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INTRODUCTION

The French and Indian War 1754-1760

The French and Indian War is the name given to that part of the Seven Years' War fought in North America between England and France. In 1754, the first shots in what was to become a world war were fired by Virginia Militia under the command of the young George Washington. Five years of warfare later, the fall of Montreal in 1760 ended French rule on the continent.

SMALL WARS: MOHICANS gives two players the chance to face the problems and make the decisions that shaped the course of American history.

COMPONENTS

- one 90 x60 cm game map
- one Rulebook
- two Player's Aids
- 155 unit counters (63 British, 56 French, 2x6 Iroquois, 24 Indians)
- 45 markers
- two (2) six sided dice
- twelve (12) custom dice



THE MAPBOARD:

The map shows that part of what are now Eastern Canada and the Eastern United States where all most all the conflict took place. On the map are a number of points (a.k.a. locations) linked by lines of communications (roads, rivers and trails), sometimes also called Transportation Lines (see below). Ports locations are indicated by anchors. Permanently fortified locations are indicated by a fortress icon at the left-hand side of their name. Locations that bring victory are indicated in white print and with a symbol at the right of their name, either a fleur-de-lys (French objective) or a Royal Monogram of George III (British objective).

Connections: Places are connected by transportation lines: roads (full line), trails (dotted lines) and waterways (blue lines). More precisely:

Waterways include movement along rivers. It also includes movement along the coasts (from port to port along the coastline), and Lake movement (which is across any place on a named lake – Michigan, Huron, Erie, Ontario, Champlain).

Sea Lift (movement) is between two ports, whether directly connected alongside the coast or not.

Bases of Operations: they can also be named Supply sources.

France: Montréal or Québec

British: New York, Boston or Philadelphia



At the beginning of the game French territory is everything west and north of Fort Duquesne. British holdings extend through Iroquois land to Lake Ontario and include Fort Oswego and Fort Bull. Iroquois land itself is neutral at the beginning. The British hold Fort George and everything south of that. The French hold Carillon and all points north of it. *See Various section at end of the rule for locations names.*

To ease ownership recognition, a colour code has been added to the names' plates of the various points, as follows:

Blue: French - Red: British

Purple: Iroquois (initially neutral) - **Green: Indigenous** (initially unactivated but pro-French)

TRANSPORTATION LINES

Points are connected by transportation lines. All movement is point to point along full lines (roads), dotted lines (trails), and blue lines (waterways). There is also (British) Sea Movement which is from port (anchor) to port (anchor).

PLAYING PIECES

Forces in the war are color-coded. British are red, French blue and non-Iroquois Indigenous green. Many markers are non-colored (e.g. Forts) and can be used by both sides. Regular and Militia Combat units, as well as ships, are using square-shaped pieces. Irregular units (Courriers, Rangers and Indians) are using round-shaped pieces.



They are organized as follows:

THE BRITISH: consist of British Regulars (numbered in red plate, with regimental flag), Colonial Regulars (numbered in orange plate, with flag), Colonial Militia (place named in brown plate) and Rangers (round-shaped, Rogers', Gorham's, the 80th, named, in green plate). Each piece represents a battalion of about 600 men. There are also 5 British Naval pieces: two Naval Squadrons, a Troop Convoy, an Appointments and Supply Convoy and a Sea Lift/Amphibious counter. Each piece represents about 500 men.

THE FRENCH: consist of French Regulars (named, with regimental flag, in blue plate), Colonial Regulars (called Troupes de Marine, by company, with regimental flag, light-blue plate. Also includes garrisons of Québec and Louisbourg), Colonial Militia, (place named in brown plate), Couriers de Bois (round-shaped, French ‘Rangers’, named in green plate). There are also 4 French naval pieces; a naval squadron, a privateer, a troop convoy and a gifts and supply convoy. Each piece represents about 500 men.

THE INDIGENOUS: all are round-shaped pieces. They consist of thirty named tribes. Pieces 1-6 are the Iroquois (named, purple plate) and are covered under special rules. They exist in both red (British-aligned) and Blue (French-aligned) counters. There are the 24 non-confederated tribes, in green round-shaped counters (named, plate in green color), which can be used by the French. Each piece represents about 500 warriors.

Flipping Over Units

Most units (except some smaller units – see next) have two sides for battle casualty purposes, indicated by the Life bullet on the top-left part of their counter. On the first hit, a unit is flipped over onto its back side, showing only 1 life point. On the second hit it is removed from the board. Pieces that have been flipped do not lose effectiveness.

Small units: many Indigenous tribal units and some militias (from low populated areas) have only one Life point. When they are hit, they are removed from the board.

MARKERS: there are neutral (not side-colored) markers for Forts and raids, Battles Makers (Woods or Walls for Forts). There are colored markers per side for Activations Points. Control markers are round-shaped and larger, with the back and front showing a different side.



Battle Markers have 2 sides, each showing a number of “life points”: they are used to represent protection and loss absorption in combat.

TYPES OF TROOPS

For the purposes of the game there are three types of fighting unit. **REGULARS** are all European and colonial regulars. **MILITIAS** are all British and French militia. **INDIGENOUS** (or **IRREGULARS**) are all 30 Indigenous tribes, the Courriers de Bois and the Rangers.

See Special Rules for the French Fortifications units.

IMPORTANT: French colonial troops (Troupes de Marine) are considered as **IRREGULARS** for purpose of movement, as well as Ambush determination. They are **REGULAR** troops in all other situations.

Unit Type Key



Regulars (*from Europe*)

Gold name font

Dark red plate: British

Dark blue plate: French



Colonials (*from America*)

White name font

Orange plate: British

Light blue plate: French



Militias (*from America*)

White name font

Brown plate for both sides



Irregulars (*round markers*)

White name font

Green plate for both sides

French-allied indigenous are with a green background.



Exceptions: Iroquois have purple plates and exist in duplicate, one for each side with side's color.

SETTING UP THE GAME

THE FRENCH: have the following places automatically fortified (no need of a fort marker, those places a permanently fortified): Louisbourg, Québec and Montréal. There is a fort marker at (from west to east): Ft. Vincennes, Le Détroit, Ft. Duquesne, Ft. Niagara, Ft. Frontenac, Ft. St-Frederic and Ft. Beauséjour. There is an Acadian militia at St-Jean and two at Ft. Beauséjour. There is a town militia at Tadousac, Québec, Trois-Rivières, Montréal, Ft. Lévis, Chambly and Louisbourg. There is a Troupe de Marine at Ft. Duquesne. The 2 garrisons units (showing a gun, immobile) are setup at Québec and Louisbourg respectively. There is one Courriers counter at either one of Le Détroit, Ft. Vincennes or Montréal (French player choice). Three other Courriers de Bois are selected and placed one at a time on a location with an Indian tribe counter (not Iroquois) which they activate as the game begins.

THE BRITISH: have the following places automatically fortified (no need of a fort marker, those places a permanently fortified): the nine eastern towns of Williamsburg, Alexandria, Baltimore, Philadelphia, Trenton, New York, New Haven, Boston and Portsmouth. There is a fort marker at (from west to east): Ft. Ligonier, Ft. Oswego, Ft. George, Ft. Stanwix, Albany,, Ft. Lawrence and Halifax

There is one appropriate named militia each at the nine fortified towns, plus one at Albany, Johnson Hall and Ft. Stanwix. The 40, 45 and 49th regular battalions are one each at the three locations in Nova Scotia (Ft. Lawrence, Halifax, Port-Royal). The sealift piece is at whichever port the British player wishes.



Note: three forts (*Fort Necessity* [1755], *Fort William-Henry* [1756] and *Fort Carrillon* [1757]) are indicated with a space and shovel icon next to their name plate. They were non-existent or under construction at the start of the game in 1754. They will automatically appear on map at the start of the indicated year in brackets in the list above (unless the location has been captured by the other side by then). Until then, consider the location to be Woods terrain for battle purposes.

FORCE POOLS: All non-on map Militias and Colonial Regulars or Irregulars are placed inside their respective nations' Force Pools. This is where the reconstruction and musters can be taken from (see below). Militia units are said to be "available" in that pool if their side controls their location of origin.

NAVAL WAR INSERT: at the start of the game in 1754 and beginning of the first turn of each year after that, the French player sets his naval pieces face down at the four anchor spots on the Naval War Insert at the bottom-right of the map.



