just been allied to Philip in the diplomacy phase.

Limitations on movement:

- The Indian player may only move up to 5 war bands per movement phase.
- The English player may only move up to 3 companies per movement phase until Church arrives, and then the number is increased to 5
- The English may only move along 1- pip connections until Church arrives, unless they have a Guide with them. After Church arrives, the English may move along 2- and 3-pip connections.

12.2 River Movement

Only war bands may perform river movement until Church enters the game. After that, companies including Church or Allied Indians may perform river movement.

Rivers between spaces are considered to have ½ pip, so it costs ½ pip to move along a river from one space to the next.

War bands and companies moving by river cannot pass through an enemy settlement/village or end their move in an enemy settlement/village.

War bands moving by river can pass through a non-active, non-allied river village space. In other words, unallied tribes will let war bands float past their villages unharmed. The moving war band cannot stop in the unallied village. It must end its move in a friendly or open space.

12.3 Ocean Movement (English only)

English units may use ocean movement. Allied Indians may never use ocean movement, even if stacked with English units.

To use ocean movement, a company must begin its move in an ocean port. The company must spend all of its movement to travel to any other ocean port. It must end its turn in the port of arrival.

Play Note: There are connections crossing the water between some ocean ports. Indian and English units may travel along these connections. This does not constitute ocean movement.



12.4 Interception of Moving War Bands/Companies

When a moving enemy war band/company enters a space adjacent to a friendly stack or stacks, players may attempt interception.

Friendly stacks may not attempt interception into a space containing an enemy village/settlement or another enemy war band/company. Interception cannot occur by river or by a connection which crosses a body of water other than a river.

Leaders alone cannot attempt interception—they must be accompanied by friendly Infantry.

For each eligible space the moving enemy war band/company enters, each eligible friendly stack may only make one interception roll. Neither a Guide nor a Spy can trigger a re-roll on an interception attempt.

To determine whether an interception attempt is successful, roll a die.

War bands and companies intercept on a roll of 5 or better. Apply the following modifiers to the roll.

Apply the following modifiers to the roll:

- Number of pips in connection -1/2/3
- Captain +1
- Key Leader +2
- Spy (in intercepting company) -1
- Guide (in intercepting company) +1

When successful interception occurs, follow this procedure before continuing with the movement of other stacks.

Step 1: The intercepted player returns the moving war band/company to its previous space (the one from which it moved into the interception space). It may move no further this movement phase.

Step 2: The intercepting player chooses which of his stack's Infantry, Leaders, and markers to place in the interception space. Stacking limitations must be honored.

Step 3: The intercepted player places a Battle marker on the connection that his stack was moving through when it was intercepted. A battle will be fought in the upcoming Combat Phase. This Battle marker does count against the total allowed for the player in this Movement Phase.

Other units from the moving side may still enter the intercepted stack's space, and, placement of the Battle marker may still trigger interception attempts by units from the interceptor's side, both subject to stacking rules.

Interception cannot occur by river or by a connection which crosses a body of water other than a river.

12.5 Intercepting Battle Markers

Immediately after an enemy Battle marker is placed, friendly bands/companies adjacent to the target space may attempt interception into the target space. The same conditions, die roll, and modifiers apply as when intercepting moving units.

When successful interception of a Battle marker occurs, the owning player chooses which of his stack's Infantry, Leaders and markers to place in the target space. Stacking limitations must be honored.

12.6 Winter Movement

During the winter turn (Turn 5), movement costs are doubled. For example, a 2-pip connection costs 4 pips.

12.7 Placing Battle Markers

During the Movement Phase, the moving player may place Battle markers after completion of a war band's or company's movement. These markers may be placed on connections (or, if space is tight, placed close by just so that it is clear who is being attacked) to adjacent spaces which have enemy or neutral units.

There are limits on how many of these may be placed in the movement phase. Up to 5 battle markers may be placed by the Indian player, and up to 3 may be placed by the English player. This number increases to 5 for the English player once Church arrives.

The war band or company must also have sufficient pips remaining after it has moved to pay for the placement. The war band or company must be able to legally move along the connection or river (no more than 1-pip for the English, if pre-Church and without a Guide) during its movement phase to place a Battle marker. Place the marker on the connection or river between the war band or company and the defending enemy stack or space (or close by if space is tight).

Placing a Battle marker ends the war band's or company's movement.

After placement, the Battle marker may be intercepted as per the interception rules (see rule 12.5).

A leader is not required to start a battle.

Multiple war bands and companies may attack the same target from different spaces, but they must attack separately, using multiple Battle markers.

Attacks from different spaces are never combined.

If one attack removes all enemy units from the target space, other attacks on that space are wasted. Units in other war bands/companies that were marked to attack a space made empty by battle may advance into the abandoned space, within stacking limits.

The player whose phase is the current Combat Phase chooses the order in which battles are resolved. See the Combat section immediately below for rules on resolving battles.

After each battle is resolved, flip the Battle marker to its "Battle Fought" side. After all battles have been resolved, remove the Battle Fought markers from the map before moving to the next phase.

12.8 Winter Battle Limits

Players may place only 3 battle markers each in the winter turn (Turn 5).

13.0 Phases 6 And 8: Combat

Battles must occur for every battle marker placed, and the entire company or war band must attack or defend (the attacker may split his company or war band between multiple battles, but every member of the company or war band must be involved in one battle). During the

Indian Combat phase, the Indian player is considered the attacker and the English player is considered the defender. These roles are reversed during the English Combat Phase.

The attacking player determines the order in which battles are resolved. Battle resolution consists of nine steps, and all nine steps must be completed before the next combat is resolved.

Following each battle, flip the Battle marker to its “Battle Fought” side.

