

Hawaii 1795

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 [MINI-T-HawaiiComplete_V5]

1.0 COMPONENTS

This Mini Game is complete if it includes: 40 game pieces (units), 18 campaign cards, one 11x17-inch map, and these rules. If any parts are missing or damaged, please write to: **Decision Games**, Mini Game Support, PO Box 21598, Bakersfield, CA 93390-1598. Please register this game purchase on-line at: www.decisiongames.com

Players must provide one or more six-sided dice (five is ideal).

2.0 INTRODUCTION

Hawaii, 1795 is a two-player game of the late 18th century campaign of Kamehameha, Chief of Hawai'i Island, to unify all of the Hawaiian Islands under a single high king. One player controls Kamehameha, the forces of Hawai'i, and possibly the ships and cannons of westerners who may throw in their lot with him. The second player controls the Allied Chiefs, the forces of O'ahu and Maui, and based on random events, possibly allied westerners. The forces of Kaua'i can come in on either side.

Each player has a set of campaign cards. Players use these cards to recruit new units, move their forces on the map, and take special actions. Whenever opposing forces are in the same space, a battle will ensue.

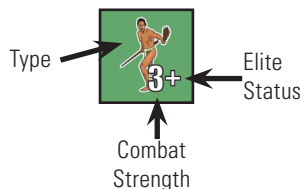
3.0 PLAYING PIECES

The square cardboard pieces are called units. The following game definitions apply to the various playing pieces.

Friendly units. These are the units controlled by one player.
Enemy units. These are the units controlled by the other player.

Each piece has the following information. Each unit is printed with a large number. This is the unit's battle strength, i.e., its relative effectiveness in combat. This is used when resolving battles.

Note: All warrior and associated units can stack together without penalty.



Combat Strength (number of dice to roll in combat).
Elite Status is denoted by the "+" symbol (counts towards Battlefield Advantage and cancels panic results).

3.1 Unit Types

Leaders: These are special units, representing a high-level commander, plus his bodyguards or retinue. There is also one Supreme Leader, a special class of leader. Leaders contribute to attaining Battlefield Advantage as well as having a battle strength.



Supreme Leader: This will be Kamehameha for the Kamehameha side. The Allied Chiefs player wins if Kamehameha is eliminated.



Allied Chiefs: Kalani-kupule, Chief of O'ahu; John Young, Kamehameha's English musketeer leader; Kaiana, Hawai'i Island Chief who defected to the Allied Chiefs. Leaders eliminated in battle can not be recruited again.

Combat Units



Musketeers: 500 warriors armed with muskets.



Pikes: 1,000 warriors armed with pikes.



Warriors: Groups of 500-1,500 warriors.



Cannon (Vancouver and Brown): Cannon "provided" by visiting European or American ships.

Canoes (Fleets)



Canoes: Fleets of 200-400 war canoes. Each canoe can generally carry two musketeers, pikes, warriors, or cannon plus any number of leaders.



Earthworks: Temporary defense positions.

4.0 THE MAP

The map shows the islands of Hawai'i in the last years of the 18th century. An individual high chief (ali'i nui) held each island with shifting coalitions between the chiefs/islands. The map has the following features.

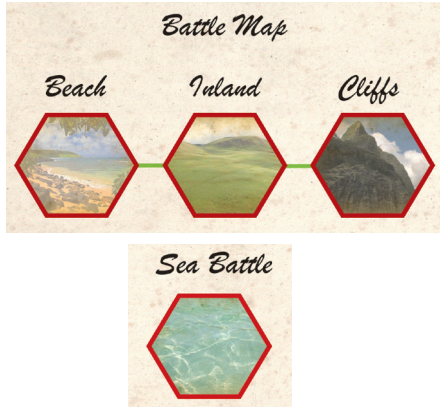
Spaces. Locations where you place units. There are three types of spaces: land, sea, and forts.

Note: Forts are fixed lava/stone walls (in Kona and Hilo) that provide an advantage to defenders. Earthworks (temporary forts) can be built by the Allied Chiefs player by card play.

Recruit Boxes (Kamehameha and Allied Chiefs). Place units here that are not in play, or that were destroyed due to combat or other game actions. These units may be recruited and placed on the map as the result of Campaign Card play.

4.1 The Battle Map

The battle map represents the terrain of an island being invaded. There is also a Sea Battle space to use in resolving sea battles. For a land battle, the attacking player usually starts by placing all his units in the Beach hex. The defending player deploys his units in the Inland hex. Battle is resolved using the combat rules, as described in Section 11.0.



5.0 HOW TO WIN THE GAME

5.1 Occupation Victory

The Kamehameha player wins if, at the start of any turn, he occupies his own two orange fortress spaces in Kona and Hilo, and any four of the five blue and yellow land spaces. The Allied Chiefs win if, at the beginning of their part of a turn, they hold at least two of the blue land spaces plus at least one of the green fort spaces on Hawai'i. (This means the opposing player will have one turn to attempt to undo a victorious position.)

