

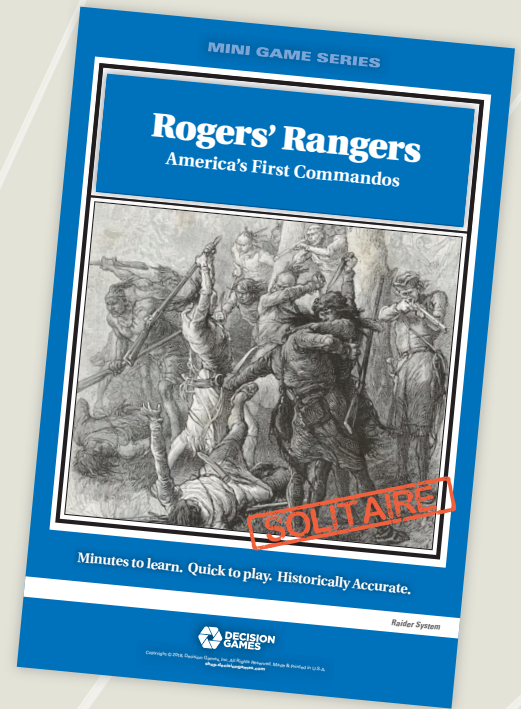


Rogers' Rangers America's First Commandos

The French and Indian War (1754-1763) was raging along the frontier of Britain's North American colonies. American colonists fighting alongside the British regulars developed a new form of soldier. The Ranger was at home with the irregular warfare dominating the contest for upper New York and the St. Lawrence Valley.

This solitaire game is part of the Raider game system. You command Ranger forces conducting missions as directed by strategy cards. You recruit leaders like Robert Rogers, and units including historical Ranger companies and British light infantry, then purchase weapons and tools to equip them. Each expedition leads you along trails and rivers to engage French and Indian forces generated by the game system.

Event cards bring in a wide range of actions, from the mobilization of enemy forces to wilderness challenges. You must overcome all of them to reach your objectives.



Available April 2018

RANGER RECRUIT POINTS

0	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17	18	19

FRENCH ALERT

0	1	2	3	4
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RECRUIT

Unit	RP Cost
Ranger	1
Light Infantry	1
Artillery	2
Ranger camp	2
Leader	2
Militia	See Ops Card

TERRAIN KEY

- Indian Fort
- French Fort
- Wedge
- Wilderness
- Ranger Island
- Mountain
- Water
- Lake Route
- River Route
- Grand Route

TERRAIN EFFECTS CHART

Terrain Type	Mountaintop	Who Wins Tactical Advantage	Combat Effect
Wedge	Normal	French	-
Wilderness	Normal	Rangers	-
Mountain	Normal	Rangers	-
British Fort	Normal	Rangers	-
French Fort	Stop	French	-

LEADER ESCAPE TABLE

Die Roll Result

- 1-2 = A Fateful Ending. Leader permanently eliminated and lose one Op.
- 3 = Guest of Honor. Leader permanently eliminated but gain one Op.
- 4-5 = Escape. Place the Leader in Rogers Island or any Ranger Camp (your choice).
- 6 = Rogers Slide. Select one space on the map containing a Ranger force, or Rogers Island, and place the Leader in it. *This does not trigger an Op card pick.

INDIAN POST-BATTLE TABLE

Die Roll Result

- 1-2 = Remove all Indian units from the force and place them in the Recruit box.
- 3 = If a French Indian, Rangers lose one Recruit Point. If a Ranger Indian, Rangers gain one Recruit Point.
- 4-6 = No effect.

DEMOLITION RESULTS TABLE

Die Roll Result

- 1-2 = No effect
- 3-4 = Destroy objective
- 5-6 = Eliminate one friendly unit (your choice)

COMBAT RESULTS TABLE

Combat Results Die roll < Unit combat strength Die roll > Unit combat strength

Unit vs Unit	Elimination	No Effect
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OP CARD: FRIENDLY

If the Operating for Supplies; you may (and only one) to or reveal one Op choice. Else, no.

MISSION CARD: FRONTIER RAIDING

Situation: Alert = 2
Mission: Destroy the Hostile Village
Execution: 8 Ops.
Logistics: 12 RP.
Command: 5.
Success: Gain one Op.

Target Market

- French & Indian War history buffs

Up-Sells & Cross-Sells

- American Revolution (DG Zip Game)
- Frederick's War (S&T #262)
- Ticonderoga (S&T #277)
- The American Revolution in the South (S&T #304)

Selling Points

- Mini-game/low price

Stock no

- 1726

MSRP

- \$14.95

UPC Code

- 09510901726

Contents

- One 11x17 inch map
- 40 die-cut counters
- 18 Campaign Cards
- Eight page rules booklet

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