Commands & Colors
Napoleonics



Game Design by

Richard Borg

2nd Edition

RULES OF PLAY

GMT GAMES

The battlefield is a scene of constant chaos. The winner will be the one who controls that chaos, both his own and the enemy's.

- Napoleon

1. INTRODUCTION

Commands & Colors: Napoleonics is not overly complex by design. It is based on the highly successful Commands & Colors game system, where the Command cards drive movement while creating a "fog of war." The battle dice resolve combat quickly and efficiently. *Commands & Colors: Napoleonics* introduces many new game concepts which add historical depth and will provide even the most veteran *Commands & Color* player many new experiences and challenges.

The scale of the game fluctuates, which allows players to effectively portray epic Napoleonic battles, as well as smaller historical actions. In some scenarios, an infantry unit may represent an entire division, while in others a unit may represent a single regiment or battalion. The Napoleonic tactics you will need to execute to gain victory conform remarkably well to the advantages and limitations inherent to the various Napoleonic National Armies of the day and the battlefield terrain features on which they fought.

The battles showcased in the scenario book focus on the historical confrontation between the English and French armies. The stylized battlefield maps emphasize the important terrain features and highlight the historical deployment of forces in scale with the game system.

Commands & Colors: Napoleonics features that differ from Commands & Colors Ancients:

- Due to the nature of weaponry, ranged fire is now much more powerful.
- As most units suffer losses, the number of battle dice they can roll decreases. Force preservation and timely commitment of reserves will prove crucial here.
- Units reduced to a single block may not be able to battle due to terrain dice reductions.
- Units in this core game (except militia) retreat one hex per flag.
- One or more ordered artillery units and an ordered infantry or cavalry unit may combine their battle dice in a Combined Arms melee attack.
- Cavalry may Retire and Reform when attacked in melee by infantry, but not when attacked by other cavalry or artillery in melee.
- Only victorious cavalry in melee may engage in bonus melee combat.
- Light cavalry and Light infantry (not Rifle Light) hit on sabers in melee.
- Infantry may form square to counter an enemy cavalry melee attack.
- Terrain plays a major role in many battles.
- Each major power that fought in the wars of Napoleon has its own National Unit Reference Card. The reference card details unit strengths and any special national advantages the army had during the period.

Welcome and Enjoy!

—Richard Borg

2. CONTENTS

5 Sheets containing 56 double-sided Terrain Tiles, 2 Infantry in Square tracks, Infantry Square counters and Victory Banner counters.

70 Command cards

8 Battle dice

6 Block and Dice Label sheets

6 Player Aid Cards 1 Rule Book

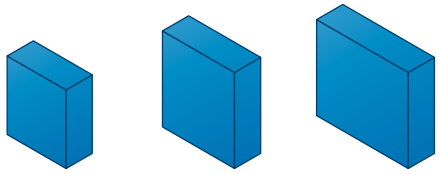
1 Scenario Booklet containing 15 battle scenarios

340 Blocks: dark blue French units, red British units and brown Portuguese units, comprising:

193 small dark blue, red and brown blocks for infantry units (including 13 spare blocks)

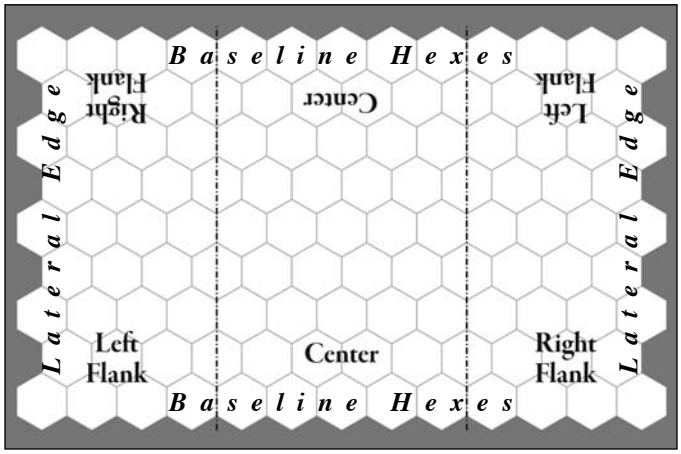
87 medium dark blue, red and brown blocks for cavalry (including 10 spare blocks)

60 rectangular dark blue, red and brown blocks for leaders and artillery (including 12 spare blocks)



Small Blocks 18 x 18 x 8 mm | Medium Blocks 22 x 22 x 8 mm | Rectangular Blocks 22 x 28 x 8 mm

- All infantry blocks are 18x18x8mm in size.
- All cavalry blocks are 22x22x8mm in size.
- All artillery blocks are 22x28x8mm in size and are placed so the 28mm edge runs horizontally.
- All leader blocks are 22x28x8mm in size and are placed so the 28mm edge runs vertically.



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Battlefield Game Board

The battlefield game board (hereafter referred to as the battlefield) is a hex grid, 13 hexes wide by 9 hexes deep. The battlefield is divided into three sections by two dotted lines, giving each player a Left Flank Section, a Center Section and a Right Flank Section. Where the dotted line cuts through a hex, the hex is considered to be part of both the flank section and the center section.

Note: Left Flank Section, Center Section and Right Flank Section will often simply be denoted as section or sections in these rules.

Terrain Tiles

The Terrain Tiles represent a wide range of terrain features and are placed on the battlefield to recreate the historical scenario. Terrain rules are explained in detail in the Terrain rule section.

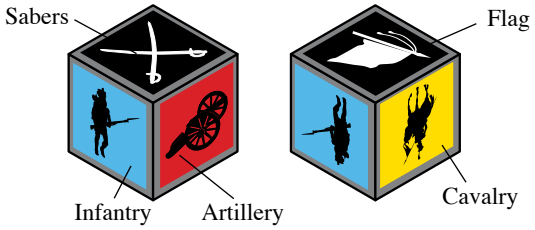
Command Cards

Units may only move or battle when given an order. Command cards are used to order your troops to move, battle, or do something special. For a description of all the Command cards, see Command Card rule section.

Battle Dice

Each battle die has six blank indented sides that will require stickers. Each die should have the following stickers placed on its indented faces: two Infantry symbols, one Cavalry symbol, one Artillery symbol, one Flag symbol, and one Saber symbol.

- Infantry: black symbol on blue background
- Cavalry: black symbol on yellow background
- Artillery: black symbol on red background
- Flag: white symbol on black background
- Sabers: white symbol on black background



National Unit Reference Card

Each of the major powers that fought in the Wars of Napoleon will have a National Unit Reference Card.

A National Unit Reference Card details:

- The unit types and map set up codes.
- Sticker art portraying each listed unit.
- The number of blocks that are deployed in a unit.

Note: Not all nations had the same organization therefore the number of blocks for a specific unit type may differ.

- The unit's movement in hexes.
- Unit specific Battle Dice Modifications plus Command card Dice Modifications.
- Morale Modifications.
- National Notes

Quick Reference Card

This game also contains two Quick Reference Cards that present all information on the National Unit Reference Cards, but with minimal graphics so it can all be accessed on a single sheet.

Units and Leaders

Each unit is composed of a certain number of blocks. The number of blocks in a unit may vary by unit type and Nation and is detailed on the National Unit Reference Card.

A General, Marshal or Field officer of any rank (hereafter referred to as a leader) is represented by one rectangular block. A single Leader block is not considered a unit.

Units and Leaders Visual Identification Aids

To assist players in set-up and unit recognition, several unit class icons are being introduced.



Flaming grenade icon: Grenadier infantry: upper left or right of each sticker for the following unit types - Grenadier, Guard Grenadier, Old Guard



Bugle icon: Light infantry: upper left or right of each sticker for the following unit types - Light, Rifle Light, Guard Light and Young Guard



Cavalry helmet icon: Heavy cavalry: upper left or right of each sticker for the following unit types - Heavy, Guard Heavy, Heavy Cuirassier



Horse artillery: upper left or right of each sticker for the following unit types - Horse artillery, Guard horse artillery

Line and militia infantry, light cavalry (Light, Light Guard and Light Lancers) and foot artillery (Foot and Guard Foot) classes of units are differentiated by the absence of any identifying icon.