PLAYING THE GAME

There are twelve Seasonal turns spread over seven years (each year having Spring and Summer turns for ease of recognition, without real meteorological or other significance). The sequence of play is:

- I SUPPLY POINTS ALLOCATIONS
- II MUSTERS (if any, Spring turn only)
- III MOVEMENT
- IV COMBAT
- V SIEGES
- VI WINTER (between Autumn turn of a year and Spring turn of next year)
Includes PROMOTION, SUPPLY and IROQUOIS ADJUSTMENT
- VII NAVAL COMBAT/MANEUVER (Winter turn of year only)
- VIII REINFORCEMENTS / RESTORATION (Winter turn only)

All actions of one sequence must be completed before the next begins. (Example: all movement ends before combat begins).

NAVAL COMBAT / MANEUVER

All regular reinforcements come from overseas. To determine how much each side will get past the other's navy, the French player puts his four squadron pieces face down. The British player then places one of his next to each French piece (*the Sealift/ Amphibious marker is not used here*) on the Naval Battle Insert.

Both pieces are flipped over, one location at a time and both players roll a die. The number on the ship (the one shown over the naval gun) is added to the die roll. The player holding Louisbourg gets a plus one (+1) on whatever piece he places in that box.

High dice on each roll gets through to the New World (in case of ties, both sides managed to have their ship go through). Place the naval piece on the main map, in the port of destination.

French *Corsaire* at Louisbourg



$$= 2+4+1=7$$

+ *Louisbourg Bonus* (+1)

British *Squadron* off Louisbourg



$$= 3+3=6$$

If both sides had rolled a 3, then the score would be 6 vs. 6, and both would sail.

French reinforcements are put down at whatever friendly port he wishes them to come on. British reinforcements go on the turn track to come on during his turn. Each Naval piece is used only once during this sequence.

REINFORCEMENT AND RESTORATION

REINFORCEMENTS

The naval pieces in ports provide the following reinforcements:

Naval Units & Reinforcements	
Type	Reinforcements
 Escadre  Naval Sqd. x2	 Bourgogne x2 2 European regulars at any ONE controlled port (each Sqd.)  1 st / 95 th x2
 Transport  Troopship	 Bourgogne x5 5 European regulars at any ONE controlled port.  1 st / 95 th x5
 Ravitaillement  Supplies	 Montréal x4 Muster of 4 Militias from the reinforcement pool. British also gain 2 Colonial Regulars  Boston x4  51 st x2
 Corsaires <p>The D6 modifier indicated on the counter above the +2 naval gun is added to the unit's die roll when resolving battle. Squadrons are strongest, Troopships weakest.</p>	 Montréal x3 Muster of 3 Militias from the reinforcement pool OR  Repentigny Free activation of 5 Indigenous units to rendez-vous with a Courier unit (French only)  Abenaki x5

TROOPSHIP: Five European Regulars at any ONE friendly port.

NAVAL SQUADRON: Two European Regulars at any ONE friendly port for each squadron.

APPOINTMENTS AND SUPPLIES: A Muster of four militia pieces out of the available (alive and not in play) counter mix at any friendly point in the original British holdings. Also two Colonial Regulars at either Philadelphia, New York or Boston.

PRIVATEERS and GIFTS AND SUPPLIES: EITHER five Indigenous counters to rendezvous with Courriers de Bois at any friendly point or points in the original French holdings, OR a muster of three French militia out of the available counter mix (alive and not in play) at any point in the original holdings.

RESTORATION

Restoration is the rebuild of previously destroyed (or not yet raised) Militias in the Spring turn of the year. Place two destroyed or unbuilt British Militia units to their original places. Place two destroyed or unbuilt French Militia units from either Montréal, Québec, Saint-Jean or Trois-Rivières to their original places.

SUPPLY POINTS ALLOCATION FOR MOVEMENT

THE FRENCH act (and then move) first, landing their reinforcements (if any) and then rolling two dice for Supply Points allocation (see below), later used for its Regulars and Militias. Note that Courriers march like the Indigenous, i.e. not using Supply Points (see below).

They then go through the Sequence of Play of Movement, and it is the British turn.

THE BRITISH land their reinforcements and roll two dice, one for Land Movement and the other for Sealift. See below for the roll details.

They then go through the Sequence of Play of Movement (in that sequence, Sea lift follows the land movement).

Land
Supply
Points

Land
Supply
Points

Sea
Supply
Points

MUSTERS AND STRATEGIC MOVEMENT

Each side may have **one** Muster of Militia in addition to any obtained through reinforcement. This occurs at the beginning of Movement on the first turn of a year (only), also known as Spring turn.

SPRING MUSTERS: At the beginning of the Spring movement phase, conduct a Muster of Militia. First, the French player moves up to 3 militia units that are on the map to any friendly place in the original French holdings. Then, the British player moves up to 4 militia units on the map to any friendly place in the original British holdings. The Iroquois, if allied to Britain or France, may move 1 unit to any place that is an Iroquois village.

BRITISH STRATEGIC MOVEMENT: Finally, the British may make Strategic Movement, in which they can move up to 5 Regular troops (from anywhere on the map) to the city at which their Sealift unit is docked.

For both Spring Muster of Militia and Strategic Movement, units in battles cannot be moved. In Strategic Movement, units can be moved into a battle that would take place in the location where the Sealift unit is docked.

NB: Militia units return home at the end of every year (see Special Rules - Militias).

LAND STACKING

There are stacking limits at the different places on the map, as follows:

City (fortified): **14** units (note: the two French garrisons units do not count in stacking).

Town (not fortified, includes those with a fort marker): **10** units.

All others: **6** units.

In addition, there is a limit on the number of Indigenous units and Iroquois that can be in a stack/place, which is 5.

Stacking		
Portage		6
Indian Village		6
Fort		6
Town		10 (even with )
City		14

Forts and other markers are no units and therefore not counted in the above limits. **Stacking is checked at the end of the movement**, not during it.

LAND MOVEMENT

There are three modes of movement, along Road (plain lines), Trail (dotted lines) and Waterway (blue lines) connections. All movement is point to point and consists in the spending of Supply Points to move a piece or stack at one point to one or more other points. If units/stacks starting from one same initial location move in different directions, all extra movement after the first one is charged to each unit or stack individually.

MOVEMENT SEQUENCE: the movement sequence is as follows:

1. Roll to determine the number of Land and Sea Lift **Supply Points** (SP) available. Adjust the SP marker accordingly on the board tracks (when the total exceeds 10, flip the marker to its +10 side).

The French player rolls **2d6+4** for Land Supply Points.

The British player rolls **2d6+6** for Land Supply Points and **1d6** for Sea Supply Points.

2. Move units: select one unit or stack of units, then select a connected place to move the units in that stack. Repeat until all units have moved their maximum movement allowance for the turn, or all supply points are expended.

SUPPLY POINTS, MOVEMENT ALLOWANCE AND COSTS

Movement costs are expressed in terms of Land **Supply Points** (hereafter **SP**) to move from a place on a connection to another connected place. The total costs depend on the connection type between the places moved through and the number of places (movement allowance, or simply “moves”).

IRREGULARS (Indians except Iroquois, Couriers, Rangers) units/stacks can move up to **6 places at no Supply Point cost**. Thus their Movement Allowance is 6 (they have 6 moves).

Each connection costs 1 move from their total movement allowance, whatever its type. However, they cannot use Sea Lift (exception British Rangers).

EXCEPTION: Iroquois can move one place at no supply point (SP) cost. Only one Iroquois unit/stack can move per turn in this way. However, other Iroquois units/stacks moves are using regular Land Supply Points of the side controlling them.

MILITIAS and REGULARS units/stacks that spend 1 SP to activate have a **Movement Allowance of 4**, i.e. they can move up to **4 places at a cost of 1 MP/Connection** (i.e. road or waterway, each using 1 of the movement allowance). However, if they move on a **Trail, the cost is 2 MP for that connection** and they cannot move on another trail again that turn (but can use road or waterways IF their movement allowance of 4 is not exhausted). Units can be ‘collected’ by

moving stacks (they will move with the currently activated stack) or 'dropped-off' on any connection during the movement.

As a convention, units/stacks that have completed their move are turned facing the enemy. At the end of the player's movement phase, all enemy places occupied solely by at least one friendly unit become owned by the moving player.

