

RAIDERS

MINI GAME SCENARIO RULES

SCENARIO: ROGERS' RANGERS

28.0 INTRODUCTION

Rogers' Rangers is a solitaire wargame in which you, the player, take command of Maj. Robert Rogers Rangers and other British forces during the French and Indian War (1754-63). The French and Indians (hostiles) are controlled by the game system by a deck of operation cards. The player conducts the following missions.

Scouting: There's a big frontier out there full of French and Indians; find out where the hostiles are!

Frontier Raiding: The French and Indians have been setting the frontier ablaze. March cross-country and destroy their base.

Rescue: Rescue British colonials being held prisoner by the French and Indians.

Big Campaign: The British and French armies are fighting. Clear the way for the British!

29.0 COUNTER TYPES

Rangers (player) Units (Green)



Leader (1+3 or 1+4): A commander of extraordinary abilities.



Rangers (3-3): A company of frontiersmen trained for military duties.



Light Infantry (4-2): British regulars trained for frontier combat.



Pioneers (3-3 with pick axe): Troops specially trained to use high explosives and conduct construction.



Ranger Militia (2-2): Local irregular fighters.



Indians (2-4): Friendly Indians. These have the guides ability.



Ranger Camp (2-0): A forward camp.



Light gun (5-1): A light howitzer or other field piece.

Raider Gear



Supplies: See the Supply Rule (24.0).



Gunpowder Barrel: A force can expend this to roll one additional die when trying to destroy an objective. (35.1)



Hatchet: Gives +1 combat to the unit owning it. (35.2)



Long rifle: Gives +1 die roll modifier to Tactical Edge (in addition to any elites). (35.3)



Boats: These can be used to move via water routes. See the Boat rule (34.0 & 35.4).

Hostile Units (Blue)



Leaders (2+): See Leader rule (33.0).



CFM (Compagnie Franche de la Marine): Marine Free Companies (French colonial light infantry). Combat unit.



Regulars: Combat unit.



Indians: Combat unit.

Objective Markers



Alert. Indicates the readiness of the hostiles.



RP: Indicates remaining number of Recruit Points.

30.0 SPECIAL SPACES

30.1 Ranger Staging Area (Rogers Island/Fort Edward)

Raider units can move onto the map from here via movement paths. They can also return via paths. When an operating force completes a move in Rogers Island/Fort Edward, pick an operation card but ignore the event. The card is then discarded.

31.0 SPECIAL UNITS

31.1 Ranger Militia (2-2)

This unit can be recruited via play of the *Militia* Ops card. Treat it thereafter as a raider unit. You can recruit it in the staging area, or if an operating force is in the Ranger camp.

31.2 Pioneers

Pioneers have special abilities.

Demolition

Demolition allows pioneers to destroy certain objective markers per scenario. To perform demolition, a pioneer must be part of an operating force in the same space as an objective marker in an Objective Phase. Roll one die for each pioneer in that space. Consult the Demolition Table. If you have more than one pioneer in a space, you declare which pioneers are attempting demolition one at a time, and may cease at any point.

31.3 French Regulars (2/4) & Indians (4/1)

These have two combat values. The second is used when fighting in fort and open spaces. The first is used in all other spaces.

31.4 Indian Unpredictability

American Indians went from extremes of discipline. After the conclusion of any combat, attacking or defending, in which there is at least one surviving Indian unit, you must roll on the Indian Table (see charts on map).

32.0 OBJECTIVE MARKERS

When setting up the game, place all of the objective markers face down. All objective markers are placed on the map via the Random Location Placement Table. Pick and place objective markers face down. If a dice roll would place an objective marker where one already has been placed, roll again. They are revealed (flipped face up) only if one of the following conditions apply.

- a)** An operating Ranger force is in the same space during an Objective segment; **OR**
- b)** if you play a card which reveals an objective; **OR**
- c)** via the Scouting rule.

Once an objective marker is revealed, if it is one of the mission objectives, it remains so until destroyed, rescued, gained, or triggered. Otherwise, it is removed (do not gain any RP).