Applying the Stickers: Apply appropriate unit stickers to the fronts and backs of the blocks for each unit. Place the British unit labels on the red blocks, the Portuguese unit labels on the brown blocks and French unit labels on the dark blue blocks. We suggest that you separate the blocks by color, then sort blocks by size. Start with the British units. Pull out 36 small red blocks. Find the British Line Infantry stickers on sheet 3 of 6. Peel and place a sticker on the front and back on the 36 small red blocks. When you run out of the 36 blocks, move on to the British Light Infantry. Pull out 10 small red blocks. Find the British Light Infantry stickers on sheet 4 of 6. Peel and place stickers on the front and back on the 10 small red blocks. When you run out of 10 blocks, move on to the British Rifle Light Infantry units that need 6 blocks. Keep going in this fashion until all the British units are completed. Then move on to the Portuguese units brown blocks, and then to the French units using the dark blue blocks. It will take a little time but it will be worth the effort! A few extra blocks and stickers are supplied as spares.

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French Units



Line Infantry
10 units
(40 blocks)



Light Infantry
5 units
(20 blocks)



Grenadier Infantry
1 unit
(4 blocks)



Young Guard Infantry
1 unit (4 blocks)



Old Guard Infantry
1 unit (4 blocks)



Militia
2 units
(8 blocks)



Leaders
(4 blocks)



Light Cavalry
3 units
(12 blocks)



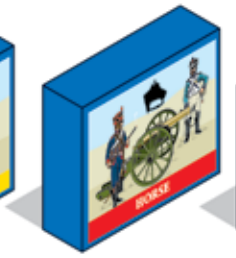
Hv Cuirassier Cavalry
2 units
(8 blocks)



Heavy Cavalry
2 units
(8 blocks)



Guard Heavy Cavarly
1 unit (4 blocks)



Horse Artillery
2 units
(6 blocks)



Foot Artillery
3 units
(9 blocks)



Guard Foot Artillery
1 unit (3 blocks)

British and Portuguese Units



Line Infantry
9 units
(36 blocks)



Light Infantry
2 units
(10 blocks)



Rifle Light Infantry
2 units
(6 blocks)



Grenadier Infantry
1 unit
(4 blocks)



Guard Grenadier Infantry
2 units (10 blocks)



Leaders
(3 blocks)



Light Cavalry
6 units
(18 blocks)



Heavy Cavalry
4 units
(12 blocks)



Guard Heavy Cavalry
1 unit
(3 blocks)



Horse Artillery
2 units (6 blocks)



Foot Artillery
3 units (9 blocks)



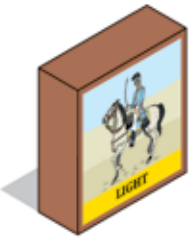
Line Infantry
6 units
(24 blocks)



Light Infantry
2 units
(6 blocks)



Militia Infantry
1 unit
(4 blocks)



Light Cavalry
2 units
(6 blocks)



Heavy Cavalry
2 units
(6 blocks)



Foot Artillery
2 units
(6 blocks)



Leaders
(2 blocks)

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Infantry in Square Track and Counters

The two infantry in square tracks and the numbered counters are used to track infantry units that have formed square on the battlefield.





French
In Square



British
In Square

Victory Banner Counters

These 18 Victory Banner counters will track a player's quest for victory.



French
Victory Banner



British
Victory Banner

3. SETTING UP A GAME

1. Select a battle from the scenario booklet.

PLAY NOTE: If this is your first game of Commands & Colors: Napoleonics, we recommend that you set up and play the first battle in the Scenario Booklet—Rolica (French First Position) 17 August 1808, which is de-signed to introduce you to the basics of Napoleonic warfare and the scenario will give you and your opponent a chance to master many of the game's basic play elements.

2. Place the board in the center of the table. Each scenario specifies which army is at the top and bottom of the battlefield, and players should sit on the side closest to the army they will command. Hand each player the applicable National Unit Reference Card. Each player also takes an infantry in square track and a set of infantry in square counters numbered 1-4. Place the track and the counters near your side of the battlefield.

3. Place the terrain hexes onto the battlefield as indicated by the scenario map. 4. Separate the blocks, French forces (dark blue) and British/Portuguese forces (red and brown blocks). We recommend that players initially set one block of the required troop type or leader block on the battlefield, using the board's borders and flank boundaries (dotted lines) to quickly locate the correct hexes. Then complete each Infantry, Cavalry and Artillery unit with its required number of blocks as detailed in the National Unit Reference Card. Note: Each unit symbol on the map represents an entire unit.

5. Shuffle the Command card deck thoroughly and deal Command cards to each side per the selected scenario's battle notes. Keep your Command cards a secret from the opposing player. Place the remainder of the deck face down, alongside the battlefield, within easy reach of both players.

6. Place the eight battle dice and Victory Banner counters within reach of both players.

7. Review any special rules or victory conditions that apply for the battle.

8. The starting player, as indicated in the scenario's battle notes, begins play.

4. OBJECT OF THE GAME

The object of the game is to be the first to capture a set number of Victory Banners (usually 5 to 9), depending on the selected battle scenario's victory conditions.

A Victory Banner is gained for each enemy leader or enemy unit entirely eliminated. When the last block of a unit, or a leader, is eliminated, collect one Victory Banner. In some scenarios, capturing certain terrain hexes, or accomplishing other battle-specific objectives can win additional Victory Banners.

Victory is achieved the instant the last Victory Banner required is gained.

A word about multi-player games: *Commands & Colors: Napoleonics* is introduced here as a two-player (or two-team) game, with each side leading one or more warring Nations. While some components are designed to facilitate larger scale battles, these additional capabilities are beyond the scope of the core game. Our *La Grande Battle* scenarios (using a double size battlefield and a *La Grande Battle* Command card deck) will be the subject of a future volume.

5. GAME-TURN (SEQUENCE OF PLAY)

The battle notes state which player goes first. The active (attacking) player, on his turn, orders the forces under his control into movement and battle with the play of a Command card and its associated effects. The active player's opponent is considered the defending player during the turn. Players alternate taking turns, until one of the players reaches the number of Victory Banners indicated in the scenario's victory conditions.

During your turn follow the sequence shown below:

1. COMMAND phase: Play a Command card.

2. ORDER phase: Announce all units and leaders you intend to order, within the limits of the Section or Tactic Command card just played.

3. MOVEMENT phase: Move all ordered units and leaders, one at a time. Respect National Unit Regulations per the National Unit Reference Card and terrain movement limitations.

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4. COMBAT phase: All movement must be completed before any combat is fought. Battle one ordered unit at a time and each unit's combat must be fought to completion including any additional combat actions before another unit's combat is begun.

5. DRAW phase: Draw a new Command card.

Phase 1.
PLAY A COMMAND CARD

At the start of your turn, play a Command card from your hand. Place it face up in front of you, and read it aloud.

A Command card usually dictates the number of units or leaders ordered for the turn, as well as the section(s) of the battlefield to which they must belong. Hexes with a dotted line running through them are always considered as simultaneously belonging to both the corresponding flank and center section.

There are two types of Command cards. **Section cards** (left flank, center and right flank) are recognizable by their iconic representation of the sections of the battlefield on the lower half of the card. They are used to order a set number of units from the section arrow(s) highlighted on the card. **Tactic cards** feature an illustration, and an explicit description of the number and type of units that can be ordered by the play of the card. When the location of these units is not specified, the Tactic card can be used to order units in any section across the battlefield.



Section card



Tactic card

If the situation arises where the Command card just played cannot order any of your units; disregard phase 2 through 4 of the Game Turn and draw a new Command card, which ends your turn.

Phase 2.
ORDER YOUR UNITS & LEADERS

After playing a Command card, announce which corresponding units and leaders you choose to order.

- Only those units and leaders that are issued an order may move, battle, or take a special action during your turn.
- You may only give one order to each unit or leader during the course of a single game turn. A leader in the same hex as a friendly unit is considered "attached" to the unit and must move along with the unit unless the leader is ordered to detach.