13.1 Battle Step 1: Evasion (voluntary)

All defending war bands or companies may attempt to evade. If the defender wishes to attempt evasion, he declares the location he will escape to. The escape space must be adjacent to the battle space. It cannot be a non-active, non-allied village or an enemy village or settlement, nor may it contain any enemy units. It may contain friendly units, but only if the combined forces would not violate stacking limitations, including those on mixing colonies or tribes. If there is no available space for escape, the defender cannot evade. The entire war band or company must evade together and evade to the same eligible space as one. You may not split up your company or war band when you evade.

Once an eligible escape space has been identified, the evading player rolls a die.

Indians evade by rolling a 5 or higher.

English evade by rolling a 7 or higher.

Apply the following modifiers to the roll:

- Sachem/Captain +1
- Key Leader +2
- Spy -1
- Guide +1

A war band cannot attempt evasion if the attacking company includes the Church counter.

If the defender successfully evades, it moves to the escape space. If there is still a village, settlement or fort in the battle space, the battle is still fought without the evading defenders. If the battle space is open, flip the Battle markers to the “Battle Fought” side, but no battle occurs.

Advancing after evasion is optional. If the battle space is open (either originally or because it has been razed), one or more attacking units may advance. They may come from any space marked for battle with the battle space.

13.2 Battle Step 2: Battle Roll

The attacker rolls three dice: one red die for the English, one green die for the Indians, and one Event die.

The best laid plans go awry. If the red and green dice rolled doubles, fate has stopped the battle. This could be due to weather, justifiable wariness, timid leadership, or getting lost. Inopportune circumstances cancel the attack. The battle is over, so ignore all dice results, including the event die. When doubles are rolled, all Spies and Guides are removed from both players’ leaders and placed aside for future use. This includes doubles caused by a Spy or Guide re-roll.

Re-rolls

If either or both players have a Spy that is attached to a leader on the enemy side, he may ask for a re-roll of any of the three dice just rolled. The attacking player chooses first, and then the defender. If you choose to not use your re-roll, you may not change your mind after you had your chance.

The re-roll may be one (and only one) of the three dice just rolled (if doubles were just rolled, you may not use the Spy or Guide, they are just removed). After the re-roll, that becomes the new roll in every way. The Spy that caused this re-roll is then removed from the attached leader and placed aside for future use. Each player may only use one Spy re-roll per battle.

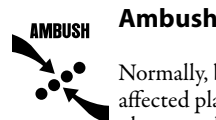
Guides may now be used, if present. Guides allow the leader with the Guide to re-roll one of the three dice just rolled. The attacker chooses first, then the defender. As before, you can’t change your mind after you have your chance to use the re-roll. After the re-roll is made, the Guide is removed from the leader and returned to the counter pool.

If there are no doubles with the red and green dice after all these re-rolls, or if there weren’t any to begin with, play proceeds as follows:

Note the total of the red and green dice. If the total is even, the Event die’s result will affect the English; if it is odd, the Event die result will affect the Indians (both assuming the Event die has an effect). Note that this is who the event affects - not whether it is a good or a bad thing. Some events are good and some are bad.

13.3 Battle Step 3: Determine Event Die Effect

Determine the result of the Event die.



Ambush

Normally, battle is simultaneous. With this result, the affected player has been ambushed. The non-affected player resolves his attack first, and the affected player takes his losses. Then, if any of the affected player’s SP remain, he attacks, and the non-affected player takes his losses. Resolve the rest of the combat normally. You keep your same roll that was made at the beginning. You just apply losses based on your current.



Spy

If there is no leader or Key Leader present in the affected player’s stack, or if all Spy markers are already in play, ignore this result.

The affected leader takes a Spy marker, if available. Later, in Battle Step 8, the affected player places the Spy marker with a friendly leader involved in the battle. The Spy must be placed with a Key Leader if one participated in the battle. If not, place the Spy marker with a Sachem or Captain. The spy does not affect the current combat.

Spies have following future effects on their stack:

- -1 on evasion rolls.
- -1 on interception rolls.
- -1 pip for movement.
- -1 SP in combat.
- Opponent can re-roll one of the three battle dice in one battle (not an evasion roll).



Spies do not leave the leader they are assigned to. The spy is removed only when the re-roll option is used. The marker is then immediately removed from the map and returned to the counter pool.

A stack may not have more than one Spy assigned to it. If a Spy result is rolled when the affected stack already has one, there is no effect.

A stack may have both a Spy and a Guide.

REINFORCE

Emergency Reinforcements



The affected player receives emergency reinforcements in the battle. When determining losses, shift his result one column to the right, as if his stack had an additional SP.

Example: the English, with 4 SP, are the affected side. When calculating losses to the Indians (the red die), use the 5 SP column.

MASSACRE

Massacre



The affected player's opponent has committed a massacre and aroused the countryside.

In Battle Step 8, the affected player receives 1 full-strength Infantry unit in a friendly village or settlement. The Indian player must: select a Warrior unit belonging to an active and allied tribe which has neither surrendered nor been devastated. He must place the Warrior in a village meeting the same conditions. The English player must select a Soldier unit belonging to a colony which has not been devastated and place it in a settlement meeting the same condition.

Stacking rules must be honored when placing the Infantry. The Infantry does not have to come from the same tribe or colony as the space it is placed in.

The Infantry unit may come from the Eliminated Units box or the counter pool. If no Infantry meeting the above conditions is available, then this roll has no effect.

Play Note: the newly raised unit is not placed until Step 8, so it cannot affect the current battle, but it can possibly affect other as yet unresolved battles.

PANIC!

Panic



Some or all of the affected player's forces have panicked. The non-affected player chooses 1 enemy unit, village or settlement, or fort in the battle space to be excluded from the affected player's battle calculation.

GUIDE

Guide



If there is no leader or Key Leader present in the affected player's stack, or if all Guide markers are already in play, ignore this result.

The affected player takes a Guide marker, if available. Later, in Battle Step 8, the affected player places the Guide marker with a friendly leader involved in the battle. The Guide must be placed with a Key Leader if one participated in the battle. If not, place the Guide marker with a Sachem or Captain.

Guides have following effects on their stack:

- +1 on evasion rolls.
- +1 on interception rolls.

