Quebec 1759
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Brackets [ ] indicate a number

I. Deployment

A. British

1.   All army units on Ile d'Orleans

2.   All navy units in the Bason

B. French

1.   Army units in any of other nine zones

II. Movement

A. Tides (optional)

1.   British roll die: if 1 is rolled, Naval and Amphibious movement not allowed this turn for either player

B. Naval — British only

1.   Disallows both Land and Amphibious moves this turn

2.   Up to 2 naval units upriver (Bason to St. Laurent), **or**

3.   Any number of naval units downriver (St. Laurent to Bason)

C. Indian — French only

1.   Disallows both Land and Amphibious moves this turn

2.   From any zone, to any zone

   a.   If move ends in zone w/British units

   (1).   Raid: Roll [dice] = [current Indian CV]

      (a).   For each 5-6 rolled, British unit, chosen by opponent, is reduced by 1 CV. Hits may be split among opponent's units.

      (b).   If British have Light Infantry or American Ranger units present, roll [dice] = [current unit CV] for these

         i.   For each 6 rolled, Indian unit is reduced by 1 CV

            [a].   If Indian unit reduced to 1 CV, it leaves the game

      (c).   Indian retreats to any zone

         i.   Not to a zone occupied by British

         ii.   Not to a battle zone

   (2).   **Or**, Scout: up to 4 units, chosen by French, are revealed

      (a).   Decoys eliminated

      (b).   Indian retreats to any zone

         i.   Not to a zone occupied by British

         ii.   Not to a battle zone

D. Land

1.   From one zone to one or more adjacent zones

   a.   If British occupy a zone for the first time (excepting Ile d'Orleans), French lose 1 Quebec militia unit

   b.   Decoys may not be moved or left by themselves; must have at least 1 real unit present

E. Amphibious

1.   British

   a.   May move [naval units in St. Laurent] units from any shore zone in St. Laurent to any other shore zone in St. Laurent

      (1).   If British occupy a zone for the first time (excepting Ile d'Orleans), French lose 1 Quebec militia unit

      (2).   Decoys may not be moved or left by themselves; must have at least 1 real unit present

   b.   May move [naval units in Bason] units from any shore zone in Bason to any other shore zone in Bason

      (1).   If British occupy a zone for the first time (excepting Ile d'Orleans), French lose 1 Quebec militia unit

      (2).   Decoys may not be moved or left by themselves; must have at least 1 real unit present

2.   French

   a.   May move [4 – naval units in St. Laurent] units from any shore zone in St. Laurent to any other shore zone in St. Laurent

      (1).   Decoys may not be moved or left by themselves; must have at least 1 real unit present

F. Orders

1.   Written, revealed simultaneously (or, one player writes, the other moves, then the written orders are revealed)

2.   Must state zone of origin, and zone or zones of destination

3.   Decoys may not be moved or left by themselves; must have at least 1 real unit present

III. Battle

French decide order in which battles will be resolved

A. Determine Defender

1.   Player with units already in zone

2.   If no units in zone, French

3.   If players move into zones each is moving from, force w/fewer units

   a.   Battle is fought in zone from which force w/fewer units came

   b.   If units are equal, French choose battle site

      (1).   Force which came from chosen site defends

B. Decoys present eliminated from game

C. Indian retreat

1. May retreat to any zone, w/no pursuit fire

   a. Not to a zone occupied by British

   b. Not to a battle zone

D. Deployment – Defender, then Attacker

1. In 3 columns, w/optional reserve

   a. If one or both players have < 3 units, deploy both sides in single skirmish column, w/no reserves

      (1). Indian may not be alone

   b. If there are 3 columns, Indians always in reserve, never in columns

2. CVs revealed, except for reserve – units face up

E. Battle Turn – repeat as necessary

1. Defender may retreat

   a. Skirmish only: if Indian is last unit left, he must immediately retreat

      (1). May retreat to any zone, w/no pursuit fire

         (a). Not to a zone occupied by British

         (b). Not to a battle zone

   b. Otherwise, not allowed until 2nd battle turn

   c. All units retreat to the same zone, at the same time

      (1). Not to a zone occupied by enemy units

      (2). Not to zone Attacker came from

      (3). Not to another battle

      (4). If retreating from St. Charles to Abraham or from Abraham to St. Charles, opponent fires all units, including reserve, on retreating force. For each firing unit, roll [dice] = [unit CV]

         (a). For each 6 rolled, unit chosen by opponent is reduced by 1 CV. Hits from 1 unit may be split among opponent's units.

            i. Indian may not receive these hits

            ii. If total non-Indian French CV < 10, Indians leave game

      (5). If retreating Amphibiously, opponent fires all units, including reserve, on retreating force. For each firing unit, roll [dice] = [unit CV]

         (a). For each 6 rolled, unit chosen by opponent is reduced by 1 CV. Hits from 1 unit may be split among opponent's units.

            i. Indian may not receive these hits

            ii. If total non-Indian French CV < 10, Indians leave game

         (b). British

            i. May retreat [naval units in St. Laurent] units from any shore zone in St. Laurent to any other shore zone in St. Laurent

            [a]. If British occupy a zone for the first time (excepting Ile d'Orleans), French lose 1 Quebec militia unit

            ii. May retreat [naval units in Bason] units from any shore zone in Bason to any other shore zone in Bason

            [a]. If British occupy a zone for the first time (excepting Ile d'Orleans), French lose 1 Quebec militia unit

         (c). French

            i. May retreat [4 – naval units in St. Laurent] units from any shore zone in St. Laurent to any other shore zone in St. Laurent

      (6). If British occupy a zone for the first time (excepting Ile d'Orleans), French lose 1 Quebec militia unit

      (7). Units that can't retreat are killed

2. Defender may add 1 unit from reserve to any column

   a. Indians never leave reserve

3. Defender fires

   a. Each unit not in reserve, in any order, rolls [dice] = [current unit CV]

      (1). For each 6 rolled, unit in opposing column, chosen by opponent, is reduced by 1 CV. Hits from 1 unit may be split among opponent's units.

