

ADVANCED RULES

QUEBEC 1759

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(From the Canadian Wargamers Journal, Autumn 1992, vol. 7, no. 1, issue 33; with permission from Ken Hole)

Quebec 1759, published in 1972, was the best of the early block games (**Napoleon and War of 1812**) were the others). The game is fast and tense, plus the situation makes good use of the fog of war provided so simply by the blocks.

The only problem is that after 4 or 5 playings most wargamers want more. If you have read some of the history of the time, you wonder; where are the leaders, the entrenchments, the bombardment of Quebec and the fire ships?

The following are some Advanced Rules which can be grafted easily to the game without making it much more complex or lengthening the time needed to play. Players should agree which rules they want to use and we have tried to give some guidance on play balance.

This fine game is still in print and available from *Columbia Games*.

1. Bombarding Quebec (moderate British advantage)

Once the British occupy Lévis, they may start to bombard the city of Quebec on the next turn. Roll a 6-sided die each turn that a real British unit occupies Lévis before plotting movement. On a 4, 5, or 6 the French player must remove 1 step from any unit on the map.

2. Finding the Path to the Heights (slight French)

Once the British occupy Etchemin, Wolfe must “spot” the path at Anse du Foulon before the Navy can transport his men directly to the Plains of Abraham (they may still move to Sillery and Cape Rouge, however). To “spot” the path, the British player must not move or use Wolfe and must roll a 4, 5 or 6 on a 6-sided die.

3. Fire Ship Attack (slight French)

The French may launch fire ships in an attempt to damage the British fleet. The French player must prepare for 3 turns doing no other move that turn (except Intelligence). The turns need not be in succession, simply mark one box on the roster sheet each time a fire ship preparation is made. After the third turn, toll a 6-sided die. On a roll of 5 or 6 the British capacity to transport troops is reduced by 2 ships. Only one attack by fire ships may be attempted per game.

4. Leaders (moderate British)

Each side has 3 leaders which are used in combat. The leader’s position on the board is marked on the roster sheet. Leaders are moved like any other unit except no naval transport is needed.

When a leader or leaders are present in a battle they may be assigned to one of the columns or the reserve. Only one leader is allowed in a column or in the reserve. The leader adds the number of dice equal to his tactical rating to one unit engaging in the attack, or in the pursuit, if

accompanying the reserve. If the column is completely emptied, the leader is transferred to an adjacent column or to the reserve. Leaders may be transferred from the reserve instead of, or with, a unit.

Each time a leader's column suffers a casualty, check for leader loss. If a 6 is rolled, the leader rolls again: 1-3 – wounded for that many strategic turns, 4-6 – killed. Obviously, the leader is out of the current battle.

<u>British Leaders</u>	<u>Tactical Rating</u>
Wolfe	+3
Monckton	+1
Townshend	+1
<u>French Leaders</u>	<u>Tactical Rating</u>
Montcalm	+2
Bougainville	+1
Vaudreuil*	-2

*Brings one extra militia from anywhere on the board for the start of the battle.

5. Ship Interdiction (moderate French)

When British ships move from the Bason to the St. Laurent or vice-versa, they can be damaged by the guns of Quebec. Roll on the following table each time a ship or group of ships attempts the move.

2D6	Lost ships
2	0
3	0
4	0
5	0
6	1
7	1
8	1
9	1
10	2
11	2
12	2

The British may never have more than 4 ships on the board but can replace up to 2 losses total for the game. The replacement ships start in the Bason.

The British may move all 4 ships up river in the same turn.

6. Entrenchments (strong French)

Entrenchments can be built in an area if:

- 2 or more real units are in the area,
- no other move is done by any unit on the board (excluding Indian attacks, Wolfe's cove search, intelligence roll, and bombardment of Quebec)
- and a 3-6 is rolled on a 1D6.

Only one entrenchment attempt per turn. At the beginning of the turn, the player trying to build an entrenchment need not announce his intent and does not show his opponent the roll, thus making the result secret. The entrenchment is marked on the roster sheet in the desired position. Only three entrenchments are allowed in an area. Entrenchments are destroyed if the area is taken by the enemy.

Each entrenchment negates all casualties to the defender for the first round for that column. All entrenchments are shown in an area before either side deploys his forces.