5.2 Sudden Death Victory

If Kamehameha is eliminated, the Allied Chiefs win immediately. If Kalani and Kaiana are eliminated, Kamehameha wins immediately.

5.3 The game ends in a tie if neither player has achieved a victory by the end of November 1795.

6.0 HOW TO SET UP THE GAME

The long game lasts eleven turns, January to November 1795. Each turn represents one month. Kamehameha plays first, and the Allied Chiefs play second.

Kamehameha

In Kona: Kamehameha, two warriors (strength 2), 2 canoe fleets

In Hilo: 1 warrior (strength 2), 1 canoe fleet

In the Kamehameha Recruit Box:

John Young
Elite Warriors (Kamehameha's Royal Guard)
Capt. Vancouver/HMS *Discovery* cannon (Vanc)
Musketeer
Pike
Remaining warriors (6 total – 3 x 2-strength & 3 x 1-strength)
Remaining canoe fleets (1)

Allied Chiefs

On O'ahu: Kalani (leader), 2 warriors (strength 2), 2 canoe fleets
On Maui: 1 warrior (strength 2), 1 canoe fleet

In the Allied Chiefs Recruit Box:

Kaiana (leader)
Elite warriors (Thunderers)
Capt. Brown/*Fair American* cannon (Brown)
Musketeer
Pike
Remaining warriors (2)
Remaining canoes (2)
Kaiana warriors (HI/O'ahu)

On Kaua'i

All three Kaua'i units (yellow)

6.1 Long Game Card Start

Each player starts with their first two cards (#1 and #2 from their decks) as their campaign cards for the first two turns. In the January turn, they play their card #1 and in the February turn, they play card #2. At the end of the February turn, they shuffle all 9 cards and draw one card randomly each turn for the rest of the game. When cards #1 and #2 are drawn a second time, they do not recruit the cannon or pikes a second time, but do recruit warriors and may make fleet moves.

5.2 Short Game Start

The game starts in March. Both sides add their cannon, pike, and two warriors to their start forces (O'ahu for the Allied Chiefs, Hawai'i for Kamehameha).

7.0 HOW TO PLAY

The following parameters define game play.

7.1 Turns

The game is played in turns. The turns are recorded on the Turn Record Track.

7.2 Sequence of Play

During each turn, players must follow a specific sequence of play, in the order of "phases" listed as follows.

Kamehameha Turn

1) Campaign Card Phase: The Kamehameha player picks one campaign card from the Kamehameha deck, and implements its printed instructions.

2) Recruiting Phase: If a card calls for Kamehameha units to be "recruited," the units are placed on the map now.

3) Movement Phase: The Kamehameha player may now move his forces per the Movement rules.

4) Battle Phase: If any Kamehameha units are in the same space as any Allied Chiefs units, those Kamehameha units must attack as per the combat rules.

Allied Chiefs Turn

5) Campaign Card Phase: The Allied Chiefs player picks one campaign card from the Allied Chiefs deck, and implements its printed instructions.

6) Recruiting Phase: If a card calls for Allied Chiefs units to be "recruited," the units are placed on the map now.

7) Movement Phase: Allied Chiefs move their forces as per the Movement rules.

8) Battle Phase: If any Allied Chiefs units are in the same space as any Kamehameha units, those Allied Chiefs units must attack as per the combat rules.

9) End Turn Phase: Proceed to the next turn (moving the Turn Marker to the next space on the turn track). The sequence of play then begins, starting with the Kamehameha turn. Any campaign cards played go to the discard pile.



8.0 CAMPAIGN CARDS

Players pick and play campaign cards from their respective decks per the sequence of play (exception; see 6.1). A player must pick the top (face down) card from the deck blindly, but shows it face up; he then uses that card to generate actions for the present player turn. At the end of a player's turn, the drawn card is then placed, face up, in a discard pile. Discarded cards are kept face up in a separate discard pile.

Note: Only one card can be in effect at any one time.

8.1 Campaign Card Instructions

Campaign cards have the following information on them.

Recruit. This indicates new or replacement units that arrive on the map.

Fleet Moves. This indicates the number of canoe fleets that may move this turn.

Event. Some cards include an instruction that will give a player some special benefit, or sometimes a penalty. Some cards indicate the player may hold on to the card for later play; the player can use the recruit line of the card on the turn drawn, then use the card later in the game for the special event. On later turns, the player draws a new campaign card per the sequence of play.

8.2 Events

Events are explained in detail on the cards, and are summarized for reference below. Players must read the printed event on a drawn card carefully. There are subtle distinctions in how otherwise similar cards are played.

Battle Bonus. This will give the player some special combat ability during the upcoming Battle Phase of that turn.