- +1 pip to the company's or war band's movement allowance.
- Allows the English player to use 2- and 3-pip connections with this stack prior to Church's entry.
- Player can re-roll one of the three battle dice in one battle (not an evasion roll).

Guides do not leave the leader they are assigned to. The Guide is removed only when the re-roll option is used. The marker is then immediately removed from the map and returned to the counter pool.

A stack may not have more than one Guide assigned to it. If a Guide result is rolled when the affected stack already has one, there is no effect.

A stack may have both a Spy and a Guide.

Play Note: the Guide is not placed until Step 8, so it cannot affect the current battle.

13.4 Battle Step 4: Determine Losses

After applying the Event die result, players determine the number of strength point in the battle for each side. Count the strength points like this:

+2 for each full strength Warrior/Soldier.

+1 for each weakened Warrior/Soldier.

+1 for a Key Leader present.

+1 for a Musket counter (+1 maximum).

+1 for an undamaged village/settlement.

+2 for an undamaged fort.

+1 for a damaged fort.

-1 for a Spy counter.

The English player checks the number of English SP against the result on the red die to determine the number of Indian SP lost in the battle.

The Indian player checks the number of Indian SP against the result on the green die to determine the number of English SP lost in the battle.

Undamaged villages and settlements receive 1 SP, even if no defending units are present.

Full-strength forts provide 2 SP and damaged forts provide 1 SP, even if no defending units are present.

Historical Note: This represents the inhabitants defending the settlement or village and the garrison defending the fort.

13.5 Battle Step 5: Remove and Record Losses

The owning player determines how his forces take their losses. Each side must take all of its losses in SPs as determined by the Combat Results Table.

Option 1: Warriors or Soldiers

A player may flip a full-strength Warrior or Soldier to its weakened state to account for 1 SP lost.



A player may remove a weakened Warrior or Soldier to account for 1 SP lost. A removed Warrior or Soldier is defeated.

If a Warrior or Soldier is defeated, the opposing player receives 1 VP. Move his VP marker one space forward on the Victory Point track.

Defeated Soldiers are returned to the pool of counters for future use as reinforcements. Defeated Warriors are removed to the Eliminated Units box (except Mohawk Warriors, which go into the counter pool and can return as reinforcements).

Option 2: Villages, Settlements, and Forts

To account for 1 SP lost, a player may:

- place a damaged marker on a fort;
- flip a damaged marker on a fort to its breached side;
- place a raided marker on a village or settlement; or
- flip a raided marker to its razed side (this converts the village or settlement into a neutral area).

When a fort is razed, the attacking player receives 1 VP. Move his marker one space to the right on the Victory Point track.

When a village or Indian fort is razed, the English player receives 1 VP, and the Indian player loses provisions. Move the English player's VP marker one space to the right on the Victory Point track. Move the Indian Provisions Lost marker one space to the right on the Victory Point track.

When a settlement or English fort is razed, the Indian player receives 1 VP, and the English player loses provisions. Move the Indian player's VP marker one space to the right on the Victory Point track. Move the English Provisions Lost marker one space to the right on the Victory Point track.

Leaders

If the last unit is removed from a company or war band in battle, any leaders present are lost. Loss of a Sachem or Captain gives your opponent 1 VP. Loss of a Key Leader gives your opponent 2 VP. Move his VP marker one or two spaces forward on the Victory Point Track.

Play Note: removing a leader counter does not satisfy SP loss requirements, even though it provides VP to your opponent.

Sachems and Captains lost in battle are placed on the Turn Track, two spaces ahead of the current turn. They will return to the game—have a successor—in the reinforcement step of that turn. Leaders always rise to the occasion.

Key Leaders lost are not so easy to replace and must be checked for survival. Roll a die for each Key Leader lost. On a roll of 1-3, the Key Leader has died and is removed from the game. On a roll of 4-6, the Key Leader is wounded and placed two spaces ahead on the return track. He will return during the reinforcement step.

Play Note: regardless of the die result, a lost Key Leader gives 2 VP to the opposing player. In theory, a sturdy Key Leader could be wounded more than once and keep returning to the game, providing several VP to your opponent.

Loss of Key Leaders has significant impact on a side's ability to wage war. If Philip and Canonchet are either both dead or both on the reinforcement chart simultaneously, the Indians immediately lose the

game. If the English lose both Church and Winslow—they are either both dead and/or on the reinforcement track at the same time—Indian tribes will no longer surrender for the rest of the game.

If Canonchet or Church have not entered the game, they are not considered on the reinforcement track or dead.

When a leader is lost, any Spy or Guide attached to him is returned to the counter pool. Spies and Guides are not transferable to other leaders. Muskets are also removed from war bands, but these are lost forever.

13.6 Effects of Losses

Tribal Surrender

At the end of any battle in which the English Victory Points marker moves on the Victory Point track, check to see whether it has moved to or past a tribe's name. If so, the tribe named in that space immediately surrenders.

The tribe is now neutral. Remove all units of the surrendered tribe from the map. These units are not defeated and remain in the counter pool. No VPs are scored for units removed in this way. When removing a surrendered tribe's units from the map, be sure to keep the correct side of the counter face up. If the tribe's villages are attacked after surrender, the tribe will return to the war and should remain at the strength it had when it surrendered.

Only the English may attack a defeated tribe.

The tribe will not return to the war unless attacked, in which case it will immediately join the Indian side permanently.

Play note: this means the tribe will never surrender.

Note that some tribes are not listed on the Victory Point track: the Wampanoag, the Mohawk, and the Allied Indians. These tribes will not surrender.

Devastation

If any colony or tribe has all of its settlements or villages razed, it drops out of the war. Its companies or war bands on the map may continue to fight, but it receives no further reinforcements.

New York/Connecticut Border War

Historical Note: New York and Connecticut had ongoing boundary disputes during the war.

During this step, check whether any Connecticut settlements have been razed. If so, the Indian player may attempt to exploit the New York/Connecticut conflict.

