



## 1. INTRODUCTION

The French and Indian War was a prelude to the American Revolution. It pitted France against Great Britain in a war that determined the fate of North America. The French relied on their Canadian citizens and the British on their American Colonials in the campaigns across the Continent. They also drew the native-born Indians into their conflict.

The initial skirmishes grew into battles and then grand campaigns that eventually escalated into a world war. And when the war concluded Great Britain became a superpower while France lost Canada. The stage was set for the rise of the American Revolution, the decline of the Indians, the French Revolution and Napoleon. The world would never be the same.

## 2. GAME OVERVIEW

The French and Indian War is a strategic game on that conflict in America during the peak war years of 1757 to 1759. One side commands the British and its allies while the other commands the French and its allies. The object of the game is for the British player to control enough key locations in New France to win the war. The French goals are to protect New France while pursuing its own strategy of gaining territory in the American colonies.

The game has 3 campaign years and each year is followed by a winter phase. The winter phase has attrition functions for army units while naval units return from deployment. Each campaign year has 11 turns and a possible 12th turn. Each turn has a player phase for each side. During the player phase, he has one move to move an army unit or

a group of army units from one location or to make one naval move with his ship units.

The move of army and ship units can cause battles when movement ends in a location with units from the opposing side. The battles themselves reduce the strength of units, cause retreats and the winner of the battles control the location.

## 3. GAME BOARD

The game board shows the eastern seaboard of North America in 1757 from Alexandria to Quebec and the frontier to the Great Lakes. Also, a portion of the Atlantic is shown that have navy holding boxes. Key land locations are depicted as towns, stockades, settlements and forts. The fort locations represented by a stone fort and port locations represent by an anchor symbol provide benefits to defending army units when attacked.

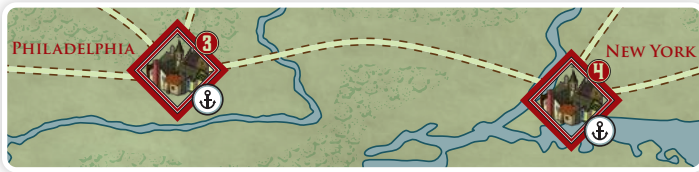


*British Port Location Example*



*French Fort and Port Location Example*

Adjacent locations are connected by tan road lines that represent trails, paths and roads and a few blue lines that represent amphibious movement. Movement for army units is regulated by adjacent location to location movement over land roads and amphibious connections.

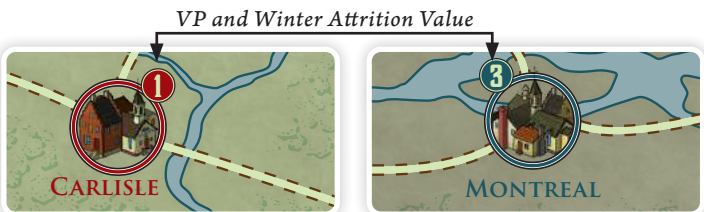


Land Tan Path Example



Water Blue Path Example

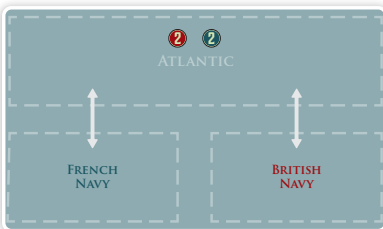
Land locations outlined in red are British controlled home locations during the war and game. Those outlined in blue are French controlled home locations. Home locations are always controlled by the owning side, even when vacant. Home locations occupied by opposing units are controlled by the opposing side.



British Home Location Example

French Home Location Example

Locations have numbers next to them which represents the victory point value of the location when occupied by opposing regular or militia units. It also represents how many units may be in that location without winter attrition.



The navy holding box for each side in is where ship units are played. These boxes represent the British and French navies available to each side. When ship units are moved from the box into the Atlantic box they represent naval units deployed to contest control of the Atlantic. Control of the Atlantic is required for blue movement lines to be used by army units attacking or moving to opposing port locations. The Atlantic is neutral for both sides unless it is occupied by naval units of one side, in which case it is controlled by that side.

Years and turns within a year are kept track on the year and turn tracks on the game board. Each side has a track to mark victory points for eliminated opposing units.



## 4. GAME COMPONENTS

- » 2 Rule Books
- » 6 Custom Battle Dice
- » 27 Blue Wooden Blocks, and a few spares
- » 31 Red Wooden Blocks, and a few spares
- » Wooden Marker Cubes
- » Game Board
- » 1 Battle Board
- » 1 Simultaneous Hidden Movement Pad
- » 1 Six-sided die
- » 1 Label sheet with two sets of game labels

## 5. GAME UNITS

Game units represent the armies and navies during the French and Indian War. Each unit is represented on a wooden block with unit information on a label. During game play units on board are in locations and any unit or units in the same location are considered a **group**.

