FORT COSTRUCTION ASSIGNMENT

You are a knighted member of the Hudson Bay Company sent by the English to provide competition to the French fur trade monopoly. With Hudson Bay trading posts established in the interior you will render the Coeur de Bois traders obsolete. Only one problem exists, a French patriot D’Iberville wishes to see you dead, he and his army are coming to destroy your trading posts, create a fort that can withstand his army and protect your fur trade.

**Step #1 Choosing a location**

1. Name your English Knight (Place the name on top of the paper)
2. Name your Fort (Place the fort name on top of your paper)
3. Decide where to build your fort.

* Find a picture of the land your fort is built on. (The picture must include water.)
* Draw a map of the land around your fort 5km by 5km place your fort in the center of that map.
* Label EVERYTHING on your map. If it is not labeled it is not there. You may want to label, water, trees, trenches, hills, obstacles etc.

**Step #2 Fort Construction**

1. On a separate piece of paper create a map (as seen from the sky) of your fort.
2. Include all the features a fort would need to withstand a siege. Think about what people need to survive. Write down all the things you need, for example “horse stables” on a large list.
3. Label these things on your fort map. Remember if something is not labeled on the map or listed in your list it does not exist! So be thorough!

**Step #3 Personnel List**

1. Come up with a list of people you will need to survive. Write their occupations on a sheet of paper, their names are optional (Example: Rachel, the Butcher, Denis the baker, Montgomery the candlestick maker.) If someone is not listed in your personnel they do not exist.
2. You are only allowed 500 people decide how many of them are going to be soldiers. Once you are less than 250 soldiers the true attack will begin and once you are less than 100 soldiers you will surrender the fort to D’iberville and the evil French.

**Grades**  I will take in the assignment and mark it on three things.

How thorough were the students personnel lists High/ Medium/ Low

How understandable and clear are the maps High/ Medium/ Low

How good/Complete was their fort for defense High/ Medium/ Low

Did they survive the siege? Yes/ No

Grade /10

At any point where you go down to 250 men or less D’Iberville will make a charge 30 men \* dice roll. If he decimates you to less than 100 men you must surrender. If you have more than 100 you may continue to defend.

1. If you do not have a ship or dock, D’iberville soon blocks off your way back to England. Lose 50 men and lose hope of returning home.
2. D’Iberville attacks your Fort to test your defenses if you do not have walls lose 30 men \* dice roll. Even if you have walls lose 3 men \* dice roll. If you have a double set of walls lose no men.
3. D’Iberville being bested by your fort is going to attempt a siege. Is there forest within 1 km of your fort loses 30 men because you’ve allowed D’Iberville to fire from cover. If you have forest within 2 km of your fort lose 10 men because he can build siege equipment from here. (If you did not include a scale in your map you are considered within 1 km)
4. Do you have any topographic advantage? If you are on a hill, lose nothing. If you are on flat land lose 20 men. If you are in a valley lose 100 men.
5. D’iberville fires cannons for twenty straight days, what are walls made of? If you included natural earth to absorb cannon fire lose no men, If you made your walls of wood lose 30 men if you made them of stone lose 5 men \* dice.
6. Recruits arrive from Fort Albany if you fort is attached to the ocean gain 50 men. Rivers and Lakes must be shown as attatched from the ocean. If your fort is not close to the ocean and your map does not show the ocean, troops will have to walk. Gain 5 times dice roll.
7. D’ibberville after seeing recruits arrive would like to negotiate a treaty, do you have anyone who speaks French in your fort. You must prove you have either a French name amongst you or a member of personell listed as a translator. If not lose 20 men.
8. D’ibberville sends spies to gather intel. Do you have any traps or pits outside the fort? If yes no men are lost, if no 40 men are lost.
9. A Ship looms on the horizon. Do you have lookout towers. If yes its an English ship with supplies and men gain 30. If no it is a French ship lose 60 men.
10. A local tribe is willing to help you by cutting off some of D’ibbervile;s supply line if you have a fur trader listed in your personell they can negotiate based on previous relationship. With Fur trader plus ten, without -20
11. Do your walls have points on top of your wall or are they square like traditional castle walls. Points no loss. No points -20.
12. Do you have a second entrance. If yes there is no loss Diberville must watch two exits and supplies can potentially get in and out. If you have only one entrance lose 20 men and future recruits supplies and help are not allowed to come in. If your door is hidden gain 20 men.
13. A ship from New York arrives. Do you have barracks or designated sleeping areas to house them? If you have a second gate and if yes gain 50 men.
14. If you have placed guns near the center of your fort and not just the outside walls you will do better if your walls are breached but if you have only cannons on your walls lose 50 men.
15. Your men are thirsty? Do you have a well or are you directly connected to a river. Without fresh water your men will soon die lose 10 men every turn from now on.
16. D’ibrville and his men have gone hunting for food Do you have a carpenter or a mason engineer to make repairs? If yes you receive no losses next time when D’iberville attacks. Lose 30 men
17. You have been shot by a random ball, if you have a doctor you will be saved and you can also avoid the ten deaths from lack of water, if do not have a doctor lose 1 man (yourself) and any deaths from water will be treated normally. Without your leadership D’iberville will attack at \*10 the amount on two dice.
18. Your men need additional ammo. Do you have storage or supply room? If yes gain 20 men if not lose 20 men.
19. There is mutiny among the men do you have a jail to house these mutineers if yes lose the 5 mutineers and if not mutinee spreads 10 \* die roll.
20. Do you have a blacksmith. If not some of your soldiers will be lacking weapons. Lose 20 men without one
21. Do you have a place to store animals? If yes there is a small cavalry charge in your favor. Men from Fort York want to help. Gain 20 cavaliers even if you only have one gate, If you have no stables or animal pens send them away.
22. Do you have gardens or animals for food within your fort walls? If yes no loss but if no your men get hungry. Lose 15% of your force.
23. Do you have toilets or outhouses? If not you lose 50 men with a doctor and lose 100 men without a doctor dysentery and diseases will break out without proper sanitation.
24. Di’beville sends one last all out attack. Do you have a church, to ask for divine intervention. If yes you can avoid the next attack. The attack comes do you have someone devoted towards training troops? Do you have a location your men can fall back to? If you have someone to train men, all your civilians become soldiers. If you have a location to fall back to your losses are cut in half. D’iberville at 10 times two dice rolls.