The Indian player may only make an exploitation roll once per game.

When a Connecticut settlement has been razed during this Combat Phase, the Indian player must decide in this step whether to make a die roll for exploitation. The Indian player rolls a die with no modifiers. If the result is less than the number of Connecticut settlements razed at that time, the Indian player receives 3 VP.

If the roll is equal to or greater than the number of razed Connecticut settlements, the Indian player receives nothing.

Either way, the Indian player may not make another exploitation roll.



13.7 Battle Step 6: Advance after Combat

After taking losses, the attacker may enter the battle space if:

- there are no enemy Infantry there; and
- the space is open, whether it started that way or is a razed village/settlement.

If the above conditions are not met, the attacker remains in his space.

If the conditions are met, the attacking player may move all or part of his war band/company into the space. Infantry in other companies or war bands marked for battle in the space may advance, as long as stacking limits are met.

13.8 Battle Step 7: Adjust Victory Points (If Needed)

If needed, adjust the Victory Points as described in Battle Step 5.

- 1 VP for each enemy Warrior or Soldier defeated
- 1 VP for each enemy settlement or village razed
- 1 VP for each enemy fort razed
- 1 VP for each enemy Sachem or Captain lost
- 2 VP for each enemy Key Leader lost (wounded or killed)

13.9 Battle Step 8: Apply Event Die (If Needed)

If needed, place a Spy or Guide with its leader, and place an Infantry unit raised as the result of a massacre.

13.10 Battle Step 9: Remove Battle Fought Markers (after last battle)

Remove the Battle Fought markers from the map.

14.0 Phase 9: Winter Attrition

The phase only occurs during Turn 5.

During this phase, players determine whether starvation or desertion reduces the number of Infantry available to them.

Settlements and villages generate the provisions needed to keep forces in the field. Players keep track of the resources available to them using the Provisions Lost markers on the Victory Point Track.

Each time a settlement is razed, move the English player's Provisions Lost marker one space right on the Victory Point track. Each time a village is razed, move the Indian player's Provisions Lost marker one space right on the Victory Point track.

On Turn 5, the position of a player's Provisions Lost marker indicates the number of settlements or villages razed.

For every two settlements the Indians have razed, the English player must remove one full-strength soldier from the map to the counter pool. For every two villages razed, the Indian player must remove one full-strength Warrior from the map to the counter pool. Round fractions down. For example, if seven settlements have been razed, the English player loses three full-strength Soldiers

If a player cannot remove enough full-strength Infantry to satisfy this requirement, he removes enough weakened Infantry to make up the

difference. If there are not enough Infantry to satisfy the attrition loses, excess losses are ignored.

Infantry removed by winter attrition do not count as Victory Points for the opposing player.

Special Note: Indian Infantry removed by attrition can return to the game and are not placed in the eliminated units box, unlike Indian Infantry defeated in battle.

Play Note: The measure here is Infantry, not SP. Once a player has removed all of his full-strength Infantry, a weakened Infantry still counts as an entire Infantry removed. All Infantry removed during attrition return to the counter pool and can return to the game as full-strength Infantry.

Play Note: Settlements/villages which have only been damaged, and forts which have only been breached, are not counted as razed in this calculation.

After this step, players should still track Provisions Lost. The number of settlements/villages/forts razed affects Tribal Surrender and is a tie-breaker at the end of the game.

15.0 Phase 10: Check Victory Conditions

In this step, players determine whether either player has achieved victory. See the Victory Conditions rules below.

If neither player has achieved victory, and it is not Turn 9, advance the Turn marker to the box for the next turn.

16.0 Victory Conditions

Automatic English Victory

The English win a victory at the end of any turn if:

- they have accumulated 30 or more Victory Points; or
- both Philip and Canonchet are either dead or on the game Turn Track.

Automatic Indian Victory

The Indians win a victory at the end of any turn if:

- they have accumulated 30 or more Victory Points; or
- both Boston and Plymouth have been razed.

End of Game Victory

The game ends at the end of Turn 9. If neither player has achieved an automatic victory, the side with the most Victory Points wins. If they are tied, the side which lost the fewest total villages, settlements or forts wins. If the game is still tied, it is a draw.

If both players achieve an automatic victory on the same turn, the side which lost the fewest total villages, settlements or forts wins. If the game is still tied, it is a draw.

17.0 The Short Game

For a shorter version of the game, apply the following changes to the rules.



- The length of the game is only five turns. Cover the even-numbered spaces on the Turn Track with unused counters, coins, or other handy objects. Play the odd-numbered turns only.
- Do not roll for Church's arrival. Church enters the game on Turn 5, the winter turn, during the English reinforcements phase.
- The English make die rolls for Allied Indians in Turns 5, 7, and 9 in the Introductory Game.
- Place a Musket marker on Turns 1, 3, 7, and 9.
- The game ends after Turn 9, or when one player achieves the automatic victory conditions. Use the same rules to compare VP totals.

18.0 Optional Rules

18.1 Disunited Colonies

Historical Note: the English colonies fought King Philip's War united for "mutual safety and welfare" as the New England Confederation. Such unity was not guaranteed in these times. This rule assumes that the New England Confederation was not in force when the war broke out.

Until Church enters the game, units may not voluntarily move outside their own colonies (including evasion) and may not stack with units of other colonies.

18.2 Unlimited Ferocity

The attacker may choose to fight two rounds of battle instead of one. The attacker makes the choice after Battle Step 5. If the attacker chooses to conduct a second round of battle, and both the attacker and defender have SP remaining, then add Battle Steps 5a and 5b to the sequence.

Battle Step 5a: Second Round

Roll only the red and green dice again. Do not use the event die. Doubles on the red and green dice can end the battle and remove Spies and Guides per normal. Re-rolls are allowed.