No player may move units through Iroquois villages before the Six Nations enter the war (i.e. all Iroquois supporting one side, see below).

Units that enter an enemy-occupied place must stop (see Overruns below).

Regular units movement Example:

Land Supply Points

French stack in Montréal with 4 units moves, by road to Chambly (1) then lake to Carrillon (1) and finally trail to William-Henry (2). This uses up all the 4 MP max allowed to a stack move (and 1 SP cost).

NB: the Marine unit at Carrillon can be collected and move for free with the stack.

Land Supply Points

British stack in Albany of 4 units moves, by trail to Fort George (2) then, although still with 2 of its MP allowance remaining, must stop as only ONE trail connection can be used per move.

If there had been a unit in Ft George, it could be activated for 1 SP and moved by trail to William-Henry (cost 2, must stop there)

A- Road move Montréal to Chambly (1)

B- Lake move Chambly to Carrillon (1)

C- Trail move Carrillon to William Henry (2)

B - Trail move Ft George to William-Henry is 2, but only 1 trail per move is allowed

A- Trail move Albany to Ft George (2)

The French spend 1 Supply Point to activate a stack in Montreal with 4 units (2 Regulars, 1 Militia, 1 Tribe). It gives the stack 4 MP. First expense is 1 MP by road to Chambly, where the stack collects the local militia. Second expense is 1 also, by lake movement to Fort Carrillon, where the stack collects the Cie de Marine there. There are 2 MP left, which are spent by trail move to Ft William Henry. No further movement is allowed after a trail move, but as the French also spent 4 MP of their maximum allowance per activation, they could not go further anyway. Also, the French stack now holds 6 units, which is the maximum allowed in a Fort location (see Stacking).

The British stack of 4 units in Albany spends 1 SP to activate and moves to Fort George, by trail (cost 2 MP). It still has 2 MP left, but only 1 trail movement is allowed per activation (for non-irregular units) and this it cannot go further. If there had been another connection (e.g. river or lake) to reach Ft William-Henry, the move could have continued. Note, however, that in the ensuing battle at Ft William-Henry, 1 unit from Ft George can join as a reinforcement.

OUTMANEUVERING

When sending units into an enemy-held place, the player can choose to expend an additional two supply points (2 SP) in order to determine the terrain on which the battle will be fought.

PINNING

A number of enemy units equal in number to the attacking units (player's choice) are pinned and can't move until the next turn.

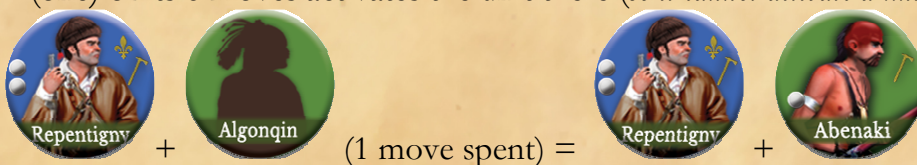
OVERRUNS

If a place moved into contains enemy units that are outnumbered by six to one (in terms of units pieces) or more (6:1+) by the attacking units, it can be overrun at an additional cost of two supply points (2 SP).

Also, the following may be overrun during movement at the cost of one move (for IRREGULARS, deducted from their 6 moves allowance) or 1 SP (for REGULARS): unoccupied forts (fate: captured or burned) and enemy stacks outnumbered by six to one or more (fate: killed).

INDIGENOUS TRIBES ACTIVATION

French Couriers can activate Indigenous units by moving to their village. A Courier that spends 1 (one) of its 6 moves activates the unit there (so it cannot activate a unit if it has no moves left).



Already activated units back in their villages may be rallied up by a Courier passing through the village with no movement expenditure (see Activation in Movement section above).

Irregular movement and Indigenous Activation Example:



A French Courier at Detroit is moving (max capacity is 6) to activate some allied tribe. Moves first to the Mingo settlement (cost 1, remain 5) where he activates the tribal unit (cost 1, remains 4), then both move, as a stack, to Winebago tribe (cost 1 by river, remains 3), which is also activated (cost 1, remains 2), and the whole group moves to Sauk (1, by river, remains 1) and the last point of the 6 allowance is used to activate the Sauk unit. The Courier has expanded all of its 6 MP capacity, and ends up in a stack with 3 activated allies.

FORT CONSTRUCTION

REGULARS units can spend all their remaining moves to build a Fort on a Town, Portage or Village. Note that these units can no longer serve as reinforcements to adjacent battles (see Battles), but they can still defend their current place in a battle.

To indicate construction, turn those units towards the left, and place fort marker under them.

FORT BURNING

All units can spend 2 (two) of their remaining moves to **burn** a fort, at which point a raid marker is placed on the location (and the Fort counter is removed).



IMPORTANT: Fort burning cannot be done by an attacker in a place where he engages the enemy.

But a victor burns or captures any enemy fort at the point of battle at no SP cost.

SEA LIFT

British and French units moving by Sea Lift can move by land beforehand (but NOT afterwards) in order to gather at a port for disembarkation.



BRITISH SEA LIFT

The British Sea Lift MARKER allows land units to move from one port to another. The port can be friendly or enemy-held (in which case flip the marker to the side indicated Amphibious as a reminder). To conduct sea lift, units in a port move onto the sealift marker, then the sealift sails to the destination port, the units disembark and are on land. Each stage costs **one sea supply point**. Additional stages can be added at a cost of (1 Sea SP) one sea supply point each; for example, picking up units in two different ports would cost 5 (five) sea supply points (embark, sail, disembark, sail, disembark).

The Sea Lift unit must begin and end its turn in a port, with no units aboard. It can move by itself (no units) to a friendly port at a cost of one sea supply point.

Sea Lift cannot take units to Québec or Tadoussac until **Louisbourg** is owned by the British.



Example: The British wish to move stacks in New York and then Halifax to Louisbourg. They would need 5 Sea Supply Points (hereafter SP) if the Sea Lift marker started in one of the two ports, (embark, sail, embark, sail, disembark).



It would require six (6 SP) if the Sea Lift marker had to move from a third British-held port first (sail, embark, sail, embark, sail, disembark).

SEALIFT COUNTER BUMPS TO NEXT FRIENDLY PORT IF ITS LOCATION IS CAPTURED.

British Sea Lift moves cannot use Land Supply Points (only the naval SP allocation).

Land moves can be used to gather troops for embarkation (but not after debarkation). Retreat to a port of origin is FREE. Only troops sea lifted in BATTLE (which will start with Amphibious assault) may retreat that way.

FRENCH SEA LIFT

If both Louisbourg and Québec are in French hands, the French may move REGULAR stacks between them at the cost of 2 SP per stack. Land moves can be used to gather troops for embarkation (but not after debarkation).

COMBAT

BATTLES

When both players have finished movement, combat occurs at any place where both have units. For each battle, the attacker is the player who moved units to that place; the other player is the defender. If there is more than one battle in the game, the attacker chooses which to fight first. The French player – if the attacker – chooses his battles first. Then the British player.

Battle Setup Sequence: For each battle:

1. **Determine the battle terrain** to use. Place the terrain marker with the defender's units.
2. **Add Militia.** The defending player adds any ONE militia from the Reinforcement Pool (if one is present) with the same name as the place being attacked to the battle.
3. **Activate Indigenous units** (if present and inactive) that are from the place of battle.
4. **Determine** if the battle is preceded by an **Ambush** or a **Landing** (if both are possible, it will be a Landing only). A Landing battle is one where units exclusively arrived by Lake or Sea (the latter by using the Sea Lift marker to move, or where the place being attacked is Quebec or New York AND/OR Waterways were used in part or in full to move there part or all of the units). See below for ambushes.

TERRAIN

Choice of terrain is the defender's UNLESS the attacker expends 2 additional SP. This indicates that he has outmanoeuvred his opponent and can choose the terrain (see [Outmanoeuvring above](#)).

TYPE OF TERRAIN: The type of terrain on which the battle is fought is determined by the map symbol at the point where the battle takes place and, if any, the presence of fort marker.

- Woods: the outline of the white circle shows green color.
- Clear: the outline of the white circle shows beige color.

Forts Marker: when a fort marker is present (and also on all fortified cities), the terrain is always Clear, color of outline notwithstanding.