French units are blue wooden blocks with blue outlined labels and British units are red wooden blocks with red outlined labels.

There are a few extra blue and red blocks to be used as game markers for spares, etc.

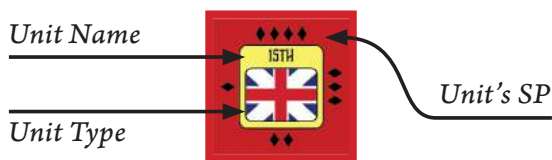
Each unit is represented by a colored block with the appropriate label applied. To apply the labels, peel them from the label sheet and position in the center of the appropriate colored block for that label. Once positioned press the label down firmly. Only one label should be applied to each block. Apply the British red outlined labels to red blocks. Apply the French blue outlined labels to the blue blocks.

The blocks in the game represent the soldiers during this era. The units in the game are various forms of infantry as they were the predominant force used in this era plus some naval units represented by ships. One player controls the French units and the other player controls the British units.

**IMPORTANT:** *Your game comes with 2 sets of labels. Apply one set of labels to the wooden blocks, the other set is a spare set of labels.*

Wooden cubes are used as markers for year, turn, victory points, etc.

During game play army units on board are stood upright with their unit information facing the controlling player which are only revealed to their opponent in battle. Naval units are shown label side face up.



In the center of the blocks are unit type icons which also determines firing order in battle. Strength points (SP) are the pips located around the center of the icon and represent unit strength of army units and how many dice they role in battle. Unit names are for historical purpose only.

**FOR EXAMPLE:** *A 2 SP army unit rolls 2 dice in battle, a 1 SP unit rolls 1 die in battle. A 2 SP army unit can take 2 reductions before being eliminated, a 1 SP unit can take 1 reduction and then is eliminated.*

The unit's current SP is the number currently upright in the top of the block. Four pips are four SP, three pips are three SP, etc. The unit is rotated as hits in battle are applied to the unit to the next lowest SP. Once a unit is reduced to 1 SP the next hit applied to it eliminates the unit from the game and it is removed from play.

The unit types and their icons are shown next. Special rules for the units are also given.



**IRREGULAR:** These units are referred to as "Irregular" units within the rules but they represent Indians, Rangers,

Light Infantry, and Coureur de Bois used by both sides during the war. They are represented by the tomahawks symbol with a green center. These units are light and fast. Movement rate is 2, SP is 2 and firing order is first in battle. They hit opposing units when they roll tomahawks results in battle. When retreating tomahawks cause retreat SP reductions to irregulars.

Irregular units do not control any location they occupy by themselves nor can they block retreats. The first irregular unit in a location does not count towards the winter attrition limits of a location. Any irregular units beyond the first one does count for location winter attrition limits.



**REGULARS:** These units for both sides are represented by a flag. A British flag symbol in a gold center is for British

regulars and a French flag symbol is for French regulars. These units represent regular infantry and artillery. They are strong and have great firepower, but take time to get into battle. Movement rate is 1, SP is 4 and firing order is second. They hit opposing units when they roll their flag results in battle. When retreating their flags and stars rolled cause retreat SP reductions to Regulars.



**MILITIA:** These units for both sides are represented by the muskets symbol in the unit center. Movement rate is

1, SP is 3 and firing order is third. They hit opposing units when they roll musket results in battle. When retreating muskets and stars rolled cause SP reductions to Militia.



**NAVAL UNITS:** These units for each side are represented by units with a ship symbol in the center. Ships do not have

SP. Ships can only battle opposing ships when opposing ships end movement in the Atlantic box. Each ship rolls one die in ship battles. They hit opposing ship units when they roll ship results on the die in battle and a hit forces the opposing ship out of the Atlantic and back to its home Navy box.

The naval units for each side represent the fleets and squadrons that contested for control of the Atlantic. They can only move from their Navy box to the Atlantic box and from the Atlantic box to their Navy box. Movement rate is 1 and firing order is simultaneous.

**DESIGN NOTE:** *Each unit type has its own special function based on the way units operated in the F&IW. Irregular units were less affected by winter and did well in the more remote locations than standing armies of regulars and militia. Irregulars and militia were not as effective attacking forts and ports. Regulars near forts and ports were generally at their best and brought tremendous firepower.*

**CUSTOM DICE:** The custom dice are used for battle and retreats. Each custom die is six sided and has sides as follows:

- » Tomahawks
- » Muskets
- » British Flag
- » French Flag
- » Ship
- » Star



## 6. GAME SET UP

### STARTING SET UP:

All units start at maximum SP.