Battle Step 5b: Remove and Record Losses

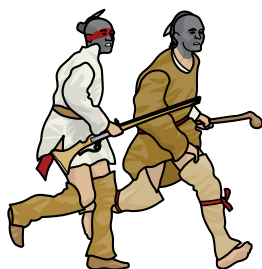
Repeat the procedure for taking losses as described in Battle Step 5.

Then proceed to Battle Step 6.

Play Note: Only five spaces may be attacked. This rule allows some of them to be attacked twice by the same company or war band.

18.3 Limited Ferocity

Add Battle Steps 5a and 5b, as above. However, only companies and war bands led by Key Leaders may conduct a second round of attacks.



King Philip's War: The History and the Game

"No advantage but many disadvantages have arisen to the English by the war, for about 600 men have been slain, and 12 Captains, most of them brave and stout persons and of loyal principles, whilst the church members had liberty to stay at home and not hazard their persons in the wilderness.

The losse to the English in the severall colonies, in their habitations and stock, is reckoned to amount to £150,000 there having been about 1200 houses burned, 8000 head of cattle, great and small, killed, and many thousand bushels of wheat, peas and other grain burned (of which the Massachusetts colony hath not been damnified one third part, the great losse falling upon New Plymouth and Connecticut colonies) and upward of 3000 Indians men women and children destroyed, who if well managed would have been very serviceable to the English, which makes all manner of labour dear."

*Source: Albert Bushnell Hart, ed., American History Told by Contemporaries (New York, 1898), volume 1, 458-60. *Some spelling has been modernized.*

The above excerpt is taken from the official 1685 report of Edward Randolph, the emissary of King James II sent to investigate violations of the Crown's colonial laws. Here Randolph describes the extent of the damage and hints at the English hubris and the contempt for native peoples that lay at root of the conflict.

When the English first settled in New England, the land was already occupied by numerous powerful tribes recently decimated by disease. Although uneasy about the English presence, the Wampanoag Sachem (leader) Massasoit, saw a tactical advantage in allying with the newcomers. This is where Squanto and the legend of the Pilgrim's idyllic Thanksgiving feast enter into the picture.

An uneasy truce existed as long as the settlers were able to trade European goods for abundant beaver pelts. When the river of pelts ran dry, the colonists demanded land in exchange for goods. Soon settlements were springing up across ancestral hunting grounds and the natives, not understanding the concept of land ownership, were incensed at the whites' encroachment, their fences, and their destructive cattle.

Tribal jealousies meant that tribes often warred with one another, but native warfare had always revolved around bravery and honor rather than large-scale killing. When tempers flared and burst into violence in what the English called the Pequot War of 1637, colonists taught the natives a new paradigm for war. During hostilities, the English played tribes off against one another and, in the great burning and slaughter at the Pequot Fort in Mystic, natives were introduced to the European concept of merciless warfare.

Tribal leaders feared the reprise of such horrors and settled into another half century of uncomfortable peace in which both sides contributed to the growing tension. Since all written records of the period were written by the English, they are strongly colored by Puritan belief and prejudice, revealing little of the native's sensibilities. As a result, the true flashpoint and strategy of the uprising remains a mystery.

The war's instigator, Wampanoag Sachem Metacom, known to the English as King Philip, had ample reason to be angry. His brother had died of a mysterious malady after having been interrogated by the English. Philip had been dragged into court several times himself. Not only were his people losing their land, but a number had been stripped of their weapons. On top of this, tribal members had been tried and hung by a colonial court over a killing that was essentially a native matter. Even had he wanted to maintain the peace (which is doubtful), the young braves could no longer be restrained. Two things were clear: in 1675 Philip wanted to engage in war but did not want to initiate the bloodshed; and the war erupted a year before he was fully prepared.



As this game attempts to demonstrate, the war had no fixed battle lines. It raged across all four colonies. Caught off guard, colonial forces did not cooperate well, moved slowly, and attempted ineffective European tactics. Unable to close with enemy armies, colonial companies followed the example of settlement burning, focusing on the destruction of enemy villages. Most colonials mistrusted all “Indians” and their ways. It was not until English leaders saw the wisdom of men like Benjamin Church, who wished to employ native allies and employ native tactics, that the war began to swing back in the colonies’ favor.

What had a more substantial impact on the conflict than is covered in the game was the destruction of the Native Indians food supply. The fact that most of the native men were away fighting meant that they could not tend their crops. This, coupled with the colonial ravaging of their established fields, made it a cruel winter for Philip and his allies. It is believed that the devastating colonial attack on natives gathered at the salmon spawning grounds north of Deerfield in the Spring of 1676 was so demoralizing for the hungry tribes that it rapidly led to the disintegration of opposition later that summer.

One obscure aspect of the war that is absent from my simulation is the cruel practice of slave trading, that is the capture of natives during and after the war who were sold into the Caribbean as slaves. One thousand men, women, and children were shipped south, some of whom had taken no part in the war and were, in fact, neutral “Praying Indians” (Christian converts). The practice was justified by the colonists as a means to punish the natives, reduce their ability to wage war in the future, and as a means of paying for the war.

Although King Philip’s War is a footnote in our school textbooks, it had significant impact on our history. It eroded Native American military power in the Northeast. It set the tone for the native-colonist relations. Subversive support of the uprising continued to sour relations with the French in the New World. And, most importantly, it provoked stronger English interference in colonial affairs that, in turn, provoked our own revolutionary uprising and ultimately, the formation of the United States of America.

To some Native Americans the wounds of this conflict are still raw. Late in the game design process, a Rhode Island news story sparked the fury of native protestors who were led to believe that the game was an antagonizing gesture. A street protest to ban the game led to further articles and, ultimately, an AP story that was printed as far away as Anchorage, Alaska, Arabia and Myanmar.

Invited to participate in a radio talk show, the designer had the opportunity to hear and better understand the emotional effects of this period on the members of New England tribes. Fearing the continuation of Indian stereotypes, protestors sought to stop the game because they felt it dishonored their ancestors and reinforced the idea that their culture had been erased from New England. Since that time, on three occasions attempts to contact the council represented by the protestors were made, but it would appear that media hype has poisoned any possibility of further discussion.