  Note: It only costs one order for a unit and its attached leader to move and/or battle together.
- When a Section Command card, Leadership card or *La Grande Manoeuvre* card is played, or on a flag roll when the *Élan* Command card is played, a leader in the same hex as a unit may be ordered to detach from the unit and move by himself. It costs one order for an attached leader to detached from its unit and moved separately. See Leader Movement.

  Command cards have a Bicorn Hat symbol to remind players that leaders may be ordered to detach from a unit and to move separately when playing these cards.
- Assault Command cards allow you to order a number of units equal to your side's "Command." The *Élan* and *Rally* Command cards allow you to roll dice equal to your side's "Command." A player's Command is equal to the number of Command cards in a player's hand including the Command card just played.

  Note that each unit in square reduces that side's Command by one as one card is randomly removed from the player's hand and placed on the Infantry in Square Track. Any in square unit that comes out of square or is eliminated increases Command by one as that card is returned to the player's hand.
- Units or leaders on a hex with a dotted line running through it may be ordered from either section.
- If a Section Command card allows you to issue more orders in a given section of the battlefield than you currently have units or leaders in that section, those additional orders are lost.
- If a Tactic card allows you to issue more orders than units you currently have, those additional orders are lost.

Anatomy of Units and Leaders

Blocks grouped together on a same hex form a unit. The images and text on the unit blocks will help indicate the unit's troop type, making it easier for both sides to rapidly identify each unit in play.

Infantry stickers all show two infantrymen and have a blue stripe on the bottom.

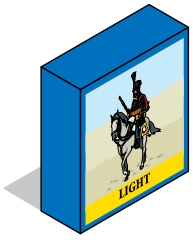
Cavalry stickers all show one mounted trooper and have a yellow stripe at the bottom.

Artillery stickers all show a cannon with two cannoneers and have a red stripe at the bottom.

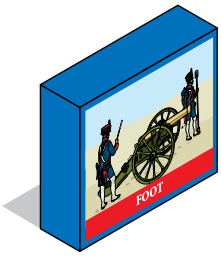
Leader stickers all show a mounted general and have no stripe at the bottom.



Infantry



Cavalry



Artillery

In *Commands & Colors: Napoleonics* there are four types of units, roughly corresponding to distinct levels of military training and battle experience.

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- Regular units (line infantry, light and heavy cavalry, foot and horse artillery) - the backbone of all Napoleonic armies. These formations are drilled to advance and battle without becoming disorganized.
- Irregular units (militia infantry) - recruits drawn from the masses. Their military training and equipment tends to be meager or non-existent.
- Elite units (light, rifle light, grenadier infantry and cuirassier cavalry)—experienced in battle, these infantry and cavalry troops are professionals, and trained to carry out advanced military maneuvers in the face of the enemy. These troops are usually well equipped and versed in military matters.
- Guard units (infantry, cavalry, artillery) - promoted from the ranks, these are the shock troops of an army. Often held in reserve to deliver the decisive coup-de-grace in battle, they possess the best weapons and the top mounts.
- A Leader is not a unit, and is represented by a single block. A Leader, when attached to a unit, will inspire a unit to perform better.

Phase 3.
MOVE YOUR UNITS & LEADERS

Movements are announced and made sequentially, one ordered unit or leader at a time, in the sequence of your choice.

- A unit or leader may only be ordered to move once per turn.
- A unit or leader that is ordered does not have to move.
- A unit or leader's movement must be completed before beginning the movement of another unit or leader.
- Two units may never occupy the same hex or pass through a hex containing another friendly unit.
- A unit may not move onto or through a hex occupied by an enemy unit, enemy leader, or friendly unit.
- A unit may move onto a hex occupied by a friendly leader when the leader block is alone in a hex. The unit must stop and move no further on that turn. The leader is considered attached to the unit.
- Ordered units and leaders may move from one section of the battlefield into another.
- A unit or leader may only move off the battlefield's baseline or lateral edges when explicitly allowed by the scenario's battle notes.
- You may not split off individual blocks from a unit; they must stay together and always move as a group.
- A unit that is reduced through casualties may not combine with another unit.
- Some terrain features affect movement and may prevent a unit or leader from moving its full distance or battling. Terrain rules are explained in detail in the Terrain rule section.
- A unit or leader may not move onto or through a hex with impassable terrain.

Retreat movement rules vary slightly from regular movement. Retreat rules are explained in detail in the Retreat rule section.

Infantry Movement

- An ordered line, grenadier, Old Guard, guard grenadier or militia infantry unit may move 1 hex and battle.
- An ordered light, Young Guard, or rifle light unit may move 1 hex and battle or 2 hexes and not battle.

Cavalry Movement

- An ordered light cavalry unit may move 1, 2 or 3 hexes and battle.
- An ordered heavy, heavy cuirassier or guard heavy cavalry unit may move 1 or 2 hexes and battle.

Artillery Movement

- An ordered foot or guard foot artillery unit may move 1 hex and not battle or not move and battle.
- An ordered horse artillery unit may move 1 hex and battle or 2 hexes and not battle.

Specific unit movement modifiers are detailed on the National Unit Reference Cards.

Leader Movement

- A leader may only be ordered to move once per turn.
- An ordered leader (either alone in a hex or ordered to detach from the unit it is with) may move up to 3 hexes, but does not have to move.
- A lone leader may move through a hex with a friendly unit, a hex with a friendly unit and an attached leader, or another friendly leader that is alone in a hex, but may not end movement in a hex containing another friendly lone or attached leader.

  Note: A friendly unit or leader is defined as all allied units or leaders.
- A leader that moves onto a hex with a friendly unit may stop as long as the unit does not already have an attached leader. The leader is then considered attached to the unit.
- A leader may not move onto or through a hex occupied by an enemy unit or enemy leader, unless the leader is attempting to escape through the occupied enemy hex.

ATTACHED LEADERS:

A leader in the same hex as a friendly unit is considered "attached" to the unit and must move along with the unit unless the leader is ordered to detach. Important Note: It only costs one order for a unit and its attached leader to move and/or battle together.

When a Section Command card, Leadership card or *La Grande Manoeuvre* card is played, or on a flag roll when the *Élan* Command card is played, a leader in the same hex as a unit may be ordered to detach from the unit and move by himself. It costs one order for an attached leader to detach from its unit and move separately. The unit to which the leader was attached is not ordered by the leader order, but could be ordered by spending another order.

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A unit and its attached leader may be ordered simultaneously by spending two orders. During movement, the owning player chooses what sequence to move the leader and unit.

Attaching a leader to a unit does not order the unit just joined or the unit the leader just detached from.

A leader may detach from one unit, move and attach to another unit, but may not move again with the unit he has just joined. The unit could have been ordered and moved prior to the leader joining the unit, but once the leader joins the unit it may not move.

A leader attached to an infantry unit in square cannot be issued an order to detach. When the unit is ordered to come out of square, the leader may also be simultaneously ordered to detach on the same turn using an additional order.

PLAY NOTE: Timing is important when detaching and attaching leaders. Once a moving leader attaches to a new unit, the new unit may not move if ordered, but the unit (and the newly attached leader) may Battle in place.

As an example, the owning player selects an Attack Three Units Center Command card and, during the Orders phase, orders a grenadier infantry unit, its attached leader and a heavy cavalry unit in the center section.

Since both the grenadier unit and attached leader were issued an order, one order detaches the leader from the grenadiers, and the other allows the grenadier infantry to move and battle. Here are two possible outcomes:

One—*The ordered heavy cavalry unit moves first and moves adjacent to an enemy unit. The detached leader now moves to join the ordered cavalry unit. The ordered heavy cavalry unit and attached leader may now battle. The ordered grenadier infantry unit may also move and battle.*

Two—*The player chooses to move the ordered grenadiers before the detached leader (it is equally permissible to move the detached leader before the unit). Had the owning player only ordered the grenadier infantry unit, the attached leader would have been required to move with it and could not detach. Next, the detached ordered leader moves and joins the heavy cavalry unit. The ordered leader cannot move further once it attaches, and therefore, unfortunately, the ordered heavy cavalry unit cannot move either (though it may battle in place).*

Phase 4. COMBAT

Combat is a term that is used for both ranged combat (fire) and melee combat. To fire, a unit must be within range and have a line of sight to the target unit. To melee, a unit must be in an adjacent hex to the target unit. An ordered unit may only engage in one type of combat when ordered, even if it is capable of both types of combat.

