

Mohicans



RULES SUMMARY



SEQUENCE OF PLAY (12 turns over 7 years: Spring & Summer)

- I. Allocation of Supply Points (SP)
- II. Levies (Spring only) + British strategic movement
- III. Movement
- IV. Combat + Raids

- V. Sieges
- VI. **Winter:** militias return home, promotions, supply, adjustment Iroquois
- VII. Naval Combat (only at year end)
- VIII. Reinforcements / Restauration (end of year)

VICTORY CONDITIONS

- FRENCH:** Control Albany + (New York, Boston or Philadelphia) at start of a turn, or prevent British victory.
- BRITISH:** Control 3 of the following 5 objectives (must include either one of Québec or Montréal) :Montréal, Québec, Louisbourg, Ft. Frontenac, Ft. Duquesne.

SP, MOVEMENT & COMBAT

French SPs: 2d6+4 (land)
 British SPs: 2d6+6 (land), 1d6 (sealift)
 Irregulars (Indians, Coureurs, Rangers): 6 free moves
 Regulars & Militia: 4 moves (road/river = 1 ; trail = 2, only one per activation)

Stacking: Fortified City 10 ; City/Fort/other 5 (with max 5 Indigeneous)
 Overrun: 5:1 --> +2 SP ; 6:1 --> 1 move (irregulars.) or 1 SP

British Sealift: port to port (1 Sealift SP par movement step)

Terrain: Defender chooses, unless attackers spends 2 SP extra
 Dice: 1 white die per unit. In Clear terrain, regulars exchange 1 white --> 1 black
 Ambush (Woods + only Irregulars in defenset) : roll d6 > 6 (+4 sif no Irregulars in the ambushed stack). Auto in Indian villages.
 Sequence : Ambush/Landing --> Melee(s) --> Assault(s) --> Victory --> Recovery --> Retreat

Woods: the first 2 hits --> Woods marker. Fort : the first 2 hits --> Fort marker
 Victory: Total elimination/unit in a non-assaulted fort/the one inflicting the more damage (defender wins ties)

Siege : Each side rolls 2xd6 + Regulars&Militias. Bonus +2 Québec/Louisbourg, +2 if port/on river. Higher total wins siege.

UNITS, IROQUOIS & WINTER

Types: Regulars (red/dark blue), Colonials (orange/light blue), Militias(brown),Irregulars (green)
 Life: 2 points (flip unit upon 1st hit, eliminate upon 2nd). Smal units: have only 1 point
 Troupes de Marine: act as Irregulars for movement/ambush, Regulars for all the rest

Raids: French Irregulars on formerly British locations (cost is 2 mvts). Place raid marker = terrain is now Woods

Indians: activated by Coureurs (coost the latter1 movement). Return to their village at end of year if not stacked with a Coureur. Removed permanently from the game if eliminated

Winter: Militias return home --> promotions possible (1 victorious militia --> British Colonial/Ranger or French Troupe de Marine/Coureur.)

Supply (if not linked to source, units are eliminated). Regulars and Militia must trace a frendly line of supply to base (French: Montréal/Québec ; British: NY/Boston/Philadelphia). Units in ports are always in supply.

Iroquois : 6 tribes, 3 per side at start. At end of turn, each Great Victory turns one tribe over to the winner
 If all 6 Iroquois in the same side: definitive allegiance, no more changes (+1 free move/turn for the Iroquois)
 Great Victory: battle won (with 2+ Regulars/side), capture of fortification/city/village, 2 destroyed forts or 5 succesful raids

NAVAL & REINFORCEMENTS

Naval Combat: The French places 4 ships face down, the British then place one of his in front of each French. Roll d6 + combat value of ship. Owner of Louisbourg +1 in that place. Winners passes to America. Ties: both pass to America.

Naval Reinforcements: Troop Transports = 5 Regulars. Ship-of-the-Line Squadrons = 2 Regulars. British Supply Convoy = 4 Militias + 2 Colonials. French Corsaires/Gift&Supplies Ships = 5 Indians OR 3 Militias.

IMPORTANT REMINDERS

- Louisbourg in French hands: British cannot reach Québec by sealift
- Militias Restauration: 2 British + 2 French at start of each Spring
- Irregulars suffers hits last in Woods ; Regualrs must take the 1st hit in Woods

- Forts = clear terrain for combat / Raided locations = terrain is Woods
- Québec attack by landing: defender gains +1 black die (in addition to garrison and landing volley)
- Unités building forts: they cannot be called to reinforce adjacent battles.

ACTIONS	BRITISH				FRENCH				INDIGENEOUS	
	British REGULARS	Colonial REGULARS	MILITIA	RANGERS	French REGULARS	Colonial REGULARS (Troupes de Marine)	MILITIA	COUREURS des BOIS	NON IROQUOIS INDIANS (NIN)	IROQUOIS
RP required	1	1	1	0	1	0	1	0	0	1
Available MP	4	4	4	6	4	6	4	6	6	4
Cost of Trail	2	2	2	1	2	1	2	1	1	2
Pass over empty Fort	1 RP	1 RP	1 RP	1 MP	1 RP	1 MP	1 RP	1 MP	1 MP	1 RP
NIN Activation	*	*	*	*	*	*	*	1 MP	*	*
Ambush	*	*	*	1 MP	*	*	*	1 MP	1 MP	1 MP