Raided Location: when a non-permanently fortified location has been raided (raid marker present), the terrain is always Woods, color of outline notwithstanding.

AMBUSHES

If the battle takes place in Woods and the defending units are all IRREGULARS, there is a chance for an Ambush. To obtain Ambush, the Defender rolls a D6 and should achieve a modified result of 6+. The modifiers are as follows:

Attacking Stack has no Irregular units: +4
Attacking Stack is a mix of Irregular and other units: +2
Attacking Stack is all Irregular units: +0 (no modifier)

IMPORTANT: If the defenders include Indigenous units defending their home places (activated or not), an Ambush is automatic and no roll is necessary.

BATTLE SEQUENCE AND RESOLUTION

When both players have finished movement, combat occurs at any place where both

Battle Sequence

1. Resolution of Ambush or Landing (if any)
2. Melee Round(s)
3. Assault Round(s)
4. Victory Determination
5. Recovery
6. Retreat

A. Overview of Battles

If at the end of movement any point holds units of both sides there is a battle. Battles continue until one side is eliminated or retreats.

The attacker is the player who initiated the battle (i.e. the first to move units in the location/point). The other is the defender.

Each battle is solved one after the other, in the order chosen by the attacker. If there is more than one battle in the game, the attacker chooses which to fight first. The French player – if the attacker – chooses his battles first. Then the British player.

If the battle takes place in **Woods location**, add a Woods marker to the defender's units.



If the battle takes place at a **location that is fortified** (fort or fortified city), add a Walls marker to the defender's units



A battle consists in one (or two) **melee round(s)**. An optional retreat is possible between rounds, a mandatory one is required after the second round (except if an assault takes place). The Defender may decide before battle start to **withdraw** inside a fortification (if any), in which case the game proceeds directly to Assault round(s).

Assault rounds take place if the location has an occupied Fort or is a permanent fortification with troops having withdrawn (or remained) inside.

Both sides may call for Reinforcements at the end of each round (except during Assault rounds)

Combat uses custom dice (see B below). **An optional Rule uses D6 (makes the game longer).**

Hits may be **recovered** at the end of a battle for non-destroyed units. Forts may be captured or destroyed (permanently fortified location can only be captured, not destroyed) .

The loser **retreats** if not completely eliminated at the end of the last melee round, except in case of **withdrawal of the defender** inside a fortification. During Assault, the besieger (i.e. the one outside the fortification) must retreat if this is the second – Autumn - turn of the year (not mandatory in the first turn of the year, i.e. Spring), otherwise he may remain in the location, besieging the defender inside the fortification.

Custom Combat Dice

There are 2 types of Battle Dice (12 in total): white and black (9 whites and 3 blacks). Their sides may be blank or show 1 or 2 white muskets (hits), and sometimes a skull (elimination). Each musket inflicts a hit. An Elimination removes an enemy unit.



Each **hit** inflicts a loss on an enemy unit. See hits allocation below.

The **elimination** kills an enemy unit outright. A full-strength unit has to be chosen first if there is one. See elimination allocation below.

DICE POOL

General Principle: each unit provides 1 white die. So you roll as many dice as you have units in the battle. Some units may NOT fire in some rounds and thus provide no Dice. Some black die

are used as swaps to the White Dice you roll, mostly depending on battle location and circumstances, as follows:

CLEAR: when a battle takes place in Clear terrain, all units receive **White** dice, except IF **REGULARS** are present, in which case the side with them **SWAPS ONE** White die to **Black** die (*it's a change, not an extra*).

AMBUSH AND LANDINGS: when an Ambush or Landing takes place, the Defender (and he alone) swaps one of his White die to a **Black** die. See also Special Rules for the French Garrisons and Québec.

ASSAULTS: **IRREGULAR** and assaulting **MILITIAS** do not roll before the second Assault round.

Units that survive the first round fight normally on the second round, depending on the number of remaining life points that they have (see D below).

- **Melee** ends on first round if one side (or both) are completely eliminated. It may end also if the attacker (announcing first) or if the defender (announcing second) retreats (or withdraws inside the fortification if possible for the defender). IF the defender still has unit and is inside the fortification, Assault can be launched. Otherwise, combat is over.
- **Assault** ends on first round if one side is (or both are) completely eliminated. It may end also if the attacker (announcing first) cancels the assault or if the defender (announcing second) surrenders at the end of the first round. IF the fortification is not captured at the end of the battle, there will be a Siege situation at the end of the turn. Otherwise, combat is over.
- **Reinforcements:** both sides may call for Reinforcements at the end of each round (except in Assault rounds). See F below.
- **Reminder :** there are 7 white and 3 black dice in the game.

B. Hits Allocation

- Results on both sides are simultaneous, except for Ambushes and Landings which are applied before the start of the first Melee Round.
- Both players roll simulatenously. As a convention, the attacker rolls first.
- Each **hit symbol** inflicts a loss on the opponent.
- Each **elimination symbol** inflicts a kill on an enemy unit (which must be assigned to undamaged units first, if any).

→ Hits

- **Battles in Woods:** the first 2 hits (or Kill) are assigned to the Woods marker. **No defending units can suffer a hit or elimination until the marker is removed.**
- **Battles in Fortified Locations:** the first 2 hits (or Kill) are assigned to the Fort marker. **No defending units can suffer a hit or elimination until the marker is removed.**

- Each player **chooses and assigns** his suffered hits, i.e. he selects the damaged or eliminated units. **IMPORTANT EXCEPTION:** in Ambushes and Landings, the defender chooses the enemy unit(s) that receive hit(s).
- A hit **eliminates** a unit that has only one (1) life point or **damages** a full-strength unit (i.e. one with 2 life points, in which case flip the unit counter).
- No unit may suffer us second hit before each unit in the stack has received at least one.
- In Woods, **IRREGULARS must receive hits last**, i.e. all other type units should all receive at least one hit before any hit is assigned to an Irregular unit. Similarly, **REGULARS** in Woods must suffer the **first hit**.

C. Withdrawal inside Fortifications

- Defenders may withdraw inside a Fort or a Permanent fortification at the beginning of the battle or at the end of any Melee Round. This choice must be announced before any Dice are rolled.
- **Forts** may hold a maximum of 4 life points (not units) of Regular or Militia units. They cannot hold any Irregular units (therefore they cannot withdraw inside forts).
- **Permanent Fortifications** can hold up to 8 life points (not units) of Regular or Militia units, and up to 4 life points of Irregular units. **Exceptions:** Victory locations may hold 2 extra life points of any kind, and the French garrison units (with guns) are never counted (as they are supposed to be permanently inside the fortification – see special rules).

D. Reinforcements between Round(s)

- Both side (attacker announcing first) may call for reinforcements at the end of each Melee round (not Assault rounds). The player may draw, at the rate of one per round, units from points adjacent to the one where the battle is taking place. Units at adjacent points which are involved in battles may not reinforce any other battle. The said unit(s) are physically moved from their current point/location to the battle's.

E. Assault Round(s)

- Assault rounds occur when the defender has withdrawn inside the Fort or a Permanent fortification at the beginning of the battle or at the end of any Melee Round. It may only happen if there are no defending units outside of the fortification at the end of the second Melee Round.

- Results on both sides are simultaneous.
- Both players roll simulatenously. As a convention, the besieging assaulter rolls first.
- The Fort marker is used again by the Defender (even if used in the previous Melle at the same location and eliminated then).
- Each **hit** inflicts a loss on the opponent.
- **Elimination** inflict no kill and are changed into 1 hit.
- If all defending units are eliminated after the last assault round, the Fort / fortification is captured (Forts can also be burnt, victor's choice).
- If at least one defender survives, the Assaulter's units remain in the location and the defender too, there is a Siege Situation. Place the assaulter's units on top of the defender's. In such a case, a **Siege Roll** will take place at end of the turn. On the following turn of the same year, if the situation remains so (i.e. siege failed), another assault can be launched.

F. Victory Determination

- Victory is determined at the end of the second Assault Round (if there was one) or at the end of the last Melee Round (if no Assault):
 - If a side eliminates all enemy units, it is victorious
 - If a side has not been eliminated and has a Fort or Fortification that has not been assaulted, it is victorious.
 - Otherwise the side that has eliminated the most units (destroyed, not damaged) is the victor.
 - In case of tie, the defender wins.
- The loser must retreat.
- After a **French victory** at which Indians (not Iroquois) are present, a number of Indians units equal to that of the British units destroyed at that battle, return to their village and remain there still activated. *This is to indicate that they have taken booty and returned home in triumph.* If the Village is under enemy control, the return to the said village is cancelled and the unit goes to either of Québec or Montréal instead.