**HISTORICAL SET UP:** Note that the back of the battle board also shows these unit starting locations for the historical set up. The set-up is as follows:

### BRITISH HISTORICAL SET UP:

Cumberland	1 Militia
Alexandria	1 Militia
Baltimore	1 Militia
Philadelphia	1 Militia, 1 Regular
New York	2 Regulars
Albany	1 Regular
Oneida	1 Irregular
Ft. Wm Henry	1 Militia, 1 Irregular
Boston	1 Militia
Halifax	2 Regulars
British Navy Box	2 Ships
<b>1758 REINFORCEMENTS</b>	5 Units
<b>1759 REINFORCEMENTS</b>	6 Units

- » British set up reinforcements 1st in 1758 and 1759.

### FRENCH HISTORICAL SET UP:

Louisbourg	1 Militia, 2 Regulars
Quebec	1 Militia
Montreal	1 Militia, 2 Regulars
Ft. St. Frederic	1 Militia, 1 Irregular
Ft. Carillon	1 Militia, 1 Regular
Ft. Frontenac	1 Militia
Toronto	1 Irregular
Ft. Niagara	1 Militia, 1 Irregular
Ft. Duquesne	1 Militia, 1 Irregular
French Navy Box	1 Ship
<b>1758 REINFORCEMENTS</b>	3 Units
<b>1759 REINFORCEMENTS</b>	2 Units

- » All units set up at maximum SP. Place the Year marker on “1757” on the game board, the turn marker on “Turn 1” and begin play.

**FREE FORM SET UP:** Instead of using the historical set up, players may choose to set up their troops for the strategic start of the game. Use the same starting units from the historical game. The unit mix is:

### FREE FORM SET UP:

BRITISH UNITS	FRENCH UNITS
2 Irregulars	4 Irregulars
6 Regulars	5 Regulars
6 Militia	8 Militia
2 Ships	1 Ship

- » The British player sets up first. Set up army units in home locations. In free form set up, the number of units in each location cannot exceed the location Victory Point (VP) value. Irregular units count towards this limit. Ship units are placed in their home Navy box.

- » All units start at maximum SP.
- » Place the Year marker on “1757” on the game board, the turn marker on “Turn 1” and begin play.

## 7. SEQUENCE OF PLAY

The game has 3 campaign years and each year ends with a Winter phase before the next year begins. Years and turns are tracked on the game board with cubes. Reinforcements become available and come in to start each campaign year in 1758 and 1759.

### 7.1 REINFORCEMENTS AVAILABLE TO START EACH YEAR:

**1757:** None, use starting units

**1758:** British 5, French 3

**1759:** British 6, French 2

### 7.2 MUSTER LOCATIONS FOR REINFORCEMENTS:

- » Ships come in at Navy Boxes.
- » Irregular and Militia units enter in at any controlled home location.
- » Regular units must enter in at controlled ports.

All reinforcements are brought in at full strength at the beginning of the year before the year starts. British reinforcements are placed first, followed by French reinforcements. All can come together at a single location or they may enter individually or in divided groups at various locations at the beginning of a year.

However, when reinforcements come in at a location, the number of reinforcements units cannot exceed the location VP value. Irregular reinforcement count towards the location limit.

**FOR EXAMPLE:** *British have 6 reinforcements in 1759 but they could only place 2 of them at Halifax because its VP value is 2.*

If there are no friendly ports for regulars to enter then they cannot enter that year and other types of units should be selected from the muster pool. Reinforcements that come in to start a year can move on their player first turn of the year if activated.

### 7.3 PLAYER PHASE FOR THE TURN:

Every campaign year has 11 turns and a possible 12th turn. The 12th turn is decided by a six-sided die roll after the 11th turn ends. On a roll result of 1-3 winter comes early and the year ends with the 11th turn. On a roll result of 4-6 a 12th turn is played before the year ends.

Each turn has a player phase for each side.

In alternating movement, both players roll one 6-sided die. The player with the highest die roll determines who goes first that turn and any ties the French decides who goes first. If simultaneous hidden movement (See paragraph 12) is used, this step is skipped.

In each player phase of a turn, a player has one move for the turn. During his phase of the turn a player’s side is considered the active attacking player and completes his one move.

A player may not use more than one move in a turn, nor does he have to move. Moves may not be saved from game turn to game turn.

Players may use their move for a turn to perform ONE of the following:

- » Move a ship unit or group of ship units to or from the Atlantic.
- » Move an army unit or group of army units from one location.

Once all unit movement has been completed by a player in his portion of a turn, the player initiates and resolves Battle with any units that end a move in the same location that opposing units occupy. The active moving player is the attacker and the opposing side is the defender. Once all battles have been resolved that player phase ends.

After both players have completed their player phase for the turn, the turn ends. Play proceeds to the next turn. If it is the last turn of the campaign year, then the winter phase is conducted. Otherwise, repeat the player phase sequence for the next turn.