Appeal to Kaua'i. Roll a die and implement the result.

Warriors Go Home and Storm. The player will remove some units back to the Recruit Box as per the cards.

Special Cases. Some events will allow players to circumvent game rules in specific and interesting ways, explained on the cards.

9.0 RECRUITING

Recruits are placed during the Recruit Phase of a player's turn. If a card specifies recruiting, then the current player takes units from the Recruit Box, and places them on the map. The specific types of units that can be recruited are listed on each such card.

Recruits are placed either with a leader or on their home island (either Hawai'i space for Kamehameha units, Maui for the Maui units, and either O'ahu space for all other Allied Chief units). Kaua'i units are never recruited—they come into play on their island space (or switch sides). Earthworks can be placed in an inland battle hex currently being attacked if the Allied Chiefs player has the *Hold the Line* card. Units in the Recruit Box may be either those that have never entered play, or were eliminated or removed during play and placed in the box, and may now therefore be replaced (per the campaign card's instructions).

10.0 MOVEMENT

A player moves his own units during the Movement Phase of his game turn.

10.1 Stacking

Stacking is when more than one unit is present in a single space. A player may have any number of units in the same space; stacking

is unlimited, and units may move through other friendly units without hindrance. Moving into a space where enemy units exist results in battle, and is therefore only temporary (until the Battle Phase is complete).

10.2 Due to the combination of short distances and one-month game turns, during the Movement phase, all units on O'ahu and Hawai'i Island can move between each island's two spaces without limits, and embark on canoe fleets the same turn. By the same token, canoes may move from any space to any other space on the map.

10.3 Most movement is by canoe using "Fleet" moves. (The term fleet is used because each canoe counter represents hundreds of individual canoes). The maximum number of canoes that may move in each turn is indicated on the Campaign cards Fleet Move line. Each fleet move provides for one canoe to move to any land space, embark (pick up) one or two units (plus one or two leaders) in that space, move from that land space to any one other land space, and to disembark (drop off) the transported units. Once the units have disembarked, the fleet move has ended (i.e. the canoe fleet can only conduct one such move per turn). Canoes move individually (meaning two or more canoe units could start in one space and move to different spaces, or could start in different locations and end in the same space).

Engagement. A unit may enter a space containing enemy units, but must stop there for that game turn. Battle will commence there during the ensuing Battle Phase (see 11.0 Battles).

Note: Due to the combat mechanics, there will never be a situation where a unit starts its movement in the same space as enemy units.

11.0 BATTLES

Battles occur during the Battle Phase when the player has units in a space also occupied by enemy unit(s).

Note: A player must finish all movement during the Movement Phase before any battles commence.

Each battle must be resolved to completion before beginning another battle. The moving player is always considered the "attacker," while the other player is the "defender."

Example: It is the Kamehameha turn, and the Kamehameha player moves three units into a space where there are two Allied Chiefs units. The Kamehameha player is therefore the attacker.

11.1 Battle Procedure

A player resolves each battle individually, and must finish each battle before proceeding to the next one, if any. The attacking player may resolve various battles in any order he chooses. In any case, a battle must be resolved according to the following sequence.

Determine which side has the Battlefield Advantage.

- i) Each player rolls one die.
- ii) The player with the most elite units (those with a "+" after their combat strength) adds "+1" to his die roll. If they have the same number of elite units, neither player gains the die roll modifier.
- iii) Whichever player rolled the higher outcome has the Battlefield Advantage for that battle and will be the first to fire a unit. In the event of ties, re-roll.

Conduct Battle

- iv) The player that just completed their Movement Phase picks a space where both sides has units and moves his units to the beach hex on the Battle Map and lines up his units in any order. The other player moves his units to the inland hex on the Battle Map and lines up their units in any order.
- v) The player with the battlefield advantage picks one of his units and rolls a number of dice equal to the strength number printed on that unit. The unit's die rolls are then compared to the die roll numbers listed on the Battle Results Table to determine a battle result, which is applied immediately (see Battle Results below).

Note: Any opposing unit that is eliminated or panicked before it has rolled its own combat dice is not eligible to fire in that battle. This is a value of having the battlefield advantage (firing first).

- vi) Next, the player without the battlefield advantage selects any one unit from his side (unless it has already fired or is already out of the fight), and rolls a number of dice equal to the die roll numbers printed on that unit. That unit's die rolls are also compared to the die roll numbers listed on the Battle Results Table, and implemented exactly the same as above.
- vii) The battle alternates in this way, with each player rolling for one unit one at a time. If one side has more units than the other, then all remaining units roll dice after the other side's last unit has done so.

Victory Determination

- viii) When all units have fired and the results applied, if a side has no surviving un-panicked units (i.e. all have been eliminated or panicked) that side loses the battle round. If both sides have surviving un-panicked units, repeat the Battle Procedure starting with i).

