

Quebec 1759

Quick Reference Sheet

CAMPAIGN TURN SEQUENCE

Pregame setup unit— deployment: **British** (47CV 13 units)—Ile d'Orealns and ships in Bason , **French** (48CV 20 units)—any other 12 zones

- 1) Campaign Movement (16 Total)
- 2) French Quebec Militia Desertion (immediatly on British turn)
- 3) Setup Battles
- 4) Resolve Battles
- 5) Montreal/Trois Militia Desertion (at end of French turn)
- 6) Victory Conditions Check

CAMPAIGN MOVEMENT

Move 1 group in 1 zone

Write movement on order sheet and reveal simultaneously.

Land Movement: move 1 group, on unit to adjacent zone(s). The group may split to different zones and not all units in the group need to move.

Amphibious Movement: there are two different rivers Laurent and Bason. Move from/to any 5 zones adjacent to Bason river area or from/to any 4 zones adjacent to Laurent river area. Cannot move from 5 adjacent zones of Bason to any 4 accents zones of Laurent.

French have no amphibious movement in Bason area, can move max of 4 units in Laurent area but -1 unit per British ship in Laurent. British move 1 unit per ship in river.

Ship Movement: Bason \leftrightarrow Laurent. British can move upriver, Bason \rightarrow Laurent, 2 ships. No limit downriver.

Miscellaneous

- Quebec is not a zone and Abraham does not border Bason.
- Decoys cannot move or be left alone in zone nor deploy in battle and thus is eliminated before battle deployment.

FRENCH QUEBEC MILITIA DESERTION

French Militia Desertion—remove 1 Quebec militia unit per British occupation of a zone for the 1st time.

SETUP BATTLES

Attacker/Defender Determination

- 1) If units enter a zone with opponent's units, they are "attackers".
- 2) If both player units enter same empty zone, French defend.
- 3) If both players enter zone that their units came from—battle in zone which weaker force came from.
- 4) If equal forces, then French decide. Defender is player holding the chosen bat is the player holding the chosen battle site.

- When two or more battles occur, the French decide the battle order.
- Movement between zones during battle except for retreats is not allowed.

Deployment

- 1) Defender deploys units in 3 columns, minimum 1 unit per column, hiding CV labels. May also deploy units in reserve.
 - 2) Attacker does same
 - 3) Reveal simultaneously except for units in reserve.
- No redeployment in columns, only move one unit from reserve to column per battle turn.
 - If less than 3 units on one side then both parties form one column skirmish. No routs or pursuit fire.

RESOLVE BATTLES

BATTLE TURN SEQUENCE

Defender active then Attacker follows.

Remove decoys on both sides

- 1) May retreat (defender can retreat on 2nd turn)
- 2) May reinforce 1 units from reserve
- 3) Fire, one unit at a time, one column at a time

Retreat

- Attacker—retreat to zone where units came from
- Defender—retreat (from 2nd battle turn) to any zone except for enemy occupied zone or zone that attacker came from, even if that zone is empty.
- Retreats are all units, no partial retreats.
- If there is no legal retreat then units must stay in battle

Reinforce

- Bring 1 unit from reserve to a column.

Fire

- If attacked amphibiously, defending units get double the number of dice on first battle turn.
- Attacks between St Charles and Abraham are considered amphibious without unit movement restrictions.
- Fire—roll 1 die per attacking CV: F1 hits on 

Hits remove 1 CV from target unit. Player being fired on decides distribution of CV reduction.

Routs and Pursuit Fire

- When one column of opposing force is eliminated then opposing player is outflanked and routed (forced retreat).
- If units cannot retreat then eliminated.
- The victor gets a pursuit fire—all units, including reserve units fire once. Routed player distributes CV reduction.
- If routed player retreats amphibiously, then receive double number of dice damage.
- For every unit that the routed player has units in reserve, ignore 1 damage for every 2CV (round up) in reserve.

MONTREAL AND TROIS MILITIA DESERTION

If the British occupies Red Cape, 1 French militia unit from Montreal or Trois deserts at end of every French campaign turn.

VICTORY CONDITIONS CHECK

- British (47CV's in 13 units): Control Abraham at campaign turn 16 and have 20CV's or greater on the board, not all have to be in Abraham.
 - French (48CV's in 20 units): Reduce British units to less than 20CV's or prevent British from controlling Abraham on campaign turn 16.
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Indian Special Unit Abilities

Move to any zone—If French player uses Indians that is the only order for that turn. Indian unit has two types of moves:

- 1) Raid—attack with double number of dice and retreat to any non-British occupied zone. Only Light Infantry and Ranger may return fire.
 - 2) Scout—reveal up to 4 enemy units then retreat. May not be attacked.
- May not be deployed in battle column but as reserve.
 - Get double number of dice when used in pursuit fire.
 - Can be used in skirmish as 1CV but never by itself.
 - Can retreat to any non-British occupied zone.
 - Disbands if reduce to 1CV or if French is at total of 10CVs