32.1 Movement Effects

A moving force must cease movement in a space containing an objective marker (face up or down).

32.2 Markers Explained



Depot (to be destroyed): This remains in place until destroyed by demolition (either pioneers or gunpowder barrels). The

instant that a Ranger unit destroys a depot, select one item of gear and assign it to the operating force, or gain 2 RP (15.4).



Hostile Village (to be destroyed):

This remains in place until destroyed by demolition (either pioneers or gunpowder barrels).

The instant that a Ranger unit destroys a hostile village, gain one Op or 1 RP (15.4).



Prisoners (to be rescued):

This remains in place until recovered. The instant that a Ranger unit takes control

of the prisoners, gain one RP (15.4).



Intel (to be gained): This

remains in place until recovered, reveal one concealed objective or gain 1 RP (15.4).



Ambush (to be triggered): If this is

revealed by a Ranger force entering the space, then a French force appears; pick a number of French

units equal to the current alert level and engage in combat. If it is revealed by other means, then nothing happens. Regardless, remove the marker from play. If you win the ensuing battle, gain one Op. If you lose, lose one Op.



Abandoned: Nothing happens, remove the marker.

32.3 Objective RPs

When an objective is successfully destroyed, rescued, or gained, the RPs listed on the marker are gained immediately.

33.0 LEADERS

Rogers starts with every mission. If a Raider force wins a battle, roll one six-sided die. If the roll is a "6," the player picks one leader from the recruit pool (if available) and places it in the space with that force.

33.1 Leader Escape

At the end of any combat, roll one die for each leader lost in that battle. Use the Escape Table. This may possibly return that leader to play. Regardless of outcome, any gear the leader controlled is eliminated.

34.0 BOAT MOVEMENT

If a force includes a boat, then you can declare a Boat move. All units in the force move with the boat along connected river and/or lake routes. Roll one die and add that number to the movement allowance of the slowest unit in the force to get the final movement. If stopped by a French force, roll a die: **1-3** = Continue moving, **4-5** = Stop, **6** = Ambush (as in 32.3).

35.0 GEAR

A leader can carry one gear, and combat units can carry a maximum of two gear.

35.1 Gunpowder Barrel

Gunpowder barrels allow non-pioneer units to destroy objectives. For each gunpowder barrel expended, roll one additional die. Regardless of the result, the gunpowder barrel is expended. This is in addition to any die rolls for pioneers (which are not expended).

35.2 Hatchet

Hatchets add one to the combat strength of the transporting unit. This does not expend the hatchet.

35.3 Long Rifle

Long rifles add one to the Tactical Edge die roll. This does not expend the long rifle.

35.4 Boats

Boats can be transported by other units (including across all types of spaces), but have no inherent land movement ability. One boat can transport any number of units in the same force by Boat Movement (34.0).

36.0 RANGER CAMP

You can build this by having a raider unit in a space on the map and expending the RP. This acts as a combat unit with the following special rules. Once placed, the camp can move only under the following circumstances.

- 1) An Op card causes it to move.
- 2) It is eliminated via combat or card; remove it from the scenario.

36.1 Camp effects

The camp itself cannot be part of an operating force. A Raider force that starts an operation in the same space as the camp may:

Resupply: Declare an Op. Instead of moving, the force remains in place.

You can expend RP to buy gear. **OR**

Rally: Initiate an OP. You may move any or all friendly forces within movement range to the camp (they must end their move in the camp), then pick one operations card (for the combined force).

Camp Destruction

The camp is destroyed if:

- 1) The Raiders fight and lose a battle in the same space.
- 2) A card calls for it.

The camp can be rebuilt within the course of a scenario.

37.0 CAMPAIGN GAME

For a historical campaign game, play the missions in their card number order. Repeat a failed mission per 25.0, but any subsequent failed mission (same or subsequent mission) loses the campaign. In the campaign game, Rogers must return to Roger's Island or the Ranger Camp by the end of the mission in order to win. If Putnam is in play and ends at Roger's Island or the Ranger Camp, he remains in play. Win or lose, retain half the RP's plus the number of Op cards remaining (rounded down).

CREDITS

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