11.2 Battle Results Table (BRT)

Each battle die roll is resolved using the BRT. Most units fire on the Non-elite column. Units with the elite "+" sign fire on the elite column then other units. Canoe fleets never fire.

11.3 BRT Results

The following results are to be implemented immediately after rolling each die. A unit is affected by a result regardless of its type or strength.

Elimination. One enemy unit of the targeted player's choice is removed from the map, and placed in the Recruits Box; that unit has been eliminated.

Panic. One enemy unit of the targeted player's choice is flipped over to its reverse (back) side. It may not roll any dice for the remainder of the battle. If a unit was already panicked/flipped, a second panic result eliminates it.

No effect. The die roll achieved no results against any enemy unit.

Elite and Fortress Exception: Elite units and units defending in a fort space or earthworks ignore panic results. They can only be removed by elimination results. See rules 12.0.

Note: A player must apply eliminations to non-panicked units before any panicked units.

11.4 Second Battle

When the first battle for a particular location is resolved, if the attacker (the beach forces) wins, any panicked defending units (those not eliminated) retreat to the cliff hex on the Battle Map and rally to their non-panicked side. The attacking player then rallies his panicked units and advances all units (including surviving, non-panicked units) forward to the Inland hex. A second battle is then conducted with a new battlefield advantage roll. When in the cliff hex, if the defender is left with only panicked units, they cannot retreat and are eliminated. The attacker, having won both battles now occupies the targeted space on the main map. Should the defender win, the attacker retreats as in 11.5.

11.5 Successful Defense

If the defender wins the first battle, the attacking player can remove any surviving panicked units by canoe, sailing immediately to any space their side currently occupies. They cannot go to a space yet to be resolved in the Battle Phase. Canoe units cannot be eliminated in a land battle, but retreat with the other attacking player's units; if canoes are the only units left, they retreat to any friendly occupied space of the owner's choice. If no space is available to retreat to, the entire attacking force is eliminated.

11.6 Two Space Islands (O'ahu/Hawai'i)

In the case that an invading force wins a battle on an island with two spaces, if they are attacked by an opposing force from the other side of the island, they will defend first in the inland battle hex, and then the beach hex. They will retreat off the island if they have canoes present as in 11.5 if defeated. If they are attacked by an invading force (one transported by canoes), they become the defending force as in 11.4. step **iv**.

11.6 Rallying

After a battle, flip all remaining panicked units back to their front, un-panicked sides.

11.7 Sea Battle Option

During a canoe move, if an island is about to be invaded, the defending player, on a roll of 1-3, sights the incoming fleet and has the option of launching a war fleet composed of any canoes, units and leaders (within stacking limits) from the targeted space, and any units desired from the other space of a two-space island. A sea battle occurs in the (all blue) Sea Battle hex. On a 4-6, the invading force lands and fights as per 11.1.

11.8 Sea Battle Resolution

A sea battle is fought as one battle. If the attacking player (the player who just moved) wins the sea battle, they may rally their panicked units and land at the space they originally intended to invade, but they cannot attack again in the same turn (nor can the defending player move a force from the other side of a two-space island into the space to defend). If the attacking force loses, they retreat to any one friendly space. If the defending force wins the sea battle, they return to the space they occupied. If the defending force loses, they retreat to any one friendly space other than the targeted space. The force that loses the sea battle retreats with half their canoes (rounded up) and all their panicked units (regardless of stacking limits).

12.0 ELITE UNITS

Some units are considered "elite," and are printed with an "+" symbol indicating this status. When attacking, elite units resolve battles via a special BRT. When defending, elite units are not subject to panic results (another unit must be picked). Elite units suffer eliminated results normally.

13.0 FORTIFIED DEFENSE

If the defending force is in a fort or the earthworks card has been played, the defending units ignore all panic results. Eliminations are applied normally.

14.0 ADDITIONAL WEAPONS

14.1 Pikes

There is some historical evidence the Hawaiians independently developed pike units. In the game, due to its greater unit cohesion, the presence of a pike unit (with a "P") cancels the first panic result received during step **iv** or **v** of the battle procedure. If a battle goes into a second or subsequent round, the pike ability may be applied each round to cancel the first panic result. Should a pike unit become panicked and later rally (i.e. rallies between a first and second battle), it would regain its panic cancellation ability.

14.2 Gunpowder Units: Musket & Cannons

When a player has musketeers and/or cannon, they fire before the opposing player's standard units. Thus, after determining the battlefield advantage, the first player with the advantage fires his gunpowder units (one or both) and the second player selects a unit to eliminate or panic as needed. Then the second player fires his gunpowder units. Then, combat proceeds as in 11.1 step **iv**—alternating fire of non-gunpowder units starting with the first player. Should the battle continue to a second round, the gunpowder units would again fire before other units.