The purpose for this game simulation has never changed: it has always been my hope to increase knowledge and interest in this little-known, but highly influential, chapter of our country’s history. In publicizing *King Philip’s War*, perhaps we, MMP, native protestors and myself, will raise awareness and understanding of the continuing and vital native cultures in our country. I encourage you, dear readers, to take advantage of the bibliography provided. Be adventurous. Wade into the war and the period...beyond the shallows.

John Poniske

Abbreviated Bibliography

Books:

- o *A Brief History of the Warr with the Indians in New England* (1676), by Increase Mather
- o *After King Philip’s War: presence and persistence in Indian New England*, by Colin Gordon Calloway
- o *Diary of King Philip’s War 1675-1676*, by Benjamin Church
- o *Flintlock and Tomahawk*, by Douglas Edward Leach
- o *King Philip’s War*, by Eric B. Schultz and Michael J. Tougias
- o *Mayflower*, by Nathaniel Philbrick
- o *The Name of War: King Philip’s War and the Origins of American Identity*, by Jill Lepore
- o *Native Peoples of Southern New England*, by Moondancer and Strong Woman
- o *Narrative of the Captivity and Restoration of Mrs. Mary Rowlandson*, by Mary White Rowlandson
- o *Red King’s Rebellion*, by Russell Bourne
- o *Soldiers in King Philip’s War*, by George Madison Bodge

Magazine articles that inspired the design:

- o “*King Philip’s Ferocious War*” by Ronald G. Domer, Military History Magazine, December 2004
- o “*The Soldier and the King*” by Michael Westaway McCue, American History Magazine, June 2002

The designer would also highly recommend the fictional, but well researched and detailed, work

New England on Fire by Margaret Barton.

For a smooth, smart, documentary view, the designer recommends *We Shall Remain* from the award-winning PBS series AMERICAN EXPERIENCE: <http://www.pbs.org/wgbh/amex/weshallremain>

Credits

Playtesters

Tony Vigil, John Poniske Jr., Roy Struble, Rick Young, Eric Walters, Bob Ternes, James Davenport, Scott Pizio, Terry Moore, Dan Eustace, Kathryn & Richard Claydon, James Davenport, Matt Bilderbeck, Matt Lohse, Matthew Kirschenbaum, Peter Bogdasarian, Kevin Klemme, Jason Russ, Brandon Butcher, Jonathan Butcher, Allan Rothberg.

Rules Formatting

Nick Richardson

Rules Writing

Kevin Klemme

Graphic Artists

Niko Eskubi And Mark Mahaffey

Developer

Adam Starkweather

Designer

John Poniske



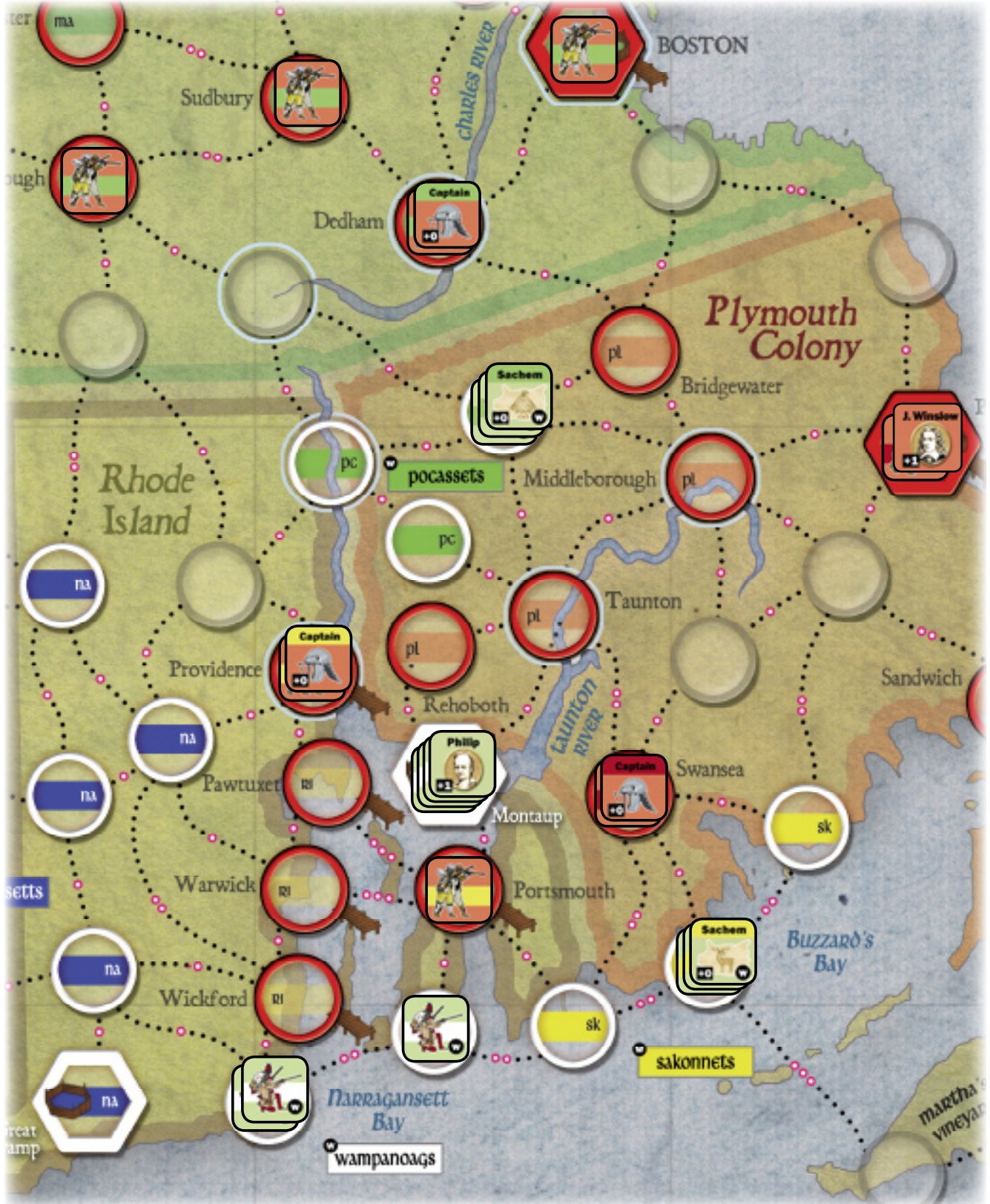
Extended Examples of Play

At the start of play, the Indians possess a great advantage of concentration and mobility. In order to win in the game, you must attempt to exploit this advantage as long as possible. The following example of play does not show good game play has been created to show the maximum number of examples and situations.

