

French and Indian war rules made simple.

The goal of these rules is to have large amount of units on a table and to complete a game in one evening. These rules are to move fast and to have fun they do lack the more realistic opportunity fire and melee systems in some rule sets.

1. Turn sequence: Both sides roll 1D6 the high die is the winner and may chose to move first of move second.
2. Player "A" then announces all charges and declares the target and rolls morale to see if they charge. If they fail this they may not move but may pivot in place, Fire and reload for this turn only. After all charges have been moved Player "A" moves all regular movement.
3. Player "B" then follows the same as player "A"
4. Reorder phase any units of player "A" that would like to change facing may do so. This rule is to compensate for the lack of opportunity fire. Basically a unit may change it's facing to fire on a unit that may come up on it's rear flank etc. Under certain circumstances a unit may have to test moral to do this.
5. Fire phase all sides fire all fire combat is considered to be happening at the same time remove the dead after everyone has fired. Player "A" should always fire first just to keep the game in order. Any unit that suffered a loss places a yellow marker on it to check morale at the end of the turn.
6. Melee morale: Charging unit if has taken a loss from fire must pass the morale check if the unit was not fired on it does not need to check. The defender must check on the stand for charge if the unit passes fight the melee if the unit fails this it retreats 12 inches away from the enemy with a red morale marker it is routed and suffers 1D6 in losses from the charging unit.
7. Melee resolving: Both players add up the following: Number of figures and the several modifiers then both players roll 1D6 the high die is the winner. Winner rolls 2D6 the high die is the losses for the loser and the low die half rounded down is for the winner.
8. Morale checks are now done at this time all units with a yellow markers roll to hold if they fail run 12 inches away from the enemy and place a red marker they are routing. Routing units that pass are fine for next turn. Any unit that is charged that is routed may make an emergency rally roll if they fail this they are eliminated.
9. Start next turn all red routed unit's stay where they are until the end of the turn for the morale check phase.

Combat Charts: Movement/Fire/Melee

Movement Chart Roll dice per unit **add 6 inches.**

Unit type	Formation	Normal	Road	Charge	Notes
Lights/Rangers French marines	Line/col/open	2/3***	4	4	**
Line/Elite	Line/column	2	4	3	*
Militia	Line/column	2	3	2	*
Indians/C.D.B. Frontiersman	Mass	3	3	4	**
Lt Gun	Manhandled	3	4		
Hev gun	Manhandled	2	3		
Mtd Leader	Any	4	5	5	

**" Units lose their high die in rough terrain.

***" Units lose their low die in rough terrain.

*** These units may be in open order for 3D6 or Line

A unit may lose their high die to load on the move.

Gun Movement: You move the distance rolled and set up in the direction of the player to fire next turn. There is NO cost for limbering unlimbering just move it and each turn and set it up at the end of the movement.

Road movement: You must start on the road and end on the road to get the road bonus. The exception to this a unit may form Line at the end of the movement.

Change Formation: You may change formation before you move or after you move.

Fire Chart:

A unit must be loaded to fire whenever a unit fires place a smoke in front of the unit. To reload a unit may not move to reload it may pivot.

Volley Fire: At least 8 Figures in Line formation that did not move and started the turn loaded. They make the defender roll a morale check no matter what and a +1 to hit by sheer volume. Line, Light, Elite and Rangers are the only units that may do volley fire.

Guns:

Light guns have 3-man crew. 2D6 per figure

Heavy guns have 5-man crews. 2D6 per figure

Takes a turn to reload.

Fire Chart:1D20 per figures

Weapon	Short	Long	To hit
Musket	8 Inches	16 Inches	16
Rifle	12 Inches	24 Inches	14
Canister	8 Inches	16 Inches	13
Ball	24 Inches	48 Inches	16

Modifiers:

Range Short 0 Long Range -1

Fired a volley/Elite +1

Indians/Militia -1

Rangers/CDB/Frontiersmen Unknown due to scenario "?"