### 7.4 MOVE A SHIP UNIT OR GROUP OF SHIP UNITS

For a side’s one move in a turn they can move a ship or group of ships from their navy box location into the Atlantic box and vice versa. It cost the move for a turn to move a ship or all ships to its navy box. During winter attrition phase at the end of a campaign year all ships must return to their home navy box and do not use a move to do so.

## 7.5 CONTROLLING THE ATLANTIC

The Atlantic is neutral for both sides unless it is occupied by naval units of one side, in which case it is controlled by that side. A side controls the Atlantic by having ships in the Atlantic box and ship units are the only units allowed in this box.

Control of the Atlantic is important because it is necessary if a side decides to move to an opposing port using the blue movement paths. Further, control of the Atlantic prevents your opponent from using blue movement paths to move to your ports.

## 7.6 MOVE AN ARMY UNIT OR GROUP OF ARMY UNITS FROM ONE LOCATION

Players can use their move for the turn to move an army unit or group of units from one location to an adjacent location or locations. The move can be with one, some, or all units from one location. If moving a group of units, each unit in the group can move to the same or different adjacent locations.

Irregular units can move 1 or 2 locations and regulars and militia units can move 1 location a turn. A moving unit is able to move from location to adjacent location along the roads. Locations may not be skipped while moving. Any number of units may occupy a location.

All movement occurs when a player spends his move for a turn to move a unit or group of units from one location. Movement rate and movement points (MP) are synonymous.

**FOR EXAMPLE:** *1 move allows a player to move any and all units in one location. If 5 units are at Albany, all 5 could move. If the player had 3 regular units (MP=1) and 2 irregular units (MP=2), all 5 units could move where the 3 regulars move 1 location and the 2 irregulars could move up to 2 locations.*

If a unit moves to a location where an opposing unit is, the moving unit must stop.

No unit may move more than once during his player turn (unless retreating in battle which is not counted as movement).

## 7.7 USING BLUE MOVEMENT PATHS FOR ARMY UNITS

Army units use the blue movement paths just like land movement lines as long as they are moving from one controlled port to an adjacent controlled (friendly) port.

Army units may only move along blue movement paths to uncontrolled opposing or opposing occupied port locations IF THEIR SHIPS CONTROL THE ATLANTIC. They may not use blue movement paths to move to uncontrolled opposing or opposing occupied port locations if the Atlantic is neutral or controlled by his opponent.

Army units must stop at the first location when using blue movement paths and no further movement is allowed for those units in that turn.

**FOR EXAMPLE:** *If the Atlantic is neutral or French controlled, the British army units could move from British controlled Boston to British Halifax or from British Halifax to British occupied and controlled Louisbourg. However, if Louisbourg is not occupied by British units they could not move there.*

If a side controls the North Atlantic it prevents use of blue movement paths by the opposing side to uncontrolled ports and allows its army units to move to uncontrolled ports.

**FOR EXAMPLE:** *British army unit movement along the blue movement path from British controlled Halifax to French controlled Louisbourg is allowed if the British ships control the Atlantic but French units in Louisbourg could not move to Halifax.*

When moving to an opposing controlled port by blue movement path, this causes a port attack battle if the location is occupied by opposing units.

**DESIGN NOTE:** *During the F&IW each side moved by water between controlled locations without much difficulty. However, attacking opposing locations by water generally required a substantial operation and control of the water ways.*

# 8. BATTLE

## 8.1 NAVY BATTLES:

Navy battle for ships only occur when both sides have ships in the Atlantic box. Ship battles are different than land battles with army units. Ship battles are resolved before army unit movement using blue movement paths or army unit battles.

Ships can only battle opposing ships when opposing ships end movement in the Atlantic box. When this occurs ship units for both sides roll one battle die simultaneously for each ship they have in the battle and compare the results for the battle round. Hits are applied immediately to

opposing ships for each ship symbol rolled by moving the opposing ship from the Atlantic box to its home Navy box. After each battle round, both sides can retreat or stay with their remaining ships for another round of ship battle. For retreat the French decide first followed by the British. If neither side retreats from the battle, another battle round begins with the ships in the Atlantic box. Battles rounds are fought until one side or the other retreats or has all ships hit and forced to its home Navy box. The ships that were not hit of the winner remain in the Atlantic box and control the Atlantic.

**FOR EXAMPLE:** *The British have 3 ship units in the Atlantic box and therefore control the Atlantic. On the French player turn he moves two ships into the Atlantic box. In the first round, the British player rolls 3 battle dice and the French player rolls 2 dice. Both players score one hit and remove one ship back to their Navy box. Both stay for a second round, the British player rolling 2 battle dice and the French 1 dice. The British player scores no hits and the French player scores 1 hit. The British player applies the hit which forces one of his ships to its home Navy box. He then decides to retreat to his Navy box with his remaining ship. The French ship stays and now controls the Atlantic.*

**DAMAGED AND RETREATING SHIPS:** Any ship(s) that are hit or retreat from naval battle cannot move in the owning players **next** turn. To show this status, place hit and retreating ships label side down in their navy box.

