

Movement Summary [6.0]

Unfortified Terrain	Effect on Land Movement
Mountain	All units/leaders must stop.
Wilderness	Drilled Troops pass through ONE space, then stop. [ADVANCED: Drilled Troops with Auxiliaries do not stop.]
Enemy-Cultivated	[ADVANCED: Auxiliaries without Drilled Troops pass through ONE space, then stop.]

Leader movement allowance: 6 spaces.

Boat movement allowance: 9 spaces.

Unit Abilities Summary

Activity	Drilled Troops	Auxiliaries
Individual Activation [5.3]	One per card	One per # value of card (Indians: 2/# value)
Construction [5.4]	Yes [ADV.: Must be in supply]	No
End Move in Enemy Fort/Fortification Space [6.5]	Yes	Only with Drilled Troops
Retreat [7.9]	To Cultivated or Friendly Fortification only	To any terrain
Roll on Siege Table [8.2]	Yes [ADV.: Must be in supply]	No
Raid [10.0]	No	Yes (Rangers DRM: +1)
Winter Attrition [11.0]	Yes	No
ADVANCED RULES		
Infiltrate [13.0]	No	Yes, if a single unit
Intercept [14.0]	Yes, but NOT against a lone Auxiliary unit in Wilderness or Mountain	Yes, but only individually against a lone Auxiliary unit in Wilderness or Mountain
Avoid Battle [15.0]	Yes	Yes. Automatic out of Wilderness or Mountain against Drilled
Restore to Full [17.3]	Must be in supply	Yes

Fort & Fortress Summary [8.0]

	Fort	Fortress
Unit Capacity	4	Unlimited
Siege Factor ¹	1	2
Assault Column Shift ²	1 Left	1 Left
NOTES:		

¹ Siege Factor must be reached before Assault can be made.

² Applies to enemy Assaulting units.

Winter Attrition Summary [11.0]

During the Winter Attrition Phase, avoid attrition if:

- In an originally-friendly cultivated space, or
- Unbesieged and in a fort/stockade with fewer than five units, or
- Unbesieged and in a fortress.

Attrition Losses:

1. Every ODD reduced Drilled Troops unit is eliminated.
2. Every full-strength Drilled Troops unit loses 1 step.

Exception: Do NOT eliminate the last friendly step in a space.

Victory Point Table [12.0]

Points	Activity
+3	Capture enemy Fortress
+2	Capture enemy Fort
+1	Capture or destroy enemy Stockade (but not in Raid)
+1	Capture Niagara
+1	Capture Ohio Forks
+1	Win Battle (not Assault) against Regulars or any stack with more than four units.
+1/2	Per Raid marker (round up) during Remove Raided Markers Phase.
-1	Voluntarily demolish fort.
-1	Commit MASSACRE! (card played on you).

[ADVANCED] Supply Line Summary [17.0]

Drilled Troops (only) must trace supply to be fully effective.

Trace to: Originally-friendly fortress, or Captured port (British only), or Amphibious marker.

Blocked by: Unbesieged enemy fortifications or units.

Trace via: Any water connections, or Between friendly-controlled cultivated, fortification or amphibious spaces.

NOTE: Supplied space need not be Cultivated or Fortification, as long as first space to which it traces is, or the first space to which it traces is connected by water.

Out-of-Supply Effects:

- May not build forts or stockades
- May not roll on Siege Table or use SURRENDER! event.
- May not be restored to full strength.

Combat Results Table For Battles [7.0] and Assaults [9.0]

Battle Modifiers

Commanding Leader's Tactics Rating	+?
Exclusively Regulars/Provincials vs. Auxiliaries/Lights in Wilderness or Mountain	-1
Exclusively non-Regulars vs. Regulars in Cultivated	-1
Attacking in an Amphibious Landing	-1
Attacking vs. units in a Stockade	-1
Attacking vs. Fieldworks	1 Column Left
Unmatched AMBUSH Card	Doubled (before shifts), Fire First

Assault Modifiers

Commanding Leader's Tactics Rating	+?
COEHORNS Card	+2
Attacker	1 Column Left

Combat Strength Firing

Modified Die Roll	0	1	2	3	4-5	6-8	9-12	13-16	17-21	22-27	≥28
≤0	NE	NE	NE	NE	NE	NE	1	1	2	3	3
1*	NE	NE	NE	NE	NE	1	2	2	3	4	4
2	NE	NE	NE	1	1	2	2	3	3	4	5
3	NE	NE	1	1	1	2	2	3	4	4	5
4	NE	1	1	1	2	2	3	4	4	5	5
5	1	1	1	1	2	3	3	4	5	5	6
6*	1	1	1	2	2	3	4	4	5	6	7
≥7	1	1	2	2	3	3	4	5	6	7	8

KEY: # = Step loss inflicted on enemy. NE = No Effect; no enemy leader loss.

NOTES:

If the Defender is eliminated and rolls NE for the attacker, then the Attacker overruns and may keep moving.

All Assault step losses come from Drilled Troops first.

Battles losses: Odd step losses from Drilled Troops.

Within above restrictions, no unit can be eliminated until all are reduced.

* A natural die roll of 1 or 6, unless result was NE, causes enemy leader loss check.

Roll for each leader: killed on a 1.

Raid Table [10.0]

Die Roll Modifiers

Commanding Leader's Tactics Rating	+?
Rangers (any number present)	+1
Militia (when more than one in Department)	-1

Modified Die Roll	Vs. Stockade, Indian Settlement or Blockhouse	Vs. Cultivated (not Stockade or Settlement)
≤0	2	2
1*	1	NE
2	1	NE
3	NE	NE
4	2	1
5	Success, 1	Success, 1
6**	Success	Success
≥7	Success	Success

KEY: # = Raider step loss suffered (owner's choice). NE = No Effect.

Success = Place "Raided" marker; destroy stockade; if Indian Settlement, remove Indians and marker.

NOTES:

* For any Raid, on a natural die roll of 1, roll to check for loss of each Raiding leader (killed on a 1).

** For Raids using Stockade/Settlement column, on a natural die roll of 6, roll to check for loss of each Raiding leader (killed on a 1).

Retreat Summary [7.9]

All

- Losing Leader and units to adjacent space(s) or inside friendly fort/fortress.
- May not retreat into space with unbesieged enemy units/fortifications.

Drilled Troops

- Must retreat into Cultivated space or friendly fortification.

Attacker

- Must retreat into space from which they entered the battle.

Defender

- May not retreat into a space from which the attackers entered the battle.

British on "Amphib" marker

- To any British-controlled port.

French

- May not retreat via naval movement (and thus cannot retreat from Louisbourg).

Siege Table [8.2]

Die Roll Modifiers

Besieging Leader's Tactics Rating	+?
Besieged Leader's Tactics Rating	-?
COEHORNS Card (Attacker/Defender)	+2/-2
Besieging Louisbourg	-1

Modified Die Roll

Modified Die Roll	Siege Level Effect
≤0	NE
1	NE
2	NE
3	+1
4	+1
5	+1
6	+2
≥7	+2

KEY:

= Increase to Siege Level.

NE = No Effect.

NOTES:

Must begin Action Phase with Leader and Drilled Troops in the space being besieged. If the value reaches 1 for a fort or 2 for a fortress, the besiegers may Assault immediately. [ADVANCED: Besiegers must be in supply to roll.]



GMT Games
P.O. Box 1308
Hanford, CA 93232-1308