Cover Woods fence-1 Walls fort etc -2

A "20" is always a hit and whenever a 20 is rolled roll 1D6 if it is a six the leader is dead.

Saving Rolls for gunners 5,6 per hit.

Guns:

Light guns have 3-man crew. 2D6 per figure

Heavy guns have 5-man crews.2D6 per figure

Takes a turn to reload.

Morale Checks:

To launch a charge roll on the close to combat chart to hold against a chart roll on the stand and fight chart.

Roll 2D6 roll number or higher to pass.

Unit	Charge	Charge	Stand	Stand
Type	Leader	No leader	Leader	No Leader
Elites/Light	5	6	4	5
Line/Rangers	6	8	5	7
Frontiersman	7	9	6	8
Indians/CDB	7	10	6	9
Militia	9	10	8	9

Morale test and rally chart: Roll 2D6 that number or higher.

Unit	Morale
Type	
Elites/Light	4
Line/Rangers	5
Frontiersman	7
Indians/CDB	8
Militia	9

Modifiers:

Indians/CDB/Rangers/Frontiersman in woods +1

Indians/CDB/Rangers/Frontiersman in open -1

Indians have scalps won a melee during the game +1

Militia in Woods -1

Unit in defenses +1/+2

Leader +1/+2

Unit at 5 figures or less -1

Charging a routed unit +1

Any unit that fails a rally runs away routed with a red marker 12 inches from the enemy and tries to rally next turn.

A unit that wished to charge but failed to pass is fine it just remains where it is and may pivot and fire/reload this turn only. It does not move that turn.

Melee:

If both sides have tested morale and the charging unit and the standing unit both passed morale checks a melee goes thru. Add up all of your figures and modifiers from the list below roll 1D6 and add that to the number. The high die wins the melee and the winner rolls 2D6 the high die is the loss for the loser and the low die round down to half is the loss for the winner.

The loser routes away 12 inches from the enemy place a red marker with the unit.

Any leader in the melee must roll a D6 if a six is rolled he is dead also no matter if they won or loss.

Anytime a routed unit is hit in melee it gets a chance to rally if it fails it is removed from play.

Modifiers:

Leader +1/+2

Charging+1

Charging Indians +2

Elite+1

Bayonets in Line formation of 6 figures or more. +1

Defending terrain Hill wall etc +1/+2 Woods are not considered defending terrain.

Militia -1

Attacking flank or rear attack had to start in the rear or flank to count+1

Unit in open order -1

Lose ends:

Charging units may only be fired on by the unit they are charging no Opportunity fire allowed.

When you have multiple melees they go in the order that they were launched. They are resolved one at a time.

The Unit Types:

Line: The majority of regular infantry, very seldom trained in open order tactics organized in 10 man units

Elites: High morale such as Grenadiers and good in melee

Lights: Franches de la marine trained to operate in open order.

Rangers: High morale experts in the woods light infantry tactics.

Militia: Part time units that are best kept in fortifications low morale and extremely poor in the woods.

Frontiersman: Highly motivated part time soldiers skilled in wood fighting such as Canadian Militia and Pennsylvanian mountain men.

Courier du Bois: Highly Skilled ruthless but poorly motivated woodsman more interested in plunder than the king of France.

Indians: Native Americans highly skilled in woodcraft but reluctant to take losses in a white mans war.

Gunners: Men trained in the use of guns but are very limited in melee. A gun must always have at least one gunner to fire and load. Other figures may be attached to replace fallen comrades.

Formations:

Line: Five figures in front Five figures in the rear.

March Column: Two figures wide by 5 figures long.

Open Order: Figures arranged 1 inch apart from each other in single rank.

Mass formation: Figures in a group like an oval all figures $\frac{1}{2}$ inch apart.

Canoes: Hold five figures they move 1D6 per figure plus 6 inches. A figure may fire from the canoe with a -2 to hit.

Woods: Line of site is 8 inches to see to declare a charge or to fire. You may see 2 inches into the woods if you are in the open. If you are 2 inches or more in the woods you may not see out into the open.