**DESIGN NOTE:** *Fleet movement and battles during the F&IW were more about driving or keeping opposing ships away from key sea lanes. Battle results generally forced or kept a fleet or squadron out of an operational area.*

## 8.2 ARMY BATTLES:

Army battles occur when opposing army units end a move in the same location at the end of a player phase within the turn. The active player is the attacker the non-active player is the defender. If more than one location is having a battle, the active side determines the order in which the battles are fought. Each battle is resolved separately before any other battles are started.

To start the battle, both sides reveal the units in the location.

Once both players have revealed their units at the battle location the battle begins.

## 8.3 ARMY BATTLE ROUNDS:

Each army battle is conducted in a series of battle rounds that continue until the units of one side are eliminated or retreat. Battle rounds have a firing order where unit types roll battle dice to cause hits (SP reductions) on opposing units. For army units, irregular units fire first, regulars fire second and militia fire third in land battles. Defender units within unit types fire before attacking units.

**FOR EXAMPLE:** *Defender irregular units fire before attacker irregular units, but attacker irregular units fire before defender regular or militia units. Hits are applied immediately.*

## 8.4 ARMY BATTLE ROUND SEQUENCE:

### 1. Irregulars Fire

- » Defender 1st, Apply Hits
- » Attacker 2nd, Apply Hits

### 2. Regulars Fire

- » Defender 1st, Apply Hits
- » Attacker 2nd, Apply Hits

### 3. Militia Fire

- » Defender 1st, Apply Hits
- » Attacker 2nd, Apply Hits

### 4. Retreat Decision

After both players have fired all units by type of units, and applied hits, then players can decide if they want to retreat instead of continuing more battle rounds. Attacking player decides first, then the defending player.

**BATTLE FIRE:** Units conduct battle fire by rolling a number of battle dice equal to their current SP for each type of units adjusted for any location reductions. Players score a hit against his opponent's units for each die rolled that matches the unit symbol of the firing unit when its class of unit rolls, irregular tomahawks, regulars own flag, militia muskets. Losses are applied immediately.

**APPLYING HITS:** Allocation of losses are decided by the owning player receiving the losses. Those losses can be applied to owned units in **any class** in the battle, including those that have fired or not fired. Reductions in SP are shown by rotating the block once for each hit inflicted from its current SP to the new, reduced SP. Any units reduced below 1 SP are eliminated and removed the game board and game.

**FOR EXAMPLE:** *The British have a 4 SP regular in Carlisle. The French attack Carlisle with a 2 SP irregular unit, a 4 SP regular and a 3 SP militia.*

*In the first battle round, the French irregular unit fires first and rolls 2 dice, scoring 1 hit with a tomahawk result. The British regular reduces from 4 SP to 3 SP. Next the regulars fire, defending British first and attacking French second within the regular class of units. British regular fires, rolling 3 dice (not 4 because he reduced before firing turn) and scores 1 hit with a British flag result. The French player decides to apply the hit to his irregular unit (reducing from 2 SP to 1 SP) since it has already fired, instead of its regular or militia unit. Now the French regular fires, rolling 4 dice and all miss. Next the French militia fires, rolling 3 dice and scores 1 hit with a muskets result. The British regular reduces from 3 SP to 2 SP. This ends the battle round.*

*The French decide to remain for a second battle round but the British decide to retreat. The British regular unit rolls one die for retreat attrition. The result is a star which causes a 1 SP loss for the retreat reducing the British regular from 2 SP to 1 SP. It retreats to Philadelphia.*

## 8.5 LOCATION EFFECTS IN BATTLE:

Irregular and militia units attacking fort and port locations roll one less die in the first battle round. All units moving along a blue movement path to attack a location roll one less die in the first battle round. Adjustments are **cumulative**, therefore irregular and militia units attacking fort/port locations along a blue movement path would roll 2 less dice in the first battle round.