         (a). If Attacker came by Amphibious move, defending units that didn't come by Amphibious move hit on 5-6 the first battle round

         (b). Skirmish only: if Indian unit reduced to 1 CV, it leaves the game

         (c). If total non-Indian French CV < 10, Indians leave game

4. Attacker may retreat

   a. All units retreat to the zone they came from, at the same time

   b. Skirmish only: if Indian is last unit left, he must retreat

      (1). Not to a zone occupied by enemy units

      (2). Not to another battle

      (3). If retreating from St. Charles to Abraham or from Abraham to St. Charles, opponent fires all units, including reserve, on retreating force. For each firing unit, roll [dice] = [unit CV]

         (a). For each 6 rolled, unit chosen by opponent is reduced by 1 CV. Hits from 1 unit may be split among opponent's units.

            i. Indian may not receive these hits

            ii. If total non-Indian French CV < 10, Indians leave game

      (4). If retreating Amphibiously, opponent fires all units, including reserve, on retreating force. For each firing unit, roll [dice] = [unit CV]

(a). For each 6 rolled, unit chosen by opponent is reduced by 1 CV. Hits from 1 unit may be split among opponent's units.

    i. Indian may not receive these hits

    ii. If total non-Indian French CV < 10, Indians leave game

(b). British

    i. May retreat [naval units in St. Laurent] units from any shore zone in St. Laurent to any other shore zone in St. Laurent

    ii. May retreat [naval units in Bason] units from any shore zone in Bason to any other shore zone in Bason

(c). French

    i. May retreat [4 – naval units in St. Laurent] units from any shore zone in St. Laurent to any other shore zone in St. Laurent

(5). Units that can't retreat are killed

5. Attacker may add 1 unit from reserve to any column

    a. Indians never leave reserve

6. Attacker fires

    a. Each unit not in reserve, in any order, rolls [dice] = [current unit CV]

        (1). For each 6 rolled, unit in opposing column, chosen by opponent, is reduced by 1 CV. Hits from 1 unit may be split among opponent's units.

            (a). Skirmish only: if Indian unit reduced to 1 CV, it leaves the game

            (b). If total non-Indian French CV < 10, Indians leave game

F. Rout & Pursuit Fire

1. Only if deployed in columns

2. If any column eliminated, outflanked player retreats immediately

    a. If Defender:

        (1). All units retreat to the same zone, at the same time

            (a). Not to a zone occupied by enemy units

            (b). Not to zone Attacker came from

            (c). Not to another battle

            (d). British Amphibious

                i. May retreat [naval units in St. Laurent] units from any shore zone in St. Laurent to any other shore zone in St. Laurent

                    [a]. If British occupy a zone for the first time (excepting Ile d'Orleans), French lose 1 Quebec militia unit

                ii. May retreat [naval units in Bason] units from any shore zone in Bason to any other shore zone in Bason

                    [a]. If British occupy a zone for the first time (excepting Ile d'Orleans), French lose 1 Quebec militia unit

            (e). French Amphibious

                i. May retreat [4 – naval units in St. Laurent] units from any shore zone in St. Laurent to any other shore zone in St. Laurent

        (2). If British occupy a zone for the first time (excepting Ile d'Orleans), French lose 1 Quebec militia unit

        (3). Units that can't retreat are killed

    b. If Attacker:

        (1). All units retreat to the zone they came from, at the same time

            (a). Not to a zone occupied by enemy units

            (b). Not to another battle

            (c). British Amphibious

                i. May retreat [naval units in St. Laurent] units from any shore zone in St. Laurent to any other shore zone in St. Laurent

                ii. May retreat [naval units in Bason] units from any shore zone in Bason to any other shore zone in Bason

            (d). French Amphibious

                i. May retreat [4 – naval units in St. Laurent] units from any shore zone in St. Laurent to any other shore zone in St. Laurent

        (2). Units that can't retreat are killed

3. Victorious player fires all units, including reserve, on routed force. For each firing unit, roll [dice] = [unit CV]

    a. For each 6 rolled, unit chosen by opponent is reduced by 1 CV. Hits from 1 unit may be split among opponent's units.

        (1). If outflanked player retreats Amphibiously, or from St. Charles to Abraham, or from Abraham to St. Charles, roll of 5-6 hits.

        (2). Indian in routing forces hits on roll of 5-6

        (3). Indian in routed forces may not receive hits

        (4). For each 2 CV (rounded up) in reserve of routed player, he ignores 1 hit

        (5). If total non-Indian French CV < 10, Indians leave game

G. Indian retreat

    1. May retreat to any zone, w/no pursuit fire

        a. Not to a zone occupied by British

        b. Not to a battle zone

IV. Cap Rouge Check

    1. If British occupy Cap Rouge, French lose 1 Montreal/Trois Rivieres unit

V. Victory check

A. British

    1. Hold Abraham zone at end of 16th turn

B. French

    1. British fail to hold Abraham zone at end of 16th turn, **or**

    2. Total British CV < 20 at any time