



The Quebec Campaign

1759

SPECIAL RULES: All unit ranges are reduced by 1 hex. Ignore the combat modifier for units in boats. Boats are not allowed in river hexes. Only the British units may use the boats. VP counters only count towards British victory. VP counters are counted towards victory from the turn they are captured unless the French can recapture them.

FRENCH :

- Setup on any land hex other than the red shaded hexes.
- (6) 4 MP Infantry
- (4) 2 MP Militia
- (1) 2 MP Indian
- (1) 2 MP Artillery
- (2) Leaders 2/1, 1/1
- (4) VP Counters

Command Action Points: 2

BRITISH UNITS:

- Setup in any red shaded hex.
- (10) 4 MP Infantry
- (2) 4 MP Elite Infantry
- (1) 2 MP Ranger
- (1) 3 MP Light Infantry
- (3) 2 MP Artillery
- (2) Leaders 2/1, 1/1
- British move first
- **Command Action Points: 3**

VICTORY CONDITIONS:

- French: 7 VP or avoid British victory.
- British: 7 VPs in 30 turns or less

	5
	1
	9
	2
	2
	10
	1
	1
	1
	16
	5