UNIT	LOCATION	EFFECT	DURATION
<b>Irregular</b>	Attack a fort or port	-1 Die	1st Battle Round
<b>Militia</b>	Attack a fort or port	-1 Die	1st Battle Round
<b>All</b>	Attack along blue line	-1 Die	1st Battle Round

**FOR EXAMPLE:** *A British regular and British militia move to Fort Niagara which is defended by a French regular and a French militia. In the first battle round, the British militia unit would roll one less die because it is attacking a fort location.*

**FOR EXAMPLE:** *The British control the Atlantic and British regular and militia units move from Halifax to Louisbourg which is occupied by French militia and regulars. This causes a battle at*

*Louisbourg. All British regular units would roll one less die in the first battle round because they moved along a blue movement path to attack an opposing occupied location. All British militia units would roll 2 less die in the first battle round because they moved along a blue movement path to attack an opposing location AND attacked a fort/port location.*

**DESIGN NOTE:** *During the FIW, irregulars and militia did well defending areas supported by forts and ports. Forts and ports were also very good at fending off attacking irregulars and militia. But as the history of the conflict showed, forts were not very good when attacked by well-armed troops such as regulars. The fall or abandonment of Forts William Henry, Duquesne, Niagara, Carillion, St. Frederic, Louisbourg, and Quebec attest to that.*

## 9. BATTLE RETREAT

After the first round of battle is completed players may retreat from battle. The attacker side makes this decision first, followed by the defender side. All retreat rules apply. If neither player decides to retreat, then they begin another battle round and decide at the conclusion of each round if they are going to retreat or stay for another round.

If a player decides to retreat, all of their units retreat from the battle location. The units of the player retreating are subject to one retreat attrition, in which each retreating unit rolls one die per unit. A hit occurs to that unit for any matching symbol (tomahawks, musket, own flag) of the retreating unit and for any star rolled by the retreating militia or regular unit. All hits are applied immediately to the retreating unit. After applying retreat attrition, the retreating units must follow retreat rules. Units retreat one location on a retreat.

Units may retreat from port location battles to another **friendly** connected port using blue movement paths if they moved from that location or if that is an open path for the player.

### 9.1 RETREAT RULES:

- » Attacking units must retreat to the location they moved to the battle from. Defending units must all retreat to the same open location the attacking side did not move from. Units cannot retreat into an unresolved battle location.
- » If all retreat locations are blocked (occupied by opposing units or ongoing battles), then units may not retreat and must continue battle.



- » If possible, retreats should be towards home location areas.
- » Irregular units by themselves do not block retreats. If units must retreat to a location occupied solely by opposing irregular units, they may retreat through the location to the next adjacent open location but must do one more retreat attrition die roll for each retreating unit.

**BATTLE BOARD:** For larger battles or to help organize firing by unit type, players may use the battle board which also has battle aid information on it.

## 10. WINTER ATTRITION

At the end of each campaign year a Winter Phase is completed. During the Winter Phase, no moves are allowed. Army units remain in their locations and all ships in the Atlantic box return to their navy box. Then each side must check for winter attrition for army units. Each and every location has a winter attrition limit which is also its victory point value. Any port or fort is +1 to its winter attrition limit rating for winter attrition purposes.

During the winter attrition check, units in excess of the location winter attrition rating must take attrition. In home locations, excess units reduce for winter attrition by reducing one SP to each excess unit. In opposing locations, excess units each reduce 2 SP for each excess unit that exceeds the opposing location winter attrition limit. Owner's choice on which excess units to apply winter attrition reductions.

The first irregular unit in a location does not count towards the winter attrition limits of a location. If more than one irregular unit is in a location, then the irregular units exceeding the first one do count towards the location winter attrition limits.

**FOR EXAMPLE:** *If 5 British regular units occupy a French town with a winter attrition rating of 2, then the British player would reduce 3 units (blocks) 2 SP each. Had it been 5 French units, and 1 of the blocks was an irregular unit, in a French town with a rating of 2, then 2 French units would be reduced 1 SP as the first irregular unit does not count for location attrition limits.*

## 11. HOW TO WIN THE GAME

Victory is determined at the end of a year before the winter attrition phase. Either side wins if they have 10 more VPs than their opponent at the end of a year in 1757 or 1758. If at the end of the game in 1759, if the British have not earned a victory, (10 more VP than the French) then the French win.

VPs are earned two ways; by occupying locations and by eliminating opposing army units.

Occupation VPs are earned by occupying opposing home locations and the Atlantic **when the year ends**. Occupation VPs are earned for the location VP value but only when the year ends. Occupation VPs are not kept nor do they carry over into a new year.

Eliminated opposing army units earn 1 VP per opposing unit removed from the war. Once earned VP for eliminated units are kept for the rest of the game and are tracked on the game board.

**FOR EXAMPLE:** *At the end of 1758 the British have earned 11 VPs for locations occupied when the year ended and 3 VP for eliminating 3 French army units during the game. This gives the British 14 total VPs. If the French have earned 5 VP then there is no winner for that year. If the French had earned 4 VP then the British would win at the end of 1758.*

Irregular units by themselves cannot control any opponent home location or earn its VP at year end. Militia and regulars are the only units that can earn VP for control of opponent locations and the VPs earned only occurs when they occupy it when the year ends.

