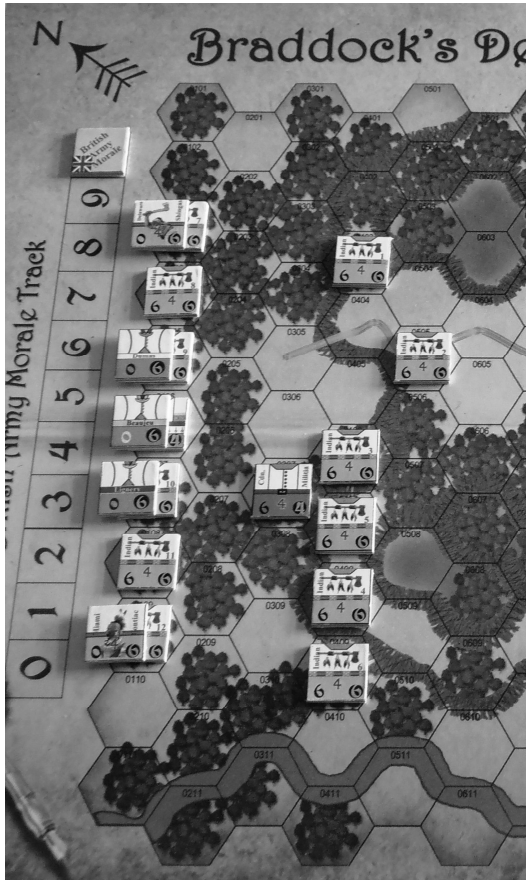


BRADDOCK'S DEFEAT

SOLITAIRE RULES CARD

If after consulting all the priority rules, there is still more than one possible game choice to be made, choose the option most advantageous to the French.

FRENCH SET-UP



- Shuffle the twenty-five order chits (*face down*).
- At the start of the game, place the Militia and Indians (1) to (6) in hexes 0103 to 0109, one unit per hex.
- At the start of the second turn, place the Marines and Indians (7) to (12) also in hexes 0103 to 0109, one unit per hex, with leaders attached as shown in the picture above.
- When placing French units, stack one random order chit (*face down*) under each unit.
- The order chit remains with the unit for the duration of the battle.
- Remove the remaining order chits from the game (*do not look at them*).
- Reveal orders when a unit is first moved.

FRENCH ORDERS

French Target Chart

1. 44th (6)
2. 48th (6)
3. Rangers (5)
4. Colonials (5)
5. Artillery (3)

- Numbers in brackets are order chit quantities.
- Rangers include the Iroquois and Mingo.
- Colonials are the two New York Coys, Sailors, Carpenters and Light Horse.
- Artillery includes the Supply Wagon.
- A French unit will move towards, fire and melee a target from those printed on its order chit.
- Target the next higher numbered target if any of the following situations apply:

1. All target units are eliminated.
2. A path of hexes to the target, free of British units or ZOC, is not available.
3. The path of hexes to the target is longer than 8 hexes from Marines or Militia.
4. The path of hexes to the target is longer than 12 hexes from Indians.

- If none higher, target the next lower numbered target.
- If no legitimate targets available, do not move.

FRENCH MOVEMENT

- French units move towards their target in sequence.

French Sequence of Action Chart

1. Marines
2. Militia
3. Indians 1 to 12 (*in that numerical sequence*)

- A maximum of one French unit may occupy a hex at the end of any phase. French units do not stack unless forced to by a retreat. These units must un-stack at the first opportunity.

French Hex Entry Chart

1. Hill hex
 2. Woods hex
 3. Clear hex
- Clear includes Road and Ford.
 - If more than one hex of the same priority, Militia and Indians (1) to (6) move to lowest numbered hex and Marines and Indians (7) to (12) move to highest numbered hex.
 - French units will move by the shortest distance in hexes, towards the nearest ZOC (*priority applies*) of the closest British unit belonging to the units' target.
 - Distance may not be calculated through British units, ZOCs of non-target British units or impassable terrain.
 - A French leader must always end the phase attached to a French unit.
 - If a French Leader is attached to a unit of 3 CF or less, re-attach him to the nearest unit of 6 CF. If same distance, attach to highest numbered hex.

FRENCH FIRE COMBAT

- French units fire on their targets in sequence. See the French Sequence of Action Chart.
- If there is more than one target of the same priority, fire at the one which has the most chance of a negative effect.

Negative Effect Chart

1. Elimination
2. Step Loss
3. Disruption

- Take into consideration retreat paths...or lack thereof.
- If there is still more than one target of the same priority, Militia and Indians (1) to (6) fire into lowest numbered hex and Marines and Indians (7) to (12) fire into highest numbered hex.
- If no targets are available to fire at, refer to the French Alternate Target Chart and fire on that target instead.

French Alternate Target Chart

1. Artillery
2. Rangers
3. Colonials
4. 48th
5. 44th

- If more than one target of the same priority, fire at the target which has the most chance of a negative effect. Refer to the Negative Effects Chart.

FRENCH MELEE COMBAT

- French units melee their targets in sequence. See the French Sequence of Action Chart.
- French units will only melee into hexes in which all British units have only one step or are disrupted.
- If there is more than one target of the same priority, melee the one which has the most chance of a negative effect. Refer to the Negative Effects Chart.
- If no targets are available to melee, refer to the French Alternate Target Chart and melee on that target instead.
- Calculate odds for each hex, taking into consideration hill and disrupted modifiers. French units will only initiate melee if there is at least three chances (*out of the six possible*) of a DM or DS result, taking into consideration leaders and Militia modifiers.

CLARIFICATIONS

- Iroquois and Mingos have a Morale Factor of 4 (*not printed on counter*).
- Light Horse have a Morale Factor of 3 (*not printed on counter*).
- British units check morale caused by fire combat in the sequence they were fired upon. French units check morale caused by fire combat in sequence. See the French Sequence of Action Chart.

OPTIONAL RULES

Marines

- Being 100 men strong rather than 75 men like the British Coys, Marines not in a woods hex get a +1DRM when firing.

Militia

- Being 150 men strong rather than 75 men like the British Coys, Militia not in a woods hex get a +1DRM when attacking in melee.

Rutherford's NY Coys

- These have the same statistics as a British Coy so count as Regulars.

Grenadier Coys

- These are elite companies so get a -1DRM when checking morale.

Light Coys

- May enter woods hexes.
- When in woods, they suffer a temporary Step Loss which is regained when exiting woods. This means that one-step Light Coys cannot enter woods because they will be eliminated!

UNIT STRENGTHS

French Men per Unit

- 100 Marines
- 150 Militia
- 50 Indians

British Men per Unit

- 75 44th
- 75 48th
- 50 NY Coy
- 50 Rangers
- 50 Carpenters
- 30 Sailors
- 30 Light Horse
- 30 Royal Artillery
- 10 Iroquois
- 10 Mingos

GLOSSARY

- **Coy:** Company.
- **CF:** Combat Factors.
- **ZOC:** Zone of Control.
- **DRM:** Dice roll modifier.
- **Orders:** A set of twenty-five chits which are used to order French units to attack specific targets.
- **Targets:** The British units French units have been ordered to attack.