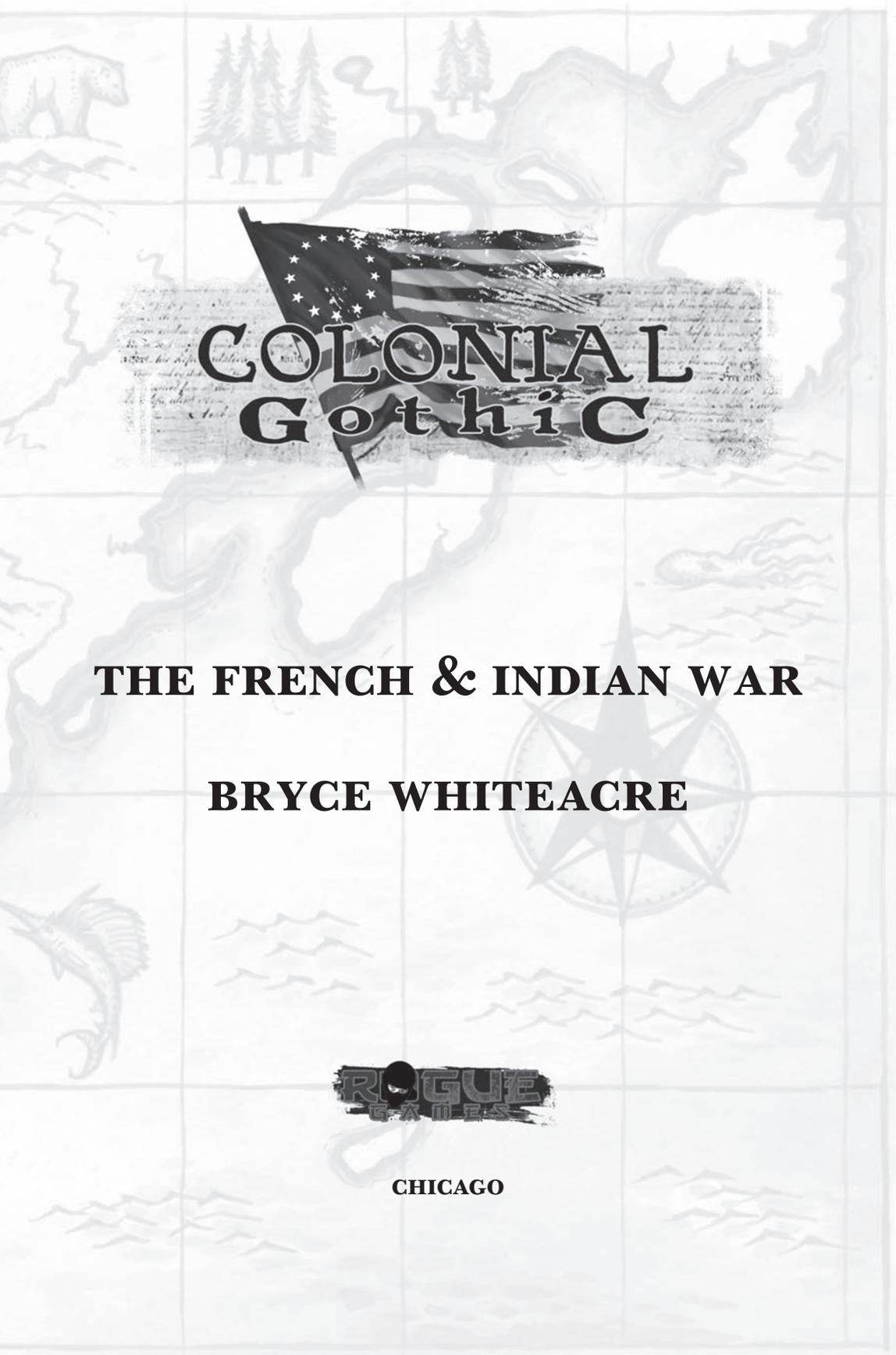




COLONIAL
Gothic

THE
FRENCH & INDIAN
WAR

WHITACRE



**COLONIAL
Gothic**

THE FRENCH & INDIAN WAR

BRYCE WHITEACRE



**ROGUE
GAMES**

CHICAGO

CREDITS

Written by Bryce Whiteacre

Additional Material by Richard Iorio II

Editing by Sarah Roberts

Layout & Pre-Press by Richard Iorio II

Cartography by Gabriel Brouillard & Thomas Cool

Art by Pawet Dobosz (The Forge Studios), David Deitrick & Doug Kovacs. Clipart courtesy of FCIT (Florida Educational Technology Clearinghouse)