The Atlantic is controlled by the side that has ships in it at the end of a year. If neither side wins when 1757 or 1758 ends, then occupation VPs do not carry forward when the new year begins, but army unit elimination VPs do.

## 12. SIMULTANEOUS HIDDEN MOVEMENT:

For greater fog of war and tension players can use simultaneous hidden movement. This feature fits well with the French and Indian War considering the nature of that conflict. Simultaneous movement uses the old fashion way, written orders.

## 12.1 RULES FOR SIMULTANEOUS HIDDEN MOVEMENT:

The alternating move and die roll to determine who goes first, is not used.

Since both players are active and move at the same time in a turn, simultaneous movement will cause situations where the attacker and defender must be determined for the location.

1. Simultaneous movement will cause situations where both players enter the same empty or occupied location. When this occurs, the moving units stop which will cause a battle. If the location was empty, the British are defenders in British home locations and the French are defenders in French home locations. If the location is occupied, the occupying side is the defender.
2. If the moves of players cause units to pass each other on the same movement path between two adjacent locations (French in Ft. Niagara move to Oswego and British in Oswego move to Ft. Niagara), the player with the fewest units decides which one of the adjacent locations the battle will occur. In the case of a tie the British player decides.
3. Special Rules for Irregular Units: These units can move two locations which will cause some unique situations. In simultaneous movement, these units can move two locations when the following applies:
  - A. No opposing units are in the first adjacent location irregular units move into after accounting for the simultaneous movement for the opposing side.

**FOR EXAMPLE:** *An opposing unit could be in the first adjacent location but the opposing simultaneous move could move the unit out of the first adjacent location which would open it.*

- B. No opposing units will end their movement in the first adjacent location after accounting for the opposing side simultaneous move.

In all other cases where an issue comes up, the irregular units can only move one location when using simultaneous movement.

4. Any written order or portion of an order that cannot be carried out, regardless of the reason, causes that player to forfeit his order for that turn. All of his units remain in place.

**FOR EXAMPLE:** *If the British write an order to move army units to an opposing port using blue movement lines but the French order moves ships into the Atlantic and they win control, then the British order cannot be carried out.*

## 12.2 HOW TO USE WRITTEN ORDERS FOR SIMULTANEOUS MOVEMENT

Each turn both players write their one move for the turn on the written order sheet which are designed to help with order writing. Since movements are from **one** location to one or more adjacent locations (two in the case of irregular units) the order writing is simple and the order writing pad for each player can be used with or without our suggested abbreviations.

The gray box for each turn on the order pad is for recording the one location “from” which units are moving each turn. The lines beside the gray box are to record the unit type and location “to” which those units are moving. To facilitate this further, each location has a two-letter abbreviation which is shown on the diagram on the back of these rules with a suggested one-letter abbreviations for each type of unit as follows:

- » Irregular = I
- » Militia = M
- » Regulars = R
- » Ship = S

### OTHER SUGGESTED TERMS:

- » Hold = No movement for any units, just remain in place
- » All = All units move from the location to one adjacent identified location.

**FOR EXAMPLE:** *AX All to CU would mean move all units from Alexandria to Cumberland.*

On each order write how many units and their type are moving. List the “from” location first in the shaded “from” column followed by the unit count and type “to” their ending locations in the unshaded “to” lines for the turn. Current SP should not be listed as that determination can be made as the blocks are moved. A typical written order may look like:

“NY- 2M TO AL,  
3R TO PH, 2I TO  
AL TO HE”

1757	
1	NY 2M to AL
	3R to PH
	2I to AL to HE

This order would represent New York as the location selected to move from and 2 Militia units would move to Albany, 3 Regular units would move to Philadelphia, and 2 irregular units would move to Albany and then to Ft. William Henry.

These are suggestions for writing orders. Players can use any method they like for writing their orders as long as both players can understand them. Once each player has written his order for the turn they are revealed and players move their units accordingly following the simultaneous movement rules.

Players resolve any movement issues and battles for the turn. Then play proceeds to the next turn.

To speed up the order writing process have the French player be the only player writing orders. He writes his order first without revealing it. Next the British player completes his moves on the game board. Last the French player reveals his written order, and completes his move on the game board, using the order he wrote before the British player moved. Movements for both players are resolved and adjusted if necessary.

## 13. PLAYING THE GAME SOLITAIRE

The game plays well solitaire by playing each side to the best of your ability in the alternating turn version. The only changes required are to have the unit type and SP information face you for the blocks for both sides. Further, to determine what side goes first each turn, roll one six-sided die for each side and the high die roll goes first for the turn. If there is a tie, have the British go first.