G. Sieges

- When an assault has ended and the assaulter and defender both still have units present, we have a Siege situation. Siege is solved at the end of the turn, when ALL battles are solved.
- To solve a Siege, each side rolls a D12 (2 x D6). The besieger (outside) adds to it a number equal to all REGULARS and MILITIAS units (even if damaged) present outside the location. The defender (inside) adds a number equal to all the REGULARS and MILITIAS units present inside the fortification, and a bonus of +2 for Québec and Louisbourg, and finally a bonus of +2 if the location is a port or located on a Waterway. Higher modified dice wins.
- In the rare case of tie, both sides take 1 extra hit (it may result in one side being eliminated and thus the siege is over).
- If the besieger wins, all units inside the fortification are removed and this one is captured.
- If the defender wins, the besieger may (first part of the year) or must (second part of the year) retreat. See K below.

H. Retreats

- At any round after the first one, either side may retreat, indicating that it is doing so by not taking its next round.
- A side may also have to retreat for having failed to win a battle or a siege.
- Units cannot retreat to points from which the enemy has come or to points controlled by the enemy. All units should, if possible, go back the way they came, remain in one stack and should be closer to their base of operations (The Seaboard for Britain; the St. Lawrence Basin for France) than before the battle.
- British units that arrived at the battle location (or siege location) by sea lift / amphibious movement can retreat to the port of origin. In such a case, one extra hit will be suffered (may lead to unit elimination).
- If no possible retreat path exists, units that should retreat are **eliminated** instead.

I. Recovery

- Once victory has been decided, and AFTER retreats haven been implemented, each side flips back to full strength all damaged units that are NOT inside fortifications still under Siege (first part of the year, ignore this on second part, as siege will be lifted – see J below).

Ambush test:  • 4 (Attacking Stack has no Irregular units) = 8 **Success!**

Dice Pool

 x 5 (units)

 x 1 (ambush)

 Woods Bois

 2^e Cie. Marine

 Langlade

 Mingo

 Delaware

 Choctaw

 47th

 44th

 Baltimore

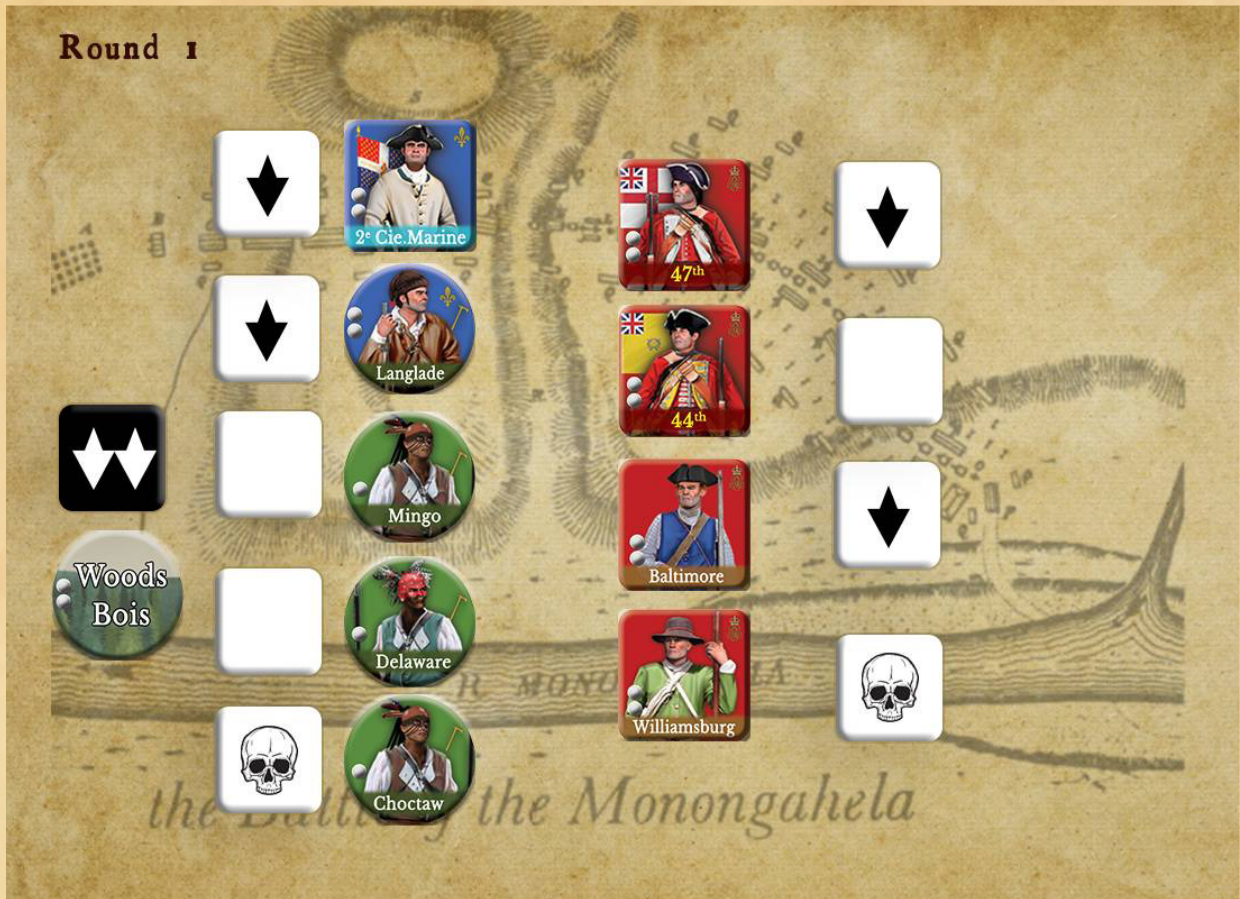
 Williamsburg

Dice Pool

 x 4 (units)

the Battle of the Monongahela

Round 1



Hits allocations at end of round 1

British killed assigned to Marine



First of black die two hits.



Second of black die two hits.

British 2 hits are assigned to Woods Bois



French killed assigned to Baltimore Mil.