The French begin the game with 2 entrenchments in one area. They must tell the British player which area this is before starting play.

7. Intelligence (slight British)

At the end of a turn both sides can make an intelligence effort.

To be eligible, the British must have the Lt. Infantry or Roger's Rangers on Ile d'Orleans and not move them that turn. The French must not have used their Indians the turn they attempt intelligence.

If a roll is opted for, the player publicly rolls a die and consults the table below. The roller can pick any result lower than or equal to the die roll.

Die Roll	Result
1-2	No Intelligence
3	Enemy reveals 3 blanks
4	Enemy reveals entrenchments in any area you wish
5	French reveal Fire Ship preparation progress
6	Choice of any above

Note: French add 1 to their die roll

8. Assault on Lower Quebec (slight British)

A direct amphibious assault on the harbour was considered by Wolfe, which would probably have been a disaster. Now you have the chance to prove this wrong.

The British may move one unit and one leader directly from the Ile d'Orleans to Abraham. The unit fights a notional 4-step militia garrison which is automatically entrenched. If the invading unit wins, he does not attack the French units in Abraham, but holds his position.

Any French units in Abraham may then immediately attack him. All the attacking French are in the centre column and the British unit is entrenched but cannot retreat. The French may retreat but does not leave Abraham (they are on the heights and in the upper town).

If the British unit survives, it may be reinforced now by the second wave (6 units and any leaders from anywhere in the Bason, less one unit for every ship below 4 not in the Bason). The French can call in any 4 adjacent units and any adjacent leaders. After this reinforcement both sides are formed up normally with the British on the attack.

Abraham may only be possessed by one side with the fate of a continent, and just as importantly, the game, in the balance.

SEQUENCE OF EVENTS

1. Quebec Bombardment Roll and Fire Ship Attack resolution.
2. Remove French unit due to Cap Rouge cut.
3. Both sides plot moves including entrenchments and fire ship preparation.
4. Roll entrenchment attempts and place entrenchment on roster sheet.
5. Resolve moves, including ship interdiction.
6. Resolve Battles, including Indian attacks. Note: an assault on Lower Quebec has a unique sequence.
7. Eligible sides roll for intelligence.

Cross-match the desired action with the other possibilities to see which you may do as well.

	Bomb Quebec	Search Foulon	Fire Ship Prep	Army Move	Ship Move	Entrench Attempt	Indian Attack	Intell	Notes
Bomb Quebec	X	Yes	NA	Yes	Yes	Yes	NA	Yes	British
Search for Foulon	Yes	X	NA	Yes	Yes	Yes	NA	Yes	Wolfe
Fire Ship Prep	No	No	X	No	NA	No	No	Yes	French
Army Move	Yes	Yes	No	X	No	No	No	Most	Both
Ship Move	Yes	Yes	NA	No	X	No	NA	Yes	British
Entrench Attempt	Yes	Yes	No	No	No	X	Yes	Yes	Both
Indian Attack	NA	NSA	No	No	NA	Yes	X	Yes	French
Intelligence	Yes	Yes	Yes	Most	Yes	Yes	No	X	Both

TOURNAMENT RULES

The game is played with all advanced rules. Each player plays both sides and the allotted time is split equally

Players bid for the French (thus gaining the knowledge of how hard to press their later attack).

Victory Conditions

If the British are defeated (the French hold Abraham after turn 16), the French gain one point for each step of their units left on the map. If the British win, they gain one victory point for each step above 20 they still have left on the map. Naturally, only once side gains victory points for each game.

Players total their points for the two games and consult the table below.

	Victory Point Difference	Tournament Points	
		Winner	Loser
Draw	0-5	3	3
Marginal	6-10	4	2
Substantive	11-15	5	1
Decisive	16+	6	0

Roster Sheet for Advanced Quebec 1759

Sea Area	Land Area	Left	Fortified Centre	Right	Leader Present
Bason	Ile d'Orleans	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Montmorency	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Lévis	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Beauport	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	St. Charles	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
St. Laurent	Etchemin	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Cap Rouge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Ste. Foy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Sillery	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Abraham	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
French Fire Ship Preparation		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Anse du Foulon found			<input type="checkbox"/>		
British Replacement Ships used		<input type="checkbox"/>		<input type="checkbox"/>	

Turn	Move and Other Actions
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	