Below is the game just after being set up. Players are about to start the game.

Philip is concentrated in his home fort of Montaup and is going to lash out at his Rhode Island neighbors. His allies, the Pocassetts and the Sakonnets are also ready to strike—the Pocassetts in the north towards Massachusetts and the Sakonnets on their drive to the great fort at Plymouth.

The map at game start





Movement and Battle Marker Placement

No movement is needed on this first Indian movement phase as all the forces are very close together.

The Indian Player places 4 Battle markers (he may place up to 5 per Indian Movement Phase) and chooses in which order the battles will take place. This situation is shown on the above.

The English have only one interception possibility - the attack in the far north at Bridgewater and intercepting from Dedham. The attempt has a base chance of 5 or higher of working, and there is a -2 DRM on the roll (for the pips, or difficulty of terrain, of the connection of the interceptor to the attacked space and for the Captain in the company) - a roll of 5 is needed here. The English player rolls and gets a 1. They are still asleep to the growing threat.

As it is the Indian Combat Phase, the Indian Player may choose the order of the battles. First up is the battle of Portsmouth as Philip strikes with his main force.

As is the case with all battles, three dice are rolled. A green one, a red one and a special "event die". The phasing player rolls the dice and gets: red-1, green-5 and the event is "Guide". To determine the affected side, you sum the two battle dice and if the sum is even, the English are affected. If the sum is odd, the Indian is affected. As the sum of 1 and 5 is 6 and even, the event applies to the English in this case. A Guide can only be placed with a leader and since the English don't have a leader, this is treated as a non-event. If the event had affected the Indians, they do have a leader present (Philip in fact) and a Guide would have been placed with him at the conclusion of combat.

Combat is a function of the size of the combatants. Each side totals up their strength and sees what their roll does to their enemy.

For the English, the strength of the defenders is 2 for their Soldiers and 1 for their undamaged settlement, for a total of 3. Cross-referencing the roll of 1 with the strength of 3, there is no loss to the Indians.

The Indians do a little better. They have a total strength of 7. 3 full-strength Warriors plus King Philip's +1 gives them 7. Cross-referencing their 5 roll, the Indians get a 3 loss result. The English eliminate their full-strength Soldier to satisfy 2 of their losses and place a raided settlement marker on Portsmouth. The town is now just barely holding on - but Portsmouth survives for now. The Indian player gets 1 VP for the defeated Soldier. With English units still in the space, Philip may not advance. The aftermath is shown to the right.

The battle marker is flipped to its Battle Fought side. The Battle Fought marker is used to make sure that the battle has been completed (all steps have been completed and all rules honored) and players know to move on to the next battle. There is no other effect of this marker other than to track where battles have taken place.



After Battle Markers have been placed



The battle for Plymouth



The next battle is the battle for Wickford - the town south of Warwick. Two full-strength Warriors attack the lonely town. The Indian rolls the die and gets red-3, green-3, event-Massacre. The event is once again English (3+1 is 4, and 4 is an even number), and they suffer the massacre. Although a dreadful and terrible thing, suffering a massacre means that the local population will rise up nearby and provide more forces for the massacred side. This is a bad combat for the Indians. The settlement causes no damage but the poor Indian roll of 3 when cross-referenced with a strength of 4, means the village is raided but not yet razed. Wickford also holds - no advance and no victory points awarded. Flip the Battle marker to its Battle Fought side. Here is the aftermath for this attack:



The battle for Wickford

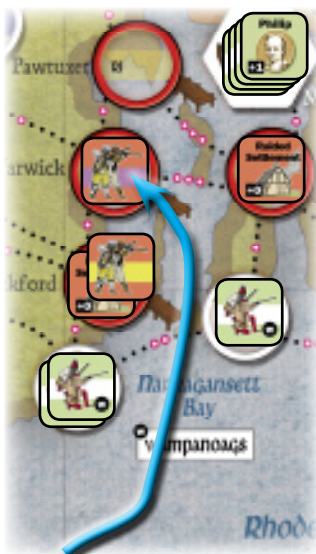
At the conclusion of the attack, the massacre is resolved. The English, angry at the news of Indians mistreating Colonials, have provided an additional full-strength Soldier unit to Wickford (it could go to any friendly settlement, the English choose to use it here to reinforce the garrison). It will now be harder to take. So far, the Indians have suffered a few setbacks. Let's turn to the Sakonnets' attack on Swansea.

Two full-strength Warriors and a Sachem (an Indian leader) attack the settlement at Swansea, with one full-strength Soldier and a Captain (an English leader). The dice are cast and it is red-2, green-3 and the event is Panic. This time it is the Indians that are affected by the event (2+3 is 5, and five is an odd number), and they panic. Must be the bad news from Wickford. Flip the Battle Marker to its Battle Fought side.

Panic means non-panicking player may choose one of the panicking player's units and it is not considered for that player's combat strength. The English choose one of the two warriors as panicked and they do not count for combat calculation. The Indians must now cross-reference their modified strength of 2 with their green die roll of 3 and get 0 as a result. If they hadn't panicked, the result would have been a 1. The Sakonnets perhaps should have attacked the lonely settlement at Portsmouth, where the English weren't so strong. The English roll of 2 does no damage either.