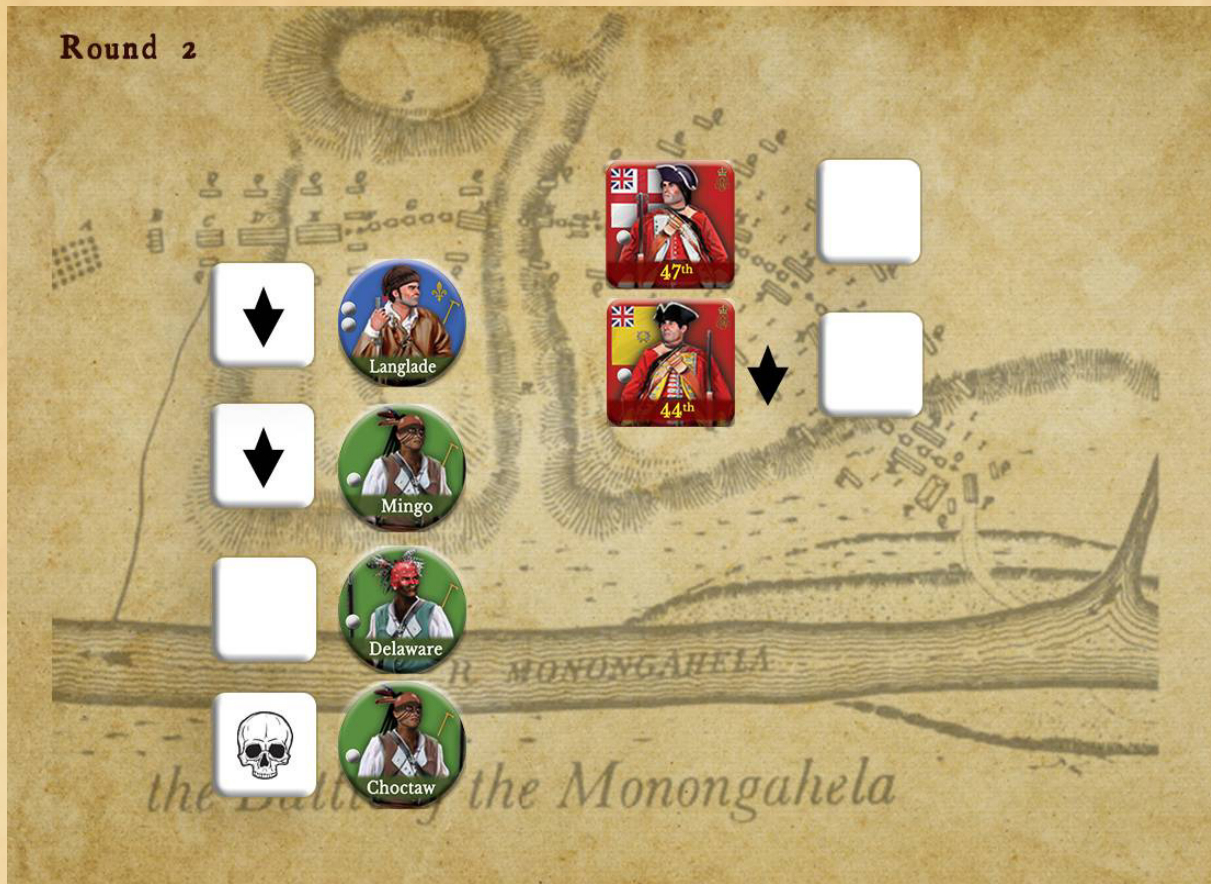


The two hits scored by the two 1-hit white die go to the Williamsburg Mil.



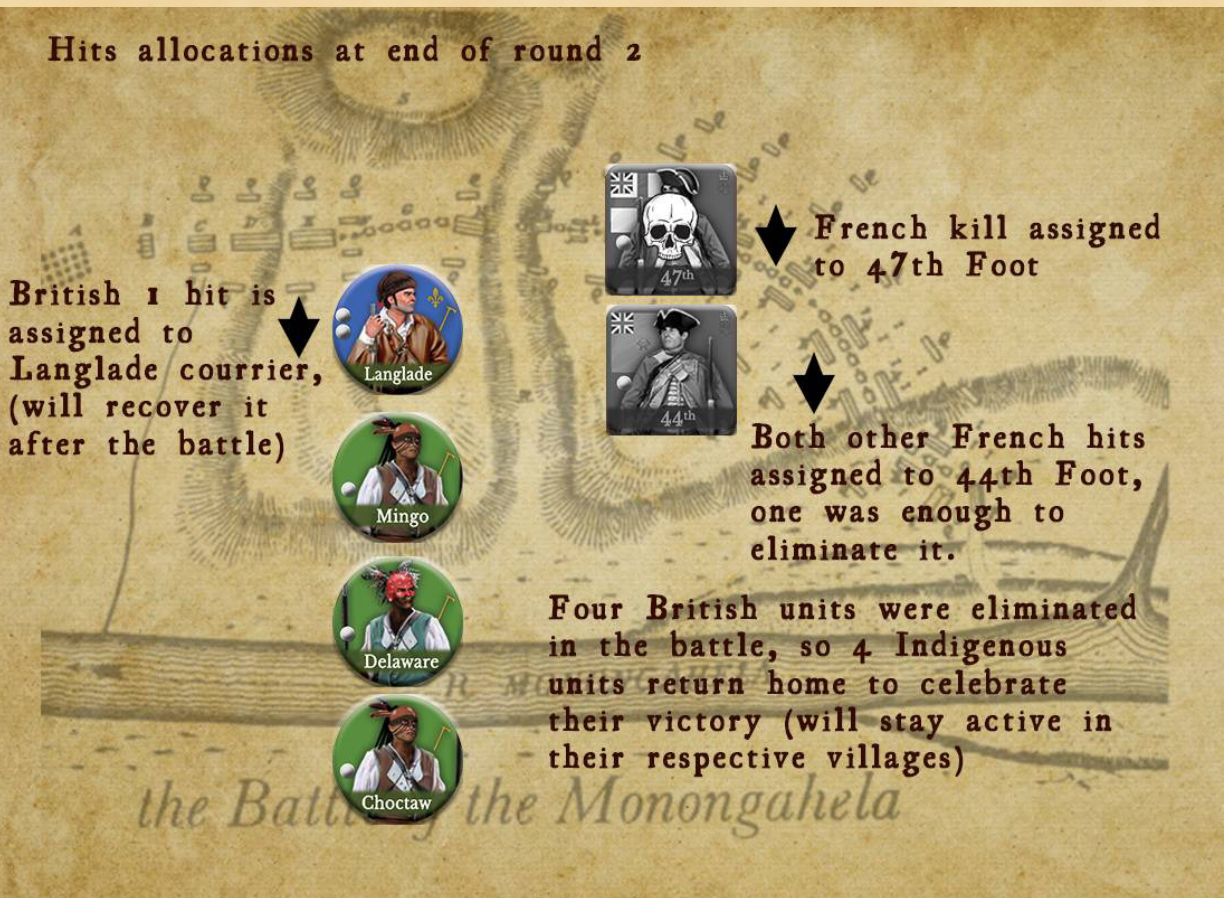
the Battle of the Monongahela

Round 2



Hits allocations at end of round 2

British 1 hit is assigned to Langlade courier, (will recover it after the battle)



Four British units were eliminated in the battle, so 4 Indigenous units return home to celebrate their victory (will stay active in their respective villages)

RAIDS

One of the most feared action of the Indigenous tribes (and their French allies) during the war was the constant raiding that they exerted on frontier locations and, sometimes, in the deep of British rear areas. This threat was one of the major reason the American colonials supported the British war effort to eradicate the French menace.



During the French Movement and at the End of the Battle Phase of each turn, the French player may proceed to raiding. Raiding may only occur in the following locations: a city, a town or a location (any type) which has/had a British Fort marker at the beginning of the turn.

DURING MOVEMENT

Raiding can only be undertaken by French IRREGULARS (Courriers and Indigenous) when they are at a formerly British location and there is no combat to resolve there. Raiding during movement is not allowed to all other units, French or British. This kind of raiding costs the stack at the location 2 of its 6 movements (the same as burning a fort), so technically a raid cannot be conducted during movement if the unit/stack has only 1 or 0 movement left.

END OF BATTLE PHASE

Raiding can also be undertaken by units (all kinds, all nations) when they are at a formerly enemy location at the end of a battle and the location has been captured by the them. There is no cost for this, but any ONE Indigenous unit in a French stack conducting this post-battle Raid immediately returns to its village (French player choice).



WINTER

At the end of a year, there is a WINTER (adjustment) phase, taken before Supply (see next section). The following actions are undertaken:

1. Militia units return home. Move each unit currently on map to its place of origin. If their home places are owned by the enemy, they return to the nearest friendly point (automatic and random if more than one choice)

2. Promotions: The player can promote **one** militia among those who won battles this year. The militia unit returns to the Reinforcement Pool and is then replaced by a Troupe de Marine or Courier (if French) or a Colonial Regular or Ranger (if British). If there are no suitable counters in the Unit Pool, no promotion takes place. See below for more details.

3. Indigenous units not in the same place as a Courier de Bois unit return to their villages. If their village is owned by the enemy, they are eliminated (*Optional Rule: the French may “save” one Indigenous unit each Winter in this situation and places it at Québec or Montréal instead*).

4. Raid Markers remaining on the map AFTER the Iroquois adjustment (see below) are removed.

PROMOTIONS

At the end of the battle the victor, the one who holds the ground, if he has militia present, can promote one of them in the Winter phase (between the last turn of a year and the first turn of a new year – See next section). The militia goes back to the Reinforcement Pool and

- an American Regular or Ranger is brought on for the British,



- a Company of Troupes de Marine or a Couriers for the French.



Note: we suggest that you make some note of the unit to promote, as this will happen only during the winter phase (see Next).

Pool Restriction For promotions: the off board counter mix is final. If suitable counters are not available, promotions do not take place.

SUPPLY

At the end of a year, all Regular and Militia units must be able to trace an uninterrupted friendly line of supply by roads or waterways to their base of operations (Montreal or Quebec for French; New York, Boston or Philadelphia for British). Units which cannot do this, starve and are removed.

