



SEQUENCE OF PLAY:

1. Reinforcements Phase

French and British Regulars Reinforcements: that player pulls 4 Reinforcement Units from his Stockpile and places them in one or more Harbor Areas that do not contain enemy Units.

Canadiens and Colonials Reinforcements: that player places a number of Reinforcement Units as shown on each of his Muster Markers, onto each Muster Marker Area . In addition, place all of his Fled Units onto one or both Muster Marker Areas.

Natives: place 3 Native Units on each of the two Areas with the Native Symbol that matches the Symbol the Native Turn Cube was placed on.

2. Movement Phase: The active player must play one (and only one) Movement Card.

3. Battle Phase: All battles are resolved.

4. Draw Cards Phase: The active player draws his hand back up to 3 cards. If he has no Movement Card (i.e., only Event Cards) in his hand after he draws, he must show his cards, reshuffle them into his draw deck and draw 3 new cards.

Note: The active player may play any Event Card(s) he holds (up to two if he has them) in the phase described on the card.
Note: Movement and Event Cards may only be played by the active player.

SIDE	FACTION	UNITS	DICE	STATISTICS
	French Regulars 	35	2	  
	French Canadiens 	45	3	   
	British Regulars 	35	2	  
	British Colonials 	45	3	   
	Native Americans 	40	2	  
When a battle includes a Fort in the Area, one of the defending players rolls the black Fort Die at the same time that the attackers roll their Battle Dice. If the defender rolls a Block result, one of the attackers' Hit Results is ignored.				 Fort Die   