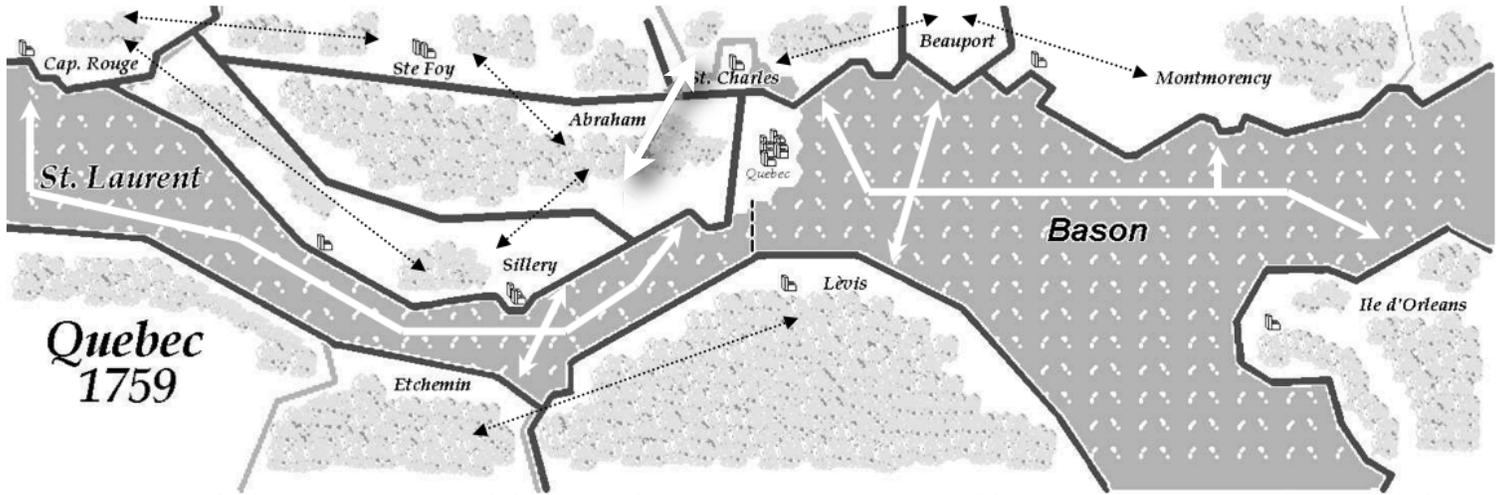


Quebec 1759 –Campaign Planner with Map



Land Movement: Move 1 group, (or 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 any 5 Bason regions to the 4 St. Laurent areas. 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 amphibiously 1 unit per ship in adjacent river. Movement between St. Charles and Abraham is amphibious-- However ships do not assist or hinder the number of units that can move

Ship Movement: British can move 2 chips/turn upriver, from Bason to Laurent. No limit downriver, Laurent to Bason.

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

Miscellaneous Rules:

- Quebec is not a zone and Abraham does not border Bason River
- French Militia, remove 1 quebec militia unit per British occupation of a zone for the 1st time.
- French Militia continuous desertion - remove 1 militia unit from Montreal/Trois per turn of British occupation of Cape Rouge

-Indian Special Rules:

- **Raid** - Attack with double number of dice (only Light infantry and Rangers may fire)
- **Scout** - Reveal up to 4 enemy units then retreat. May not be attacked.
- Other indian rules:
 - May not be deployed in battle column but as reserve
 - Get double number of dice when used in pursuit fire

Shortcut - KEY

Abraham = AB
 Bason = BA
 Beauport = BE
 Cap Rouge = CR
 Etchemin = ET
 Ile d'Orleans = OR
 Levis = LE
 Montmorency = MO
 Sillery = SI
 St. Charles = SC
 St. Foy = SF
 St. Laurent = SL