They also cannot end the year on a location which does not have a city, a port, a town or fort marker, or is not connected by a **road** (i.e. trail, river or lake connection) to another location meeting the above criteria. If they do, they starve.

There are no restrictions on Indians, Couriers or Rangers.

EXCEPTION: SEAPORTS CAN BE HELD WITHOUT TRACING SUPPLY LINES.

Note that the British cannot use Quebec as a supply port if Louisbourg is French-held.

IROQUOIS ADJUSTMENT

The Iroquois, a powerful confederation of six tribes, controlled the area that is now upstate New York. Both sides' Indian agents courted their support or at least their continued neutrality. Their sympathies swayed back and forth with the tides of war. Historically, their entry on the side of the British sealed the fate of French Canada.

All six Iroquois tribes numbered have counters for each side, one being red (British) the other blue (French). At game's beginning three are placed in French control, and three in British control, using each color indicating complete neutrality.

At the end of a turn, the **Great Victories** are counted for both sides, and for each the concerned player turns one of the tribes of his opponents color to his own.



For this purpose, a **Great Victory** is defined as:

1. Any battle won (with at least 2 Regulars involved on each side, to note),
2. Capture of any permanent fortification, town or village previously held by the enemy anywhere on the map (to note).
3. Each pair (rounded down) of forts destroyed (to note).
4. Each full complement of 5 Raid markers (rounded down) on the map (to be removed by full groups of 5).

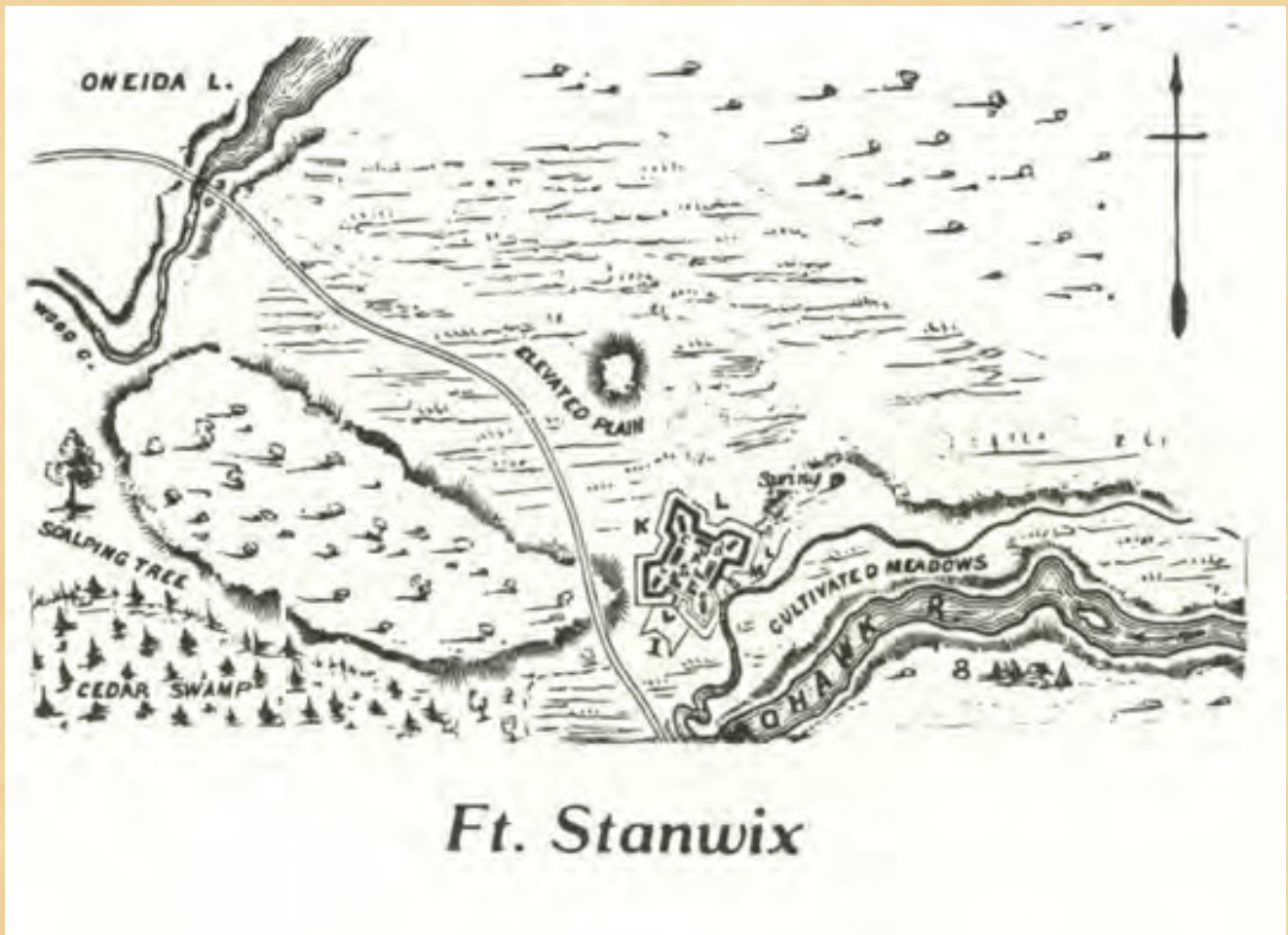
Any time a player begins his turn with all six of the tribes face up with his color, the Iroquois have gone onto his side. They are his permanently.

IROQUOIS RULES

Iroquois receive a separate and automatic free stack move for one unit/stack each turn that they are active in the game, plus a free muster in any one of their villages on their first turn of the year.

They are not replaced if they are destroyed like other Indians, but all of them have 2 Life points and thus can be flipped over and continue fighting on their first battle hit. Recovery rules apply to them.

IMPORTANT: Iroquois do not go home after victories.



VICTORY CONDITIONS



For the French.

It is to begin a turn or to end the game holding Albany and either New York, Boston



or Philadelphia, or to end a game having denied the British their victory conditions.



For the British.

It is to begin a turn or end the game holding 3 of the following 5 points: Montréal, Québec, Louisbourg, Ft. Frontenac and Ft. Duquesne. The 3 points must include Québec, Montréal or both.



THE SURRENDER OF LOUISBURG.

SPECIAL RULES

INDIGENOUS TRIBES

The 24 green-colored Indigenous tribes begin the game number face down (counter flipped to unactivated side) on their respective villages. Those who are indicated as activated or with a Courier unit are immediately activated, (flip them up) and are ready to move.

Activation of a tribe may occur in two ways.

First: a Courier piece goes to the village and spends one of its 6 moves activating them (*so it cannot activate a unit if it has no moves left*).

Second: the French player decides to use his Privateer or Supplies ship(s), or both, to activate musters of 5 Indigenous tribes.

For each muster five tribes selected by the French player can be placed with any Courier or Couriers still in the original French territory. Indians cannot be mustered in this way if a supply line cannot be traced through to Montréal, Québec, or another French-held location with a Fort.



Already activated units back in their villages may be gathered up by a Courier passing through the village with no movement expenditure (see Activation in Movement section above).

Indigenous will only leave and stay away from their village with any French unit (Courier or other) and have a stacking limit of five.

After a French victory at which Indigenous are present, a number of Indigenous equal to that of the British units destroyed at that battle, return to their village and remain there still activated. *This is to indicate that they have taken booty and returned home in triumph.* Indians who end the last turn of each year without a Courier return to their villages.

Already activated units may be used for the musters.

Indigenous attacked in their villages are automatically activated and may neither retreat nor be reinforced by neighbouring tribes not led by Couriers, but receive an automatic Ambush bonus (see Combat).

Eliminated Indians units never return to play (they do not go back to the Reinforcement Pool and cannot be recreated).

MILITIA

All militia have place names indicating their points of origin. If a point is attacked, any ONE militia with that name in the Force Pool (not on map elsewhere) comes on to defend and is placed in the concerned location.

A MILITIA MUSTER is the placing of 4 British or 3 French pieces in any spot in the original holdings still in friendly hands. It can occur either as a result of Reinforcement (See above) or at

the beginning of each year when units already on the board can be mustered at the cost of 1 march.

RESTORATION: Militias from the dead pile can be restored at the rate below at the start of each year (Spring only) during the reinforcement phase, as follows:



Place (2) two destroyed or unbuilt British Militia units to their original places.