### 13.1 SOLITAIRE CHALLENGE:

For those that want a more challenging game select a BOT side and a player side. Have the BOT side move first each turn and play the BOT side to the best of your ability. After all BOT side moves and battles have been completed then follow the BOT by doing the turn for the side you are “playing”. To start the player side of the turn, roll one custom battle die and, using the table below, apply the die roll result to your “player” side units for the turn.

ICON	TITLE	RESULT
	Unreliable Irregulars	Your irregulars cannot attack this turn. They may move and defend.
	Unreliable Militia	Your militia cannot attack this turn. They may move and defend.
	French Player Poor Roads <i>Ignore if British</i>	Your regulars cannot attack this turn. They may move and defend.
	British Player Poor Roads <i>Ignore if French</i>	Your regulars cannot attack this turn. They may move and defend.
	Fleet Repairs	No naval moves for your ships this turn.
	Reinforcement/ Recruitment	Add 1 SP to two reduced opponent units.

### 13.2 OPTIONAL RULES:

1. Retreating regular units are hit on **any** flag (own or opposing) and star results on retreat die rolls.
2. Irregular units are -1 die in attacks on ports and forts in ALL rounds if attacking without friendly regulars and/or militia.
3. Hit Ships vs. Retreating Ships: Hit ships are turned face down in their home ship box for TWO owning player turns before they can move again. Retreating ships are turned face down for ONE owning player turn before they can move again.

### GAME DESIGN:

Mike Wylie

Grant Wylie

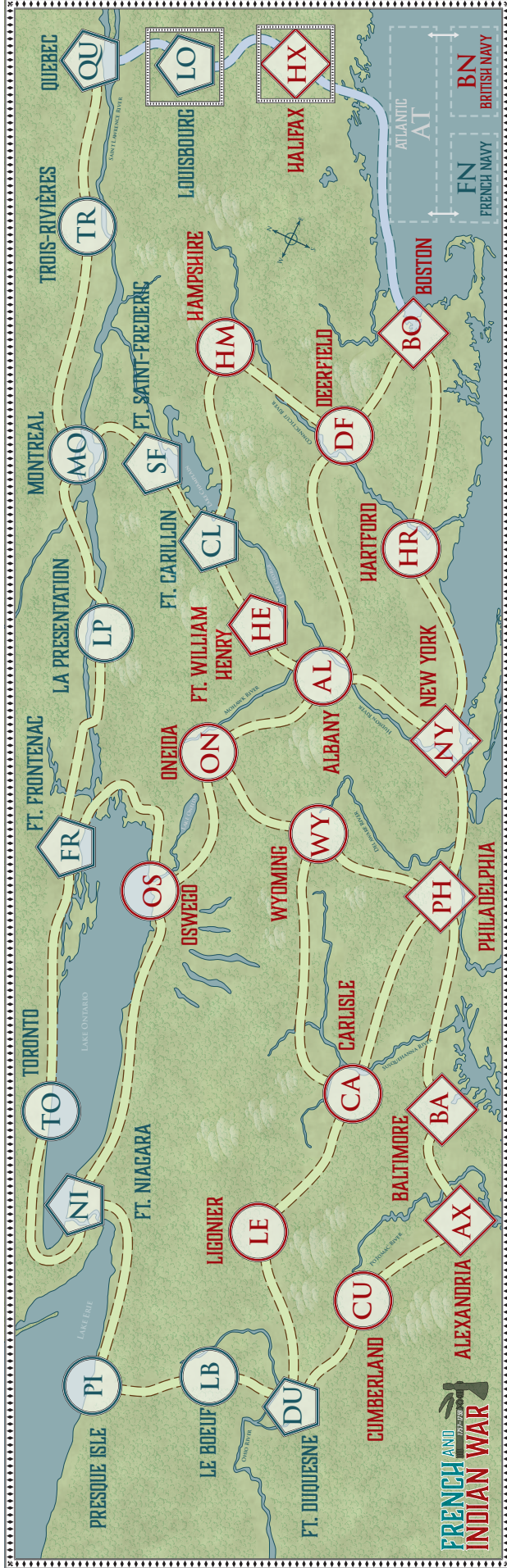
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# LOCATION ABBREVIATION FOR SIMULTANEOUS HIDDEN MOVEMENT



# ADDITIONAL PLAYER AID CHARTS

## LOCATION EFFECTS IN BATTLE:

UNIT	LOCATION	EFFECT	DURATION
<b>Irregular</b>	Attack a fort or port	-1 Die	1st Battle Round
<b>Militia</b>	Attack a fort or port	-1 Die	1st Battle Round
<b>All</b>	Attack along blue line	-1 Die	1st Battle Round

## BATTLE SEQUENCE:

UNIT TYPE	BATTLE SEQUENCE	MOVEMENT RATE
	Simultaneous (with ships only)	<b>1</b>
	First Fire	<b>2</b>
	Second Fire	<b>1</b>
	Third Fire	<b>1</b>