The last attack now conducted. Two full-strength Warriors and a Sachem attack the ungarrisoned Bridgewater settlement. The dice roll is red-2, green-1, event is Massacre. As the dice sum is odd, the Indians are massacred and an angry Warrior counter will be placed at the conclusion of combat. Both sides cause no losses in this attack, and the situation remains unchanged. A new Warrior is placed with the attacking war band as news of the deadly colonial ways reaches deep into the countryside.

After all battles have been fought, all battle fought markers are removed from play



English ocean movement

English Movement and Combat.

The English can move 3 companies and can only use 1-pip connections (until Church arrives). He moves as follows. One company of one full-strength Soldier moves from Malborough to the neutral space to the South East, and the warband adjacent to this area does not try to intercept. He then ends his movement, having spent one pip. The company in Sudbury now moves. It moves first to Dedham and adds the Soldier unit and the captain there to its company. It then moves to Boston (which looks safe for the moment) and adds the one soldier there to its company. It is now at maximum strength. From Boston it moves to the adjacent neutral space and lastly to the settlement at Bridgeport. It has moved a total of 4 pips (and all along one pip connections and throughout this move was never more than one company (and only uses one of its three allowed companies to move this turn. The company has one pip of movement remaining and it uses this to place a Battle marker attacking the Pocasset war band.

Lastly, the Connecticutians have heard the call of their beleaguered Rhode Islander neighbors. One company of one full-strength Soldier gets on boats and performs ocean movement to Warwick. This exhausts the movement of the Connecticutian company and the just sea moved soldier may not place a battle marker. The Rhode Islanders give wary thanks to the strangers from another colony.

There's only one battle for the English combat phase, as the troops from Bridgewater march on the Pocasset position. Three full-strength Soldiers and a Captain attack three full-strength Warriors and a Sachem. A risky attack but the English want Indian losses above all else. The Indians attempt evasion first. First check to make sure the Indians have a friendly space to which to evade. They do - it is the village to the west. Next the Indian's roll one die and apply any modifiers. In this case, there is only one - the Sachem grants a +1 to the roll and he must roll a modified 5 or more to succeed. He rolls a 6 and thus evades. The Pocasset tribe moves his war band to the river space to the west and the English attack hits only abandoned village.

The English roll the dice and get red-3, green-3 and the event is emergency reinforcements. As the dice roll was doubles, there is no battle and no event takes place. If there was a spy or a guide attached to the Massachusetts captain (or if there was an Indian leader present with either a spy or a guide), it would now be removed and placed aside for future use.

English movement and combat





As that was the only attack, the battle marker is simply removed from play.

Reinforcements on Turn Two

The English place theirs first and get a total of 5 full-strength Soldiers to place—two from Massachusetts and one from each other colony. He places the Connecticut Soldier in Norwich (not seen on the map section to the right), the Plymouth one in Rehoboth, the Rhode Islander in Pawtuxet, and the two Massachusetts Soldiers. One goes in Dedham and one goes in Boston,

Since the Indians haven't razed 2 or more settlements to this point in the game, no neutral tribe is ready for a visit from Philip. There is no diplomacy phase this turn.

Next, the Indians place their reinforcements. They get one Sakonnet and one Pocasset. The other currently active tribe are the Wampanoags but they are at maximum strength and per the Indian Alliance Chart, receive no reinforcements this turn. The Pocasset is placed in the village two spaces to the northwest of Taunton and the Sakonnet is placed southeast of Portsmouth, both are stacked with already large war bands and are now at maximum strength (three full-strength warriors and a Sachem).

Philip, seeing the error of his first turn strategy, turns to a scorched earth policy and directs his Warriors to find settlements without Soldiers and burn them to the ground. He moves his forces to try and do the most settlement damage and ends up with this as his position as shown to the right.

Note that in two cases, one Indian space is attacking two English spaces. This is allowed since there is more than one Indian Warrior in the space from which the attack has been declared and you can place up to as many Battle markers as you have Warriors in the space (subject to the overall limits of course). The Indian can decide later which units are attacking where - he just needs to make sure someone attacks along each Battle marker and at the end of all battles, all warriors have attacked somewhere.

Let's do one attack to show how this works. The Pocasset attack on both Taunton and Middleborough.

The Pocasset has placed two Battle markers from his space so he must make two attacks. That means at least one Soldier can't participate in the first attack. We'll do Taunton first. Two full-strength Warriors will attack the space. The Sachem and the last remaining Warrior will attack Middleborough. The roll for the attack on Taunton is red-1, green-1 and the event is Ambush (even number so the English would be ambushed). However, doubles for the combat dice were rolled so bad weather has cancelled the attack. No guides or spies are present to be removed, so the attack is called off and nothing is considered to have happened.



Reinforcements placed (blue borders), then Indian movement and combat

An Example of Diplomacy

It is the start of turn 3, and we have entered the diplomacy phase. The first step is to see how many settlements have been razed. The easiest way to do this is to check the English Provisions Lost marker. It is moved once for each razed settlement. In this game, on turn three, four settlements have been razed. If you look at the Player's Aid Side A, you see a chart that is called the Indian Alliance Chart. It lists the tribes and how many settlements need to be razed to allow that tribe to join Philip. If the number is 4, the Narragansetts, the Nipmucks and the Niantics are all champing at the bit to join Philip. He needs only to go to a space in their tribe for them to join.

As the Narragansetts are the largest, Philip chooses them to join the cause. During the Diplomatic Phase, Philip is picked up from wherever he is and placed on any Narragansett tribal space. The Narragansetts now join with Philip. There is no die roll needed. It is automatic. The Narragansetts then take 4 Warriors, a Sachem and Key Leader Canonchet and place them, one Warrior per space, on any Narragansett tribal space. Each leader may be placed with any Narragansett Warrior. The war is spreading and will soon set all of New England afire.