Place (2) two destroyed or unbuilt French Militia units from either Montréal, Québec, Saint-Jean or Trois-Rivières to their original places.

Militia cannot come on in towns no longer held but will return at the end of the year to neighbouring points.

Eliminated Militias units return to the Force Pool (and can thus be restored or mustered later).

SEA CONTROL AND LOUISBOURG

Louisbourg provided a shelter and safeguarded the St. Lawrence. It gives a plus one (+1) to whoever holds it on the naval die roll for the ship counter placed at Louisbourg. This counter, if victorious, may land at any friendly port.

The British cannot trace supply past a French held Louisbourg to Québec.

FRENCH GARRISONS

The French garrison units of Québec and Louisbourg (showing a gun) are always considered to be inside their respective fortifications (they do not fight outside battles and are not counted when withdrawing inside the fortifications, as they are already there for free).



In case of landing against either place, those units will provide ONE extra **Black** die to the defender. die/life point). They cannot be rebuilt, nor received as reinforcements or promotions.

QUEBEC

The French city of Québec has a unique and formidable position that makes it virtually impossible to capture via a direct landing. Therefore, when the non-Garrison units in Québec fire for the Landing, add ONE extra **Black** die to their total (might be cumulated with the Garrison bonus and Landing bonus).

OPTIONAL RULES

D6 Combat (longer)

To use this, you will need a large set of D6 Dice (not provided)

Setting up the Battle

The attacker chooses the order in which he wishes to conduct the battles if there is more than one. Pieces are taken off the board and placed in the appropriate terrain card (in deluxe versions) or next to the board.

Dressing Your Lines

The defender sets up first and the attacker lines up opposite him. Extra pieces can be used to double against the enemy. No piece can triple until all his pieces are doubled against the enemy and so forth. The defender goes first, each of his pieces firing against the ones opposite him. The attacker then returns fire. Every piece rolls a die every turn.

UNIT EFFECTIVENESS: All units are basically scoring a hit on a 6, that is they will put a casualty on a unit opposite them on a die roll of 6. This is modified by the terrain on which the action is fought. The numbers below are added to/subtracted from unit's die roll in each of the following situations:

COMBAT EFFECTS CHART

	Attacking Fort *	Defending Fort	Clear	Woods Ambushes***	Landing**
REGULARS	+1	+2	+2	0	+2
MILITIAS	-1	0	0	0	0
IRREGULARS	-1	0	0	+2	0

**Attacking a Fort Any attacking unit which wishes to add 1 to its effectiveness gives up one turn of fire and moves up to the walls of the fort. This is indicated by not firing and pushing the unit up to the fort. Without this militia and Indians can't get a hit.*

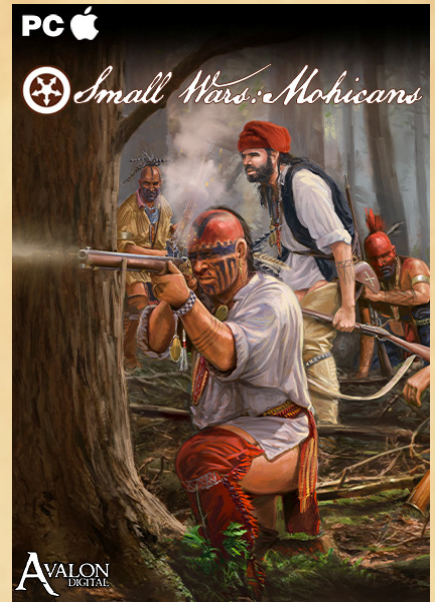
***Landing: All defending units at a landing get to fire one free volley after which they may fall back to the other terrain at that point or fire their next volley and be fired on. The retreat to other terrain can take place at the beginning of any defender turn. The defender always has the option of the free landing volley, though it is possible for the attacker to determine the terrain available for him to fall back on.*

**** Ambushes: combat is resolved as in Woods, but All IRREGULAR defending units get to fire one free volley before the battle is actually solved.*

CREDITS

This game has been created as a board adaptation of the computer game SMALL WARS: MOHICANS created by Philippe THIBAUT and Keith FOUNTAIN and distributed by SAS AVALON DIGITAL.

SMALL WARS: MOHICANS is the first game of a collection of titles which will cover the petty wars and various asymmetrical or guerrilla conflicts.



Art

Soldiers were drawn by Massi DEL BONO, and the cover art is a unique creation from David PENTLAND. Map was created by Philippe THIBAUT. Box art (except cover) by Nicolas TREIL.

VARIOUS

THE MAP

French territory	Indigenous territory	British territory
France (includes Anchor spots)	<i>(Iroquois villages in bold)</i>	Britain (includes Anchor spots)
Bangor	Abenaki	Albany
Chambly	Algonquin E.	Alexandria
Ft. Beauséjour	Algonquin W.	Baltimore
Ft. Carillon	Caughnawaga	Boston
Ft. des Miamis	Cayuga	Carlisle
Ft. Dusquesne	Cherokee	Easton
Ft. Frontenac	Cherry Valley	Fredericksburg
Ft. Levis	Chicoutimi	Ft. Chiswell
Ft. Niagara	Chippewa E.	Ft. Cumberland
Ft. Presqu'Isle	Chippewa W.	Ft. Dobbs
Ft. St. Frederic	Delaware E.	Ft. George
Ft. Toronto	Delaware W.	Ft. Lawrence
Ft. Venango	Ennice	Ft. Ligonier
Ft. Vincennes	Fox	Ft. Necessity
Isle St. Jean	Huron	Ft. Oswego
Louisbourg	Illinois	Ft. Stanwix
Montreal	Kittaning	Halifax
Portage des Chats	Le Detroit	Hartford
Portage Dufort	Miamis	Johnston Hall
Quebec	Michillimackinac	New Hampshire
St. Maurice	MicMac E.	New Haven
St. Francis	MicMac W.	New London
St. Jean	Mingo N.	New York
Trois-Rivieres	Mingo S.	Norridgewock
	Mississauga	Philadelphia
	Mohawk	Port Royal
	Nipissing	Portland

	Ochenago	Portsmouth
	Oneida	Salem
	Onondaga	Salisbury
	Ottawa E.	Trenton
	Ottawa W.	Wilkesbarre
	Pottawatomi	William-Henry
	Sauk	Williamsburg
	Seneca E.	
	Seneca W.	
	Shawnee	
	Tadoussac	
	Tionontati	
	Tuscarora	
	Winebago	

HISTORICAL REINFORCEMENTS

Use this if you want a faster game and do not want to use the Naval War part of the game. In addition to the units below, each side receives a Supply ship equivalent each year.

FRANCE

1755

2ème B. Bourgogne
2ème B. Artois

2ème B. Languedoc
2ème B. La Reine
2ème B. Béarn
2ème B. Guyenne

1756

1er B. La Sarre
2ème B. La Sarre

1757

1er B. Berry
2ème B. Berry

1758

R. de Quercy

1ère B. Enghien
1ère B. Eu
2ème B. Cambise
2ème B. Clare
2ème B. Volontaires Etrangers

1759

1ère B. Poitou
2ème B. Poitou
2ème B. Royal Roussillon
1ère B. Royal Roussillon

Random (roll a D6 each year from 1755, each unit enter play on a separate roll of 5+, retry each year till entered or failed)

2ème B. Provence
2ème B. Royal Comtois
4ème B. Picardie
R. de Foix

BRITAIN

1755

44th R. Foote
48th R. Foote
40th R. Foote
45th R. Foote
47th R. Foote

1756

1/42nd Royal Highland R. Foote
2/42nd Royal Highland R. Foote I
2/42nd Royal Highland R. Foote II
31st R. Foote
35th R. Foote
64th R. Foote
I. B, 60th Royal Americans
II. B, 60th Royal Americans
III. B, 60th Royal Americans
IV. B, 60th Royal Americans

1757

17th R. Foote
22nd R. Foote
27th R. Foote
28th R. Foote
43rd R. Foote
46th R. Foote
55th R. Foote

58th R. Foote
Rogers' Rangers

1758

80th Light Infantry R.

90th Light Infantry R.

1st Royal R. Foote

15th R. Foote

77th R. Foote I

77th R. Foote II

78th R. Foote I

78th R. Foote II

Gorham's Rangers

1759

61st R. Foote

97th R. Foote