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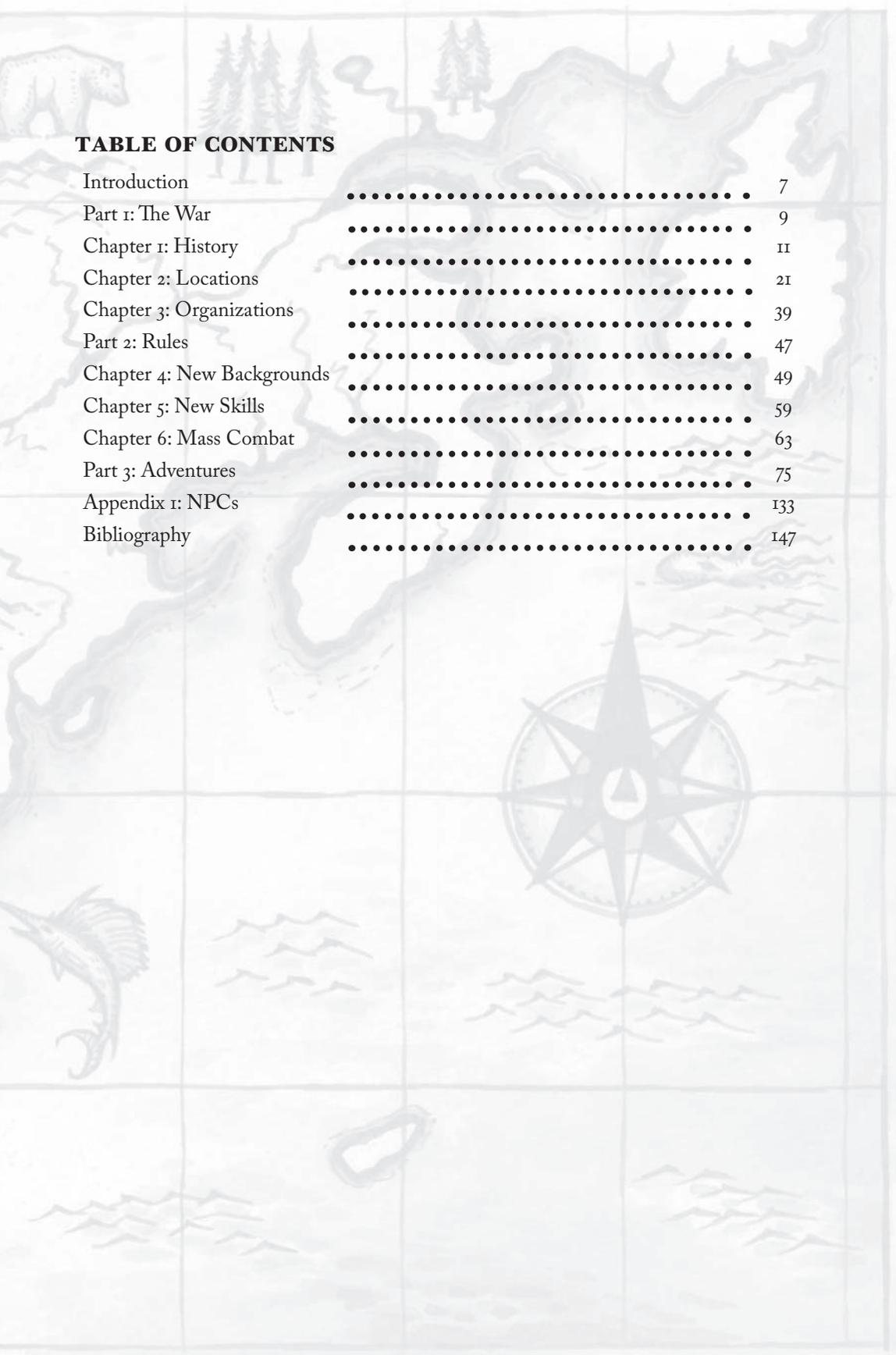


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INTRODUCTION

Indians lie in ambush as colonial armies march down narrow trails that wind between ancient trees. Cannon blast fragile wooden forts. Generals meet under flag of truce, exchanging pleasantries in a moment of diplomacy. Natives cross the great lakes in their canoes. Messengers run through the wilderness to deliver vital intelligence. A great chief speaks, encouraging his men before a battle.

All these images, brought to life by movies and books and our imagination, remind us of the French and Indian War. But what actually happened? Who were the major players? How can the GM bring this world to life? The answers to these questions are in this book.

In addition to history, there are new skills, new monsters, and new rules, as well as dozens of adventure ideas. Included in this book are game stats for major characters like the Marquis de Montcalm, General James Wolfe, the retired printer and renowned scientist Benjamin Franklin, and a young colonel in the Virginia Militia by the name of George Washington.

Then there is the history that remains hidden. The world of **COLONIAL GOTHIC** is filled with monsters, magic, and mysteries. New monsters, and new supernatural plot hooks will keep your characters on the edge of their seat for several adventures. There's a secret history of a secret war included in the Adventures section.

HOW TO USE THIS BOOK

This book is broken into four parts:

Part 1 covers the history of the French and Indian War, describes the most important locations, and sets out the nature and agendas of various organizations, both secret and otherwise.

Part 2 provides additional rules and variants to help run a campaign set against the backdrop of the French and Indian War. It includes new backgrounds, new skills, and mass combat rules for those occasions when the Heroes find themselves involved in a battle.

Part 3 provides a series of linked adventures that follow the course of the war, allowing the Heroes to experience its historical and supernatural aspects. The adventures are presented in outline form so that the GM can develop them according to the needs and preferences of the group.

Appendix 1 presents game statistics for prominent historical figures whom the Heroes might meet along the way.

Finally, the **Bibliography** lists various historical sources for players and GMs who want to delve a little deeper into the history of the period.

More historical minded players may be dying for more information for their campaigns, not in the **COLONIAL GOTHIC** articles. Please check the reference section for an extensive list of resources to do further historical research for your campaigns. Keep in mind, while **COLONIAL GOTHIC'S FRENCH AND INDIAN WAR** is similar to our own, it's not exactly the same. That shouldn't stop Game Master's from adding more history or omitting more history to their particular player's tastes.