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.