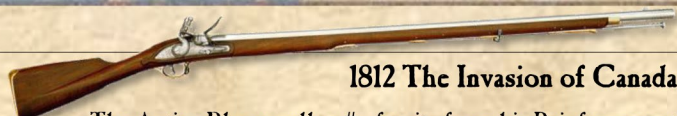


Planning Map
1812












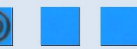



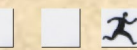

Sequence of Play:



1812 The Invasion of Canada

- 1) **Enlistments Phase** - The Active Player pulls a # of units from his Reinforcement Stockpile Plus all of his Fled Units and places them into Muster Areas that free of enemy units.
- 2) **Movement Phase** - The Active Player **must** play only one Movement Card and any Event Cards.
- 3) **Battle Phase** - Areas containing opposing units are battles to be resolved. Defenders resolve first.
- 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 back into his draw deck and draw 3 new cards.

Note: The Active Player may play up to 2 Event Cards he holds in the phase described on the card. Movement and Event Cards may only be played by the Active Player.

Side	Faction	Units	Dice	6-sided Dic Stats
	British Regulars	25	2	 
	British Loyalists	35	3	  
	American Regulars	35	2	  
	American Militia	45	3	  
	Native Americans	25	3	