Combat is resolved, one ordered unit at a time, in the sequence of your choice. You may switch between ranged combat and melee combat from one unit to the next; however, you must announce and resolve one unit's combat, including all related additional combat actions stemming from that battle entirely, before proceeding to another ordered unit's combat.

- A unit that is ordered does not have to battle, even when adjacent to an enemy unit.
- A unit may not split its battle dice between several enemy targets during the same combat dice roll.
- A unit may only be ordered to battle once per turn; in some instances after a successful melee a cavalry unit may have the opportunity for a bonus melee as part of additional combat actions. For additional combat action details refer to the Cavalry Breakthrough and Bonus Melee rule sections.
- Normally the base number of Battle Dice rolled in a combat is equal to the number of blocks present in the ordered unit. Therefore, the number of casualties (lost blocks) a unit has suffered affects the base number of battle dice the unit will roll in combat.
- A leader may not battle when alone in a hex.

RANGED COMBAT (FIRE)

Only infantry and artillery units may engage in ranged combat. Cavalry units and leaders may not engage in ranged combat.

A unit with ranged weapons battling an enemy unit more than 1 hex away is said to conduct ranged combat (fire) at that enemy unit ("target unit.") In ranged combat the target unit must be within both range and line of sight of the firing unit.

- Ranged combat may not be used against an enemy unit in an adjacent hex.
- A unit adjacent to an enemy unit may not fire on another, more distant, enemy unit. If the unit chooses to battle, the unit must melee combat the adjacent enemy unit.
- A target unit may not Battle Back after a ranged combat attack.
- A target cavalry unit may not Retire and Reform before a ranged combat attack.

Ranged Combat (Fire) Procedure

1. Announce firing unit
2. Check Range
3. Check Line of Sight
4. Determine Strength of the Attack
5. Apply Command card Dice Additions
6. Apply Terrain Battle Dice Reduction
7. Resolve Combat
8. Score Hits
9. Apply Retreats

1. Announce Firing Unit: Announce the ordered unit you want to fire with and the enemy unit it is targeting. Each Ranged Combat attack is declared and resolved one ordered unit at a time, in the sequence of your choice. You must announce and resolve one unit's Ranged Combat entirely before beginning the next unit's battle. Regardless of the number enemy units in range, each Ranged Combat is conducted by one eligible, ordered unit against one enemy unit in line of sight and in range. Ranged Combat by

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several friendly units against one enemy unit must be made and resolved one at a time.

2. Check Range: Verify that your target is within range. The range is the distance between the firing unit and the target unit, measured in hexes. When counting the range in hexes, include the target unit's hex, but not the firing units hex.

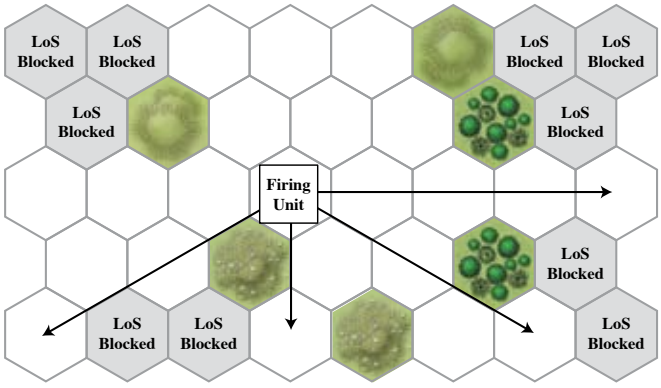
WEAPON RANGES

There are four basic types of ranged weapon units in the Wars of Napoleon:

- All infantry units have a range of 2 hexes. Exception: Rifle Light Infantry
- Rifle Light Infantry units have a range of 3 hexes
- Foot Artillery units have a maximum range of 5 hexes
- Horse Artillery units have a maximum range of 4 hexes

3. Check Line of Sight: Verify that your target is within line of sight. A unit must be able to "see" the enemy unit it wants to fire at. This is known as having Line of Sight.

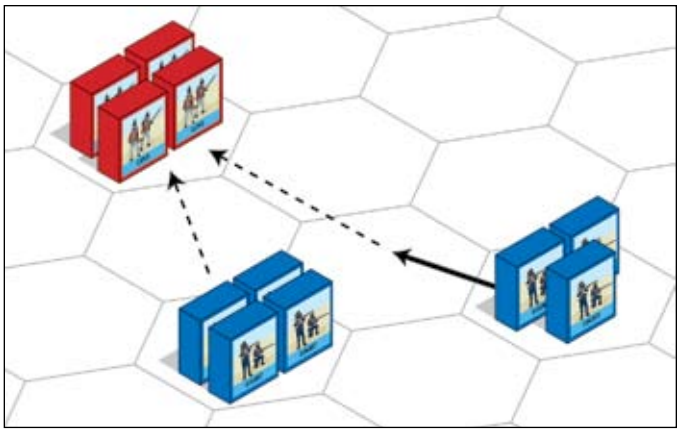
Imagine a line drawn from the center of the hex containing the firing unit to the center of the hex containing the target unit. This line of sight is blocked only if a hex between the battling unit and the target hex contains an obstruction. Obstructions include a unit or leader (regardless if friend or foe) or some terrain features and the side edge of the battlefield. The terrain in the target unit's hex does not block line of sight. If the imaginary line runs along the edge of one or more hexes that contain obstructions, line of sight is not blocked unless the obstructions are on both sides of the line.



EXAMPLE: This illustration shows four of several possible hexes that can be targeted by the firing unit. All hexes where the Line of Sight is blocked are indicated.

4. Determine Strength of the Ranged Attack:

Infantry - An ordered infantry unit may target an enemy unit two hexes (three hexes for rifle light units) away in any direction, subject to being in line of sight of the firing unit. The base number of battle dice rolled in ranged combat when the infantry unit does not move is equal to the number of blocks in the infantry unit. When an infantry unit moves one hex, the base number of battle dice rolled is equal to one-half the number of blocks in the unit, rounding up for the French and British armies and rounding down for the Portuguese army.



EXAMPLES: The French light infantry unit on the left (with 4 blocks) does not move and engages in ranged combat against a British line infantry unit. The French infantry unit rolls 5 dice (one for each block plus one for being a light unit). The French light infantry unit on the right (with 3 blocks) moves one hex and engages in ranged combat against the same unit. This French infantry unit rolls 3 dice (when moving, the base number of battle dice is one half of the three blocks—one and one half rounded up to two for being French plus one for being a light unit).

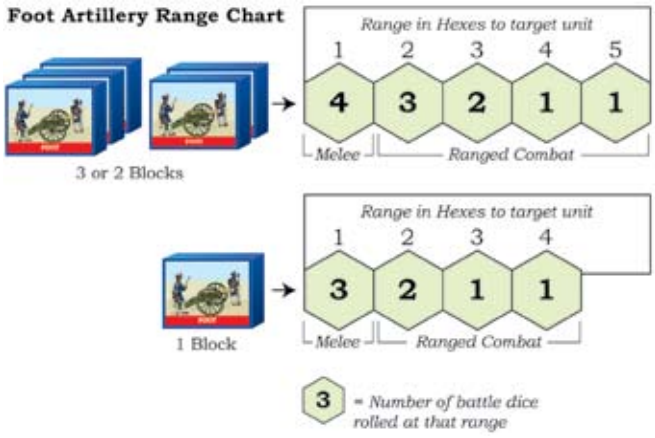
For other armies, see their National Unit Reference Card to determine if the infantry will round up or down when moving.

- A light, Young Guard, and rifle light infantry unit that moves two hexes may not engage in ranged combat.
- A light, rifle light, grenadier and any guard infantry unit will engage in ranged combat with 1 additional battle die.

Infantry ranged combat modifiers are detailed on the National Unit Reference Cards.

Foot Artillery— An ordered foot artillery unit, which does not move, may target an enemy unit 5 or fewer hexes away in any direction, subject to being in line of sight of the firing unit. The number of blocks remaining in the Artillery unit and the distance to the target determines the number of battle dice to roll (see chart below).

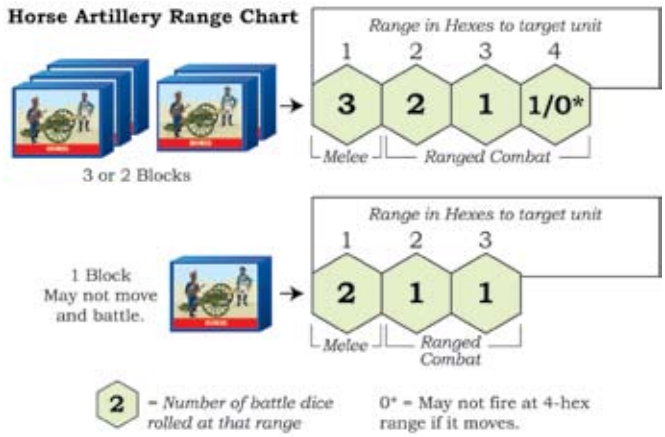
- An ordered foot artillery unit that moves may not battle.



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Horse Artillery — An ordered horse artillery unit, which does not move, may target an enemy unit 4 or fewer hexes away in any direction, subject to being in line of sight of the firing unit. The number of blocks remaining in the Artillery unit and the distance to the target determines the number of battle dice.

- A horse artillery unit that moves 1 hex may battle, but cannot fire at 4 hex range.
- A horse artillery unit that moves 2 or more hexes may not battle.
- A horse artillery unit that only has one block remaining may not move and battle.



5. Apply Command card Dice Additions: Some Command cards will increase the number of battle dice that a unit will roll in ranged combat.

6. Apply Terrain Battle Dice Reduction (if any): The terrain on which the target unit is on and in some cases the terrain the attacking unit is on, may reduce the number of battle dice rolled in ranged combat. Reduce the number of battle dice rolled accordingly. Refer to the section on Terrain for battle dice adjustments.

7. Resolve Combat: Roll the resulting number of battle dice against the target; hits are resolved first, followed by retreats.

8. Score Hits: In ranged combat, the attacker scores 1 hit for each troop symbol rolled that matches the target unit. Other symbols rolled are a miss.

Ranged Combat Roll


Score 1 hit on Infantry unit


Score 1 hit on Cavalry unit


Score 1 hit on Artillery unit


Does not score a hit in ranged combat


A flag does not cause a hit, but may cause the unit to retreat

For each hit scored, 1 block is removed from the target unit. When the last block in the opponent's unit is removed, you collect a Victory Banner. If more hits are rolled than the number of blocks in the enemy unit, these additional hits have no effect.

Hitting a Leader: When an enemy unit with an attached leader takes a hit in range combat, the attached leader must make a leader casualty check. A leader not attached to a unit (alone in a hex) may not be targeted in ranged combat (only sabers cause leader hits, and in Ranged Combat, sabers do not score a hit). See Leader Casualty Check rule section.

DESIGN NOTE: While scores of leaders fell leading their troops, it was considered unchivalrous in that time to fire on lone leaders.

9. Apply Retreats: A flag does not cause a hit, but may cause the unit to retreat. See rule section Retreats. A unit unable to retreat for any reason will lose blocks, and will trigger a casualty check for an attached leader.

MELEE COMBAT

All units may engage in melee combat. An unattached leader may not engage in melee combat. A unit attacking an adjacent enemy unit is said to be engaging that enemy unit in melee. Targets engaged in melee are always considered within range and in line of sight of their attacker.

A unit adjacent to an enemy unit may not use ranged combat (fire) against the adjacent enemy unit or target another enemy unit within fire range. The unit must melee combat the adjacent enemy unit if it chooses to battle.

Melee Combat Procedure

1. Announce Melee Combat
2. Defending Cavalry Retire and Reform
3. Defending Infantry Form Square
4. Determine Strength of the Attack
5. Apply Command card Dice Additions
6. Apply Terrain Battle Dice Reduction
7. Resolve Combat
8. Score Hits
9. Apply Retreats
10. Additional Combat Actions; Taking Ground, Cavalry Breakthrough, Bonus Melee Attack
11. Battle Back (Defending unit's Battle Back, apply hits and resolves retreats)

1. Announce Melee Combat: Announce the ordered unit you want to melee with and the enemy unit it is targeting. The unit must be adjacent to the targeted enemy unit to engage in melee combat. Each melee combat is declared and resolved one ordered unit at a time, in the sequence of your choice. You must declare and resolve one unit's melee combat entirely, including any additional combat actions: Taking Ground, Cavalry Breakthrough, Bonus Melee Attack, and the defender's Battle Back, before beginning the next unit's combat.

If the defender holds a *First Strike* card, it must be played when

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the melee combat is declared, before the attacker's battle dice are rolled.

Melee Combat by several friendly units against one enemy unit must be made and resolved one at a time. (Exception: Combined Arms Combats).

2. Cavalry Retire and Reform: When being attacked in melee by an enemy infantry unit, a cavalry unit may choose to Retire and Reform instead of staying and fighting in the melee. See Cavalry Retire and Reform rule section.

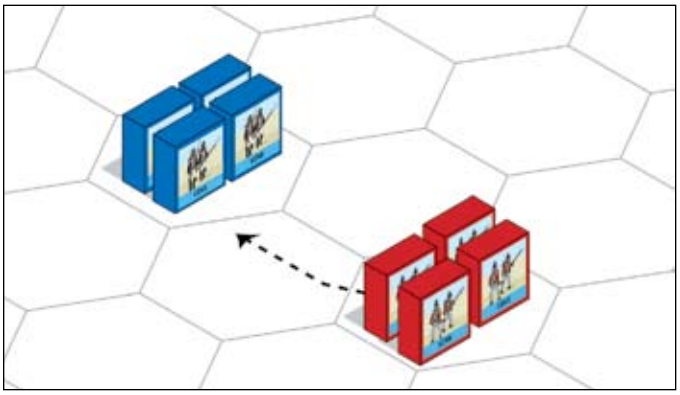
3. Defending Infantry Form Square: An Infantry Square is a defensive formation used by infantry units to counter an enemy cavalry attack. An infantry unit may choose to form square during the opponent's turn when a cavalry unit is about to melee attack the infantry unit. See Infantry Square rule section.

4. Determine Strength of the Attack:

Infantry - An ordered infantry unit may stay in position or move one hex and melee an enemy unit on an adjacent hex. In melee combat, the base number of battle dice rolled is equal to the number of blocks in the unit, even if the infantry unit has moved prior to the melee combat.

- A light, Young Guard or rifle light infantry unit that moves two hexes may not engage in melee combat.
- A French Old Guard unit will battle with two additional battle dice in melee combat. Any other guard infantry unit or any grenadier unit will battle with 1 additional battle die in melee combat.
- A rifle light or militia infantry unit does not score a hit when it rolls a saber in melee combat.

Infantry melee combat modifiers are detailed on the National Unit Reference Cards.



EXAMPLE: The British line infantry unit with 4 blocks moves one hex and engages in melee combat against a French line infantry unit. The British infantry unit rolls 4 dice.

Cavalry - A light cavalry unit may stay in position or move up to three hexes and melee combat an adjacent enemy unit. A heavy cavalry unit may stay in position or move up to two hexes and melee combat an adjacent enemy unit. The base number of battle dice rolled for a cavalry melee combat is equal to the number of blocks present in the attacking cavalry unit.

- A heavy, cuirassier heavy or guard heavy cavalry unit will battle with 1 additional battle die in melee combat.

Cavalry melee combat modifiers are detailed on the National Unit Reference Cards.

Foot Artillery - An ordered foot artillery unit, which does not move, may target an enemy in the adjacent hex in melee. An ordered foot artillery unit that moves may not melee on this turn.

- An ordered foot artillery unit with two or three blocks remaining rolls 4 battle dice in melee combat.
- A foot artillery unit that only has one block remaining will roll 3 battle dice in melee combat.
- A guard foot artillery unit with any number of blocks will melee with 1 additional battle die.

Horse Artillery - An ordered horse artillery unit may be able to target an enemy in the adjacent hex in melee.

- A two or three block horse artillery unit that does not move, or moves only one hex, rolls 3 battle dice in melee.
- A two or three block horse artillery unit that moves 2 hexes may not melee.
- A horse artillery unit that has only one block remaining and does not move will roll 2 battle dice in melee combat.
- A horse artillery unit that has only one block remaining may not move and melee.

Foot and Horse Artillery melee combat modifiers are detailed on the National Unit Reference Cards.

5. Apply Command card Dice Additions: Some Command cards increase the number of battle dice that a unit rolls in melee combat. (See national Unit Reference cards)

6. Apply Terrain Battle Dice Reduction (if any): The terrain on which the target unit is on and in some cases the terrain the attacking unit is on may reduce the number of battle dice rolled in melee combat. Reduce the number of battle dice rolled accordingly. Refer to the section on Terrain for battle dice adjustments.

7. Resolve Combat: Roll the resulting number of battle dice against the target; hits are resolved first, followed by retreats.8. Score Hits: In melee combat, the attacker scores 1 hit for each troop symbol rolled that matches the target unit and 1 hit for each saber symbol rolled. A saber symbol scores 1 hit regardless of the troop type being targeted. Other symbols rolled are a miss.

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Melee Combat Roll


Score 1 hit on Infantry unit


Score 1 hit on Cavalry unit


Score 1 hit on Artillery unit


Score 1 hit in melee on any unit or an unattached leader. Militia units and rifle light infantry are an exception. A saber rolled by militia or rifle light infantry does not score a hit against enemy units in melee, but a saber rolled by militia or rifle light infantry against an unattached leader will hit and eliminate the leader.


A flag does not cause a hit, but may cause the unit to retreat.

For each hit scored, 1 block is removed from the target unit. When the last block in the opponent's unit is removed, you collect a Victory Banner block. If a player rolls more hits than the number of pieces in the enemy unit, these additional hits have no effect.

Hitting a Leader: When you target an enemy unit with an attached leader in melee combat and score a hit on the unit, the attached leader must take a Leader Casualty check. A leader when not attached to a unit (alone in a hex) may be attacked normally in melee. See Leader Casualty Checks rule section.

9. Apply Retreats: A flag does not cause a hit, but may cause the unit to retreat. See Retreats rule section. A unit unable to retreat for any reason will lose blocks, and will trigger a casualty check for an attached leader.

10. Additional Combat Actions: See rule sections for Taking Ground, Cavalry Breakthrough and Bonus Melee Attack.

11. Battle Back: The defending enemy unit may Battle Back against an attacking unit, if one or more of the defending unit's blocks survived the melee combat attack and the defending unit did not retreat from its hex. The attacking player's unit, that conducted the initial attack, is now considered in a defending posture.

During a Battle Back the unit calculates its strength, any terrain battle dice reduction, rolls the battle dice, determines hits and retreats, and applies them in the same manner as the attacker.

After the defending player's Battle Back, the melee will stop; i.e. there is never any Battle Back on a Battle Back.

- If the defending unit is forced to retreat out of its original hex, it may not Battle Back, even if its retreat move places the unit in a hex that is still adjacent to the attacking unit.
- If the defending unit was unable to fulfill a required retreat, it may Battle Back as long as it still has one or more blocks remaining on the battlefield after taking block losses for not completing its retreat.
- A defending unit that is Battling Back may not Take Ground, conduct Cavalry Breakthrough or take a Bonus Melee Attack.
- A *First Strike* Command card may not be played against a unit that is Battling Back.
- A defending unit being attacked in melee by more than one enemy unit may Battle Back against each attacking unit so long as the defending unit is not eliminated or retreated. Each melee and battle back is resolved one unit at a time.

LEADER CASUALTY CHECK

Your opponent will always roll for your Leader Casualty check. When a leader is hit, remove the leader block from the battlefield and collect a Victory Banner.


Attached Leader: When a leader is attached to a unit and the unit loses one or more blocks without being eliminated, there is a chance that the leader may also be hit. Make a leader casualty check by rolling 2 battle dice. To hit the leader two saber symbols must be rolled.

A leader casualty check must be made when a unit loses a block from:

- Ranged Combat
- Melee Combat
- Failure to complete a retreat move

Only one leader casualty check is required from a single combat dice roll. *For example, when a unit with an attached leader is attacked and the unit loses one or more blocks from the combat dice rolled, after the combat loss blocks are removed, there is a leader casualty check.* If the unit is also forced to retreat, but the unit the leader is with cannot complete its entire retreat movement, the unit must also lose additional blocks, another leader casualty check is not required, because the same combat dice roll caused the retreat block losses.


Attached Leader's Unit Eliminated: When a leader is attached to a unit and the unit loses one or more blocks, eliminating the unit and leaving the leader alone in the hex the leader casualty check is made with 1 battle die. To hit the leader a saber symbol must be rolled. If the leader is not hit, the leader must retreat 1, 2, or 3 hexes. If the leader is on a friendly map edge hex, he must retreat off the map. A leader that retreats off his friendly map edge hex does not give your opponent a Victory Banner.

When a leader is attached to a unit that is forced to retreat and the unit has all of its blocks eliminated because it could not complete its retreat movement, the leader must retreat from the hex where the last unit block was removed.

If a unit loses its last block because enemy units occupy the only possible retreat path hexes, the leader must use "Escape" rules to move through one of the enemy units and reach an open or friendly hex.

When a unit loses its last block at the map edge because it cannot retreat further, the leader must retreat off the map edge. A leader that retreats off a friendly map edge hex does not give your opponent a Victory Banner.

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When a unit loses its last block because its retreat path is occupied by impassable terrain hexes, the attached leader is also eliminated if it too cannot retreat into the hex. In this instance, the leader's elimination yields a Victory Banner to the opponent.

When a unit is eliminated any flags rolled against an eliminated unit have no effect on the leader, however the leader, after the leader casualty check, must retreat 1, 2, or 3 hexes.

When a leader's unit is eliminated in melee combat, the attacking unit may Take Ground or Cavalry Breakthrough onto the vacated hex after the leader retreats from the hex.

Unattached Leader: A leader alone in a hex may not be targeted in ranged combat but an unattached leader may be attacked in melee. When a leader is alone in a hex, the attacking enemy unit rolls its normal melee battle dice. One or more saber symbols rolled will score a hit and eliminate the leader, even from a unit that normally does not score a hit on a saber roll in melee combat. If the leader is not hit, the leader must retreat 1, 2, or 3 hexes. Flags rolled against the leader have no effect on the unattached leader. The attacking unit may Take Ground or Cavalry Breakthrough onto the vacated hex, after the leader retreats from the hex.

RETREATS

After all combat hits have been resolved and blocks removed, retreats are resolved. For each retreat flag rolled against a unit, the unit must move one hex back toward its own side of the battlefield. Two flags will force the unit back two hexes, etc. (Exception: Militia units retreat three hexes per flag). The player controlling the retreating unit decides which hex the unit retreats onto, using the following rules:

- A unit must always retreat toward its controlling player's side of the board, regardless of what direction the attack came from. Units may not retreat toward the opponent's side of the board or sideways.
- Terrain that is not impassable has no effect on retreat moves, therefore a retreating unit may move onto or through a forest, a fordable river, etc., without stopping. Impassable terrain features, however, will prevent a unit's retreat, resulting in block loss, possible elimination, and possible leader loss.
- A unit may not retreat onto, or through, a hex already containing another friendly unit or an enemy unit or enemy leader.
- An attached leader must retreat with its unit when the unit is forced to retreat.
- Leaders Stop Retreats: A unit without an attached leader may retreat onto a hex that contains an unattached friendly leader (i.e. a leader alone in a hex). The leader is immediately attached to that unit and the unit's retreat stops in the leader's hex. The retreating unit will ignore any additional retreat movement.
- If the unit cannot retreat, because its retreat path is occupied or it is forced to retreat off the limits of the battlefield, one block must be removed from the unit for each retreat hex of movement that cannot be completed.
- A militia unit must move three hexes back toward its own side of the battlefield for each retreat flag rolled against it.

Specific unit retreat movement modifiers are detailed on the National Unit Reference Cards.

Bolster Morale

Some situations allow a unit to disregard one or more flags rolled against it. Disregarding a flag result is optional and the owning player may always decide to accept a flag result. If more than one flag result can be ignored, the owning player can choose to ignore one (or more) and accept one (or more). A unit may choose to disregard flags rolled against it each time it is attacked. If more than one of the following situations applies, the effects are cumulative.

- A unit may disregard one flag when a leader is attached to the unit. If the unit loses one or more blocks in combat, the leader must survive the leader casualty check for the unit to ignore the flag. Note after all combat losses are resolved, this includes leader casualty checks, and blocks removed, retreats are resolved.
- A unit may disregard one flag when supported by two or more friendly units. Supporting units may be on any hexes that are adjacent to the unit.
- A leader when alone in a hex may act as one adjacent support and can provide support just as a friendly unit does.
- A square may act as one adjacent support unit for units not in square, however a unit in square may not receive support from friendly units and leaders in adjacent hexes.
- Some terrain features will allow a unit defending on the terrain to ignore one flag. See Terrain rule section.
- A Grenadier unit may ignore one flag.
- A Cuirassier heavy cavalry unit may ignore one flag.
- A Guard unit may ignore one or two flags (See National Unit Reference Cards).
- Cavalry can never ignore a bounce flag result from an infantry unit in square regardless of how many retreat flags they normally could ignore.

Specific unit Morale modifiers are detailed on the National Unit Reference Cards.

Leader's Retreat

Leaders retreat somewhat differently from units. A leader's retreat movement is 1, 2, or 3 hexes back towards its own side of the battlefield, the owning player's choice.

- A leader, attached to a unit that must retreat, will retreat to the same hex as the attached unit.
- When a leader is attached to a unit and the unit loses its last block by ranged combat, melee combat, or because the unit cannot complete its entire retreat move, if the leader is not eliminated on the leader casualty check, the leader must retreat 1, 2, or 3 hexes.
- When an unattached leader is attacked in melee combat, if the leader is not eliminated, he must retreat 1, 2, or 3 hexes.

You may choose to retreat your leader off your side of the battlefield. This saves the leader from becoming a Victory Banner for your opponent, but you lose a strong command piece by doing so.

When a leader retreats he must follow these rules:

- A leader's retreat movement is 1, 2, or 3 hexes back towards

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its controlling player's side of the battlefield. The player who controls the leader determines the number of hexes he will move, and the path he will take as he retreats.

- Terrain that is not impassable has no effect on retreat moves, therefore a retreating leader may move onto or through a forest, a fordable river, etc., without stopping. Impassable terrain will prevent a retreat movement, and a leader unable to retreat one hex due to impassible terrain will be eliminated. The opponent gains one Victory Banner when the leader is eliminated.
- A leader may not end his retreat movement in a hex that contains another friendly leader, an enemy unit or enemy leader.
- A leader may retreat through a hex that only contains a friendly unit or may choose to stop his retreat in the hex and attach to the unit.
- A leader may retreat through a hex that contains a friendly unit with a leader or an unattached friendly leader.
- A leader retreating through a unit's hex does not affect a unit.
- A retreating leader may retreat through a hex containing an enemy unit, but this is governed by the rules for Leader Escape.

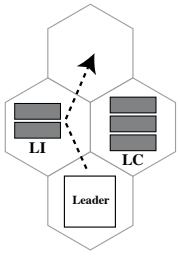
Leader Escape

When enemy units occupy a leader's designated retreat path, the retreating leader must attempt to escape through the enemy occupied hex.

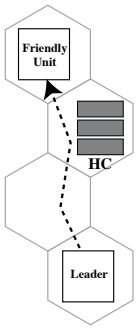
Leader Escape Procedure: Move the leader onto the enemy hex and allow the enemy unit in the hex to battle the leader. The attacking unit uses its normal number of melee combat dice. The leader does not benefit from terrain in the hex. One or more saber symbols rolled will score a hit and eliminate the leader, *even from a unit that normally does not score a hit on a saber roll in melee combat*. The opponent gains one Victory Banner when the leader is eliminated.

If the leader is not hit, his escape is successful and he continues with his retreat move. Should an enemy unit also occupy this hex, the leader must again undergo the Escape procedure. Should the third hex also be occupied by an enemy unit, the leader is eliminated and the opponent gains a Victory Banner.

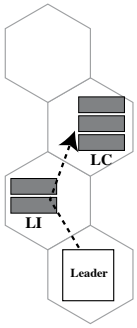
Leader Escape Examples



1) An enemy Line Infantry unit (with two blocks) and a Light Cavalry unit (with three blocks) occupy the two hexes behind a lone leader who must retreat. The hexes behind these two enemy units are vacant. The leader chooses to retreat through the hex with the two Line Infantry blocks because the opposing player will only roll two dice instead of the three dice the Light cavalry unit would roll. The opposing player rolls two dice and gets one Infantry symbol and one Artillery symbol. Since no saber symbols were rolled, the leader successfully escapes and finishes the Retreat after moving one or two more hexes.



2) The hex behind a lone leader is vacant. The next hex is occupied by a three block enemy heavy cavalry unit. A friendly unit without a leader occupies the hex behind the heavy cavalry unit. The leader could make a one hex Retreat onto the vacant hex, but elects to Retreat three hexes, ending on the hex with the friendly unit. Upon entering the second hex containing the heavy cavalry unit, the Retreat move halts, and the opposing player rolls four dice (heavy cavalry melees with 1 extra die), obtaining two flags and two infantry symbols. Since no saber symbols were rolled, the leader successfully escapes and continues the Retreat move onto the third and final hex containing the friendly unit.



3) The only available Retreat path has an enemy two block Infantry unit on the first hex and an enemy light cavalry three block unit on the second hex. The retreating leader moves onto the first hex and halts while the opposing player rolls two dice for the infantry unit, obtaining a flag and a cavalry symbol. The escape succeeds, but the leader now must undergo another escape attempt as the leader is moved onto the second hex. The opposing player rolls three dice for the cavalry unit, and obtains two saber symbols and one flag. Only one saber is needed, and the leader is hit and eliminated, one hex short of safety. The opposing player earns one Victory Banner for the eliminated leader.

ADDITIONAL COMBAT ACTIONS

During the combat phase, after a melee combat an attacking unit may be entitled to take one or more additional actions. These actions are defined below.

Infantry Taking Ground

When an ordered infantry unit attacks in melee combat and eliminates or forces the defending enemy unit or leader to retreat from the hex it occupies, the infantry unit has conducted a successful melee combat. The victorious attacking infantry unit may advance (move) onto that vacated hex. This is referred to as Taking Ground.

- Taking Ground is never mandatory; it remains the attacking player's choice.
- Taking Ground is subject to normal terrain movement restrictions.
- An infantry unit that attacks a cavalry unit may Take Ground after the cavalry unit chooses to Retire and Reform.
- An infantry unit that attacks a leader alone in a hex may Take Ground after the leader retreats or is eliminated.
- A unit in square cannot Take Ground after a successful melee combat.

Artillery Taking Ground

An Artillery unit attacking in melee may not Take Ground.

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Cavalry Breakthrough

When an ordered cavalry unit attacks in melee combat and eliminates or forces the defending enemy unit or leader to retreat from the hex it occupies, the cavalry unit has conducted a successful melee combat. The victorious attacking cavalry unit may advance (move) onto the vacated hex, after advancing onto the vacated hex, the cavalry unit may then move one additional hex. The advance onto the hex and the additional hex of movement is referred to as a Cavalry Breakthrough.

- A Cavalry Breakthrough is never mandatory; it remains the attacking player's choice.
- The one additional hex of movement, after the cavalry unit moves onto the just vacated enemy hex, is never mandatory. A cavalry unit that only moves onto the just vacated enemy hex is still considered to be on breakthrough.
- A cavalry unit that moves onto the just vacated enemy hex and then returns to its original hex is still considered to be on a Cavalry Breakthrough.
- The movement on a Cavalry Breakthrough is subject to normal terrain movement restrictions.
- A cavalry unit that attacks a leader alone in a hex may breakthrough onto the vacated hex after the leader retreats or is eliminated.

Take Ground and Cavalry Breakthrough Limitations

The following situations do not allow a unit to Take Ground or conduct Cavalry Breakthrough:

- Ranged combat attacks never give the attacking unit the opportunity to Take Ground.
- An artillery unit attacking in melee may not Take Ground.
- A defending unit that is Battling Back may not Take Ground or conduct Cavalry Breakthrough.
- A defending unit that uses the First Strike Command card against an attacking unit is not eligible to Take Ground or conduct Cavalry Breakthrough.

Cavalry Bonus Attack

After a successful melee combat a cavalry unit that makes a breakthrough is eligible to battle in melee combat a second time. This second melee is called a Bonus Attack.

- Only cavalry units, after a successful melee, are entitled to a Bonus Attack. An infantry or artillery unit may not make a Bonus Attack.
- If a cavalry unit does not move onto the vacant hex, it forfeits the opportunity to make a Bonus Attack, even if it is adjacent to other enemy units.
- A Bonus Attack action is optional. The cavalry unit, after a successful melee, is not forced to breakthrough and attack again.
- The target of the Bonus Attack does not have to be the same unit as the original unit that was attacked in melee, even if the original target is still adjacent.
- Terrain movement and combat restrictions apply to a Bonus Attack the same as they do to normal melee attacks.
- A cavalry unit may only make one Bonus Attack on a turn.
- An attacking cavalry unit that eliminates or forces the enemy unit to retreat on its Bonus Attack may move onto the vacated hex. It may not move an additional hex nor is it eligible for another Bonus Attack.
- A cavalry unit's initial melee combat, Cavalry Breakthrough and Bonus Attack must all be completed before beginning the next unit's combat.
- A Combined Arms Combat may be declared with a Bonus Attack.

Defending Unit's Battle Back

In a melee combat, the defending enemy unit may Battle Back against the attacking unit if one or more of the defending unit's blocks survived the melee combat attack and the defending unit did not retreat from its hex. The attacking player's unit, that conducted the initial attack, is now considered in a defending posture.

During a Battle Back the unit calculates its strength, any terrain battle dice reduction, rolls the battle dice, determines hits and retreats, and applies them in the same manner as the attacker.

After the defending player's Battle Back, the melee will stop; i.e. there is never any Battle Back on a Battle Back.

- If the defending unit is forced to retreat out of its original hex, it may not Battle Back, even if its retreat move places the unit in a hex that is still adjacent to the attacking unit.
- If the defending unit was unable to fulfill a required retreat, it may Battle Back as long as it still has one or more blocks remaining on the battlefield after taking block losses for not completing its retreat.
- A defending unit that is Battling Back may not Take Ground, conduct Cavalry Breakthrough or take a Bonus Melee Attack.
- A *First Strike* Command card may not be played against a unit that is Battling Back.

Phase 5. END OF TURN & END GAME

After completing all movement and resolving all hits, retreats and additional combat actions for all ordered units, discard the Command card played and draw another Command card from the deck. Your turn is over.

When a defending player has used the *First Strike* Command card during the turn, he draws a replacement card at the end of the turn before the active player.

If the draw deck runs out of cards, shuffle the discards to form a new draw deck. A new draw deck is also formed after the play of the *Élan* Command card. The discards are shuffled back with the draw deck to form a new draw deck.

End Game and Victory Conditions

Players alternate taking turns, until one player reaches the number of Victory Banners indicated by the scenario's victory conditions.

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In addition to capturing Victory Banners through the elimination of enemy units, in some scenarios capturing certain terrain hexes or accomplishing other battle specific objectives can win additional Victory Banners. Such victory conditions will be spelled out in the scenario's battle notes.

A game ends the moment a player reaches his required number of Victory Banners, regardless of when this occurs during a game turn. This means that a game might even end on a successful Battle Back with victory for the active player's opponent.

6. NAPOLEONIC TACTICS AND ACTIONS

CAVALRY RETIRE AND REFORM

When being attacked in melee by an enemy infantry unit (including Combined Arms Combats), a cavalry unit may choose to Retire and Reform instead of staying and fighting in the melee.

Before an infantry unit is about to melee an enemy cavalry unit, the attacking player must ask if the cavalry unit is going to Retire and Reform. The defending player must then declare that the cavalry unit will Retire and Reform or that the cavalry unit will not Retire and Reform, before the attacking infantry unit rolls its battle dice.

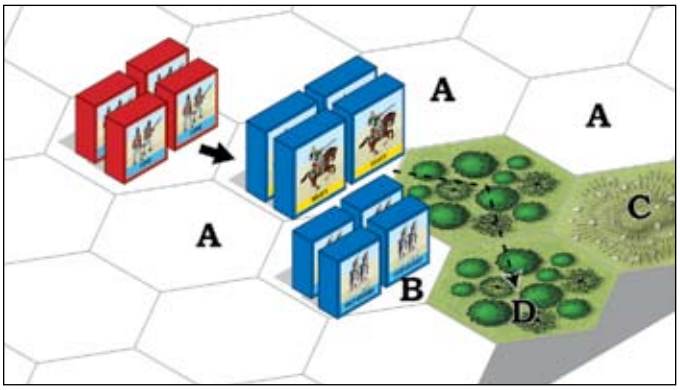
A cavalry unit may not Retire and Reform if it cannot retire 2 hexes towards its side of the battlefield. Occupied hexes, impassable terrain and the edge of the battlefield may prevent the cavalry unit from retiring 2 hexes.

When the cavalry unit does not choose to Retire and Reform, or cannot Retire and Reform, the melee is resolved normally.



Before the cavalry unit conducts Retire and Reform movement, the attacking infantry unit determines and rolls the proper number of melee battle dice against the cavalry unit. Artillery battle dice in a Combined Arms Combat are still rolled along with the infantry battle dice before the cavalry unit conducts Retire and Reform movement. Only the cavalry icons will score a hit when a cavalry unit Retire and Reforms. All other symbols, including sabers and flags, are ignored. If the cavalry unit receives a hit and has an attached leader, a leader's casualty check is made. After the attacking infantry unit's dice roll, the cavalry unit's Retire and Reform movement of 2 hexes toward its own side of the battlefield is made.

- The attacking infantry may Take Ground after a cavalry unit vacates the hex.
- A cavalry unit may not Battle Back when it elects to Retire and Reform, even if it ends in a hex that is adjacent to the infantry unit that was making the melee attack.
- A cavalry unit may not Retire and Reform when an infantry unit Battles Back.
- An attacking cavalry unit may not Retire and Reform when a defending infantry unit plays a *First Strike* command card.



EXAMPLE: The cavalry unit is attacked and the French player announces he would like to Retire and Reform. The British player is first allowed to roll four dice (for his four blocks) hitting on only cavalry symbols. If the French cavalry unit survives the attack it must retire two hexes towards the friendly side of the board. Hexes marked A are prohibited since each hex moved must be closer to the friendly board edge. Hexes B and C are prohibited since B is occupied and C is impassable terrain. The only legal destination hex is D.



INFANTRY SQUARE

An Infantry Square is a defensive formation used by infantry units to counter an enemy cavalry melee attack. While an infantry unit is in square it may not move, but may be ordered to battle. While in square, the maximum number of battle dice an infantry unit may ever roll in ranged combat or in melee is 1 die. Nothing will increase the number of battle dice an infantry unit in square may roll, except when an infantry square is ordered as part of a Combined Arms Combat. An infantry square's battle die however, may be reduced by terrain modifiers so the infantry unit in square may not have a die to roll.

Forming Square and Combat

An infantry unit with any number of blocks may choose to form square during the opponent's turn before a cavalry unit is about to melee attack the infantry unit. The attacking cavalry player



EXAMPLE: The opposing player draws one card from the player's hand and places it on the owning player's Infantry In Square Track. The corresponding Square marker is placed on the map adjacent to the unit.

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must ask if the infantry unit is going to form square. The player in control of the infantry must make the choice to form square or take on the full force of the cavalry attack.

An infantry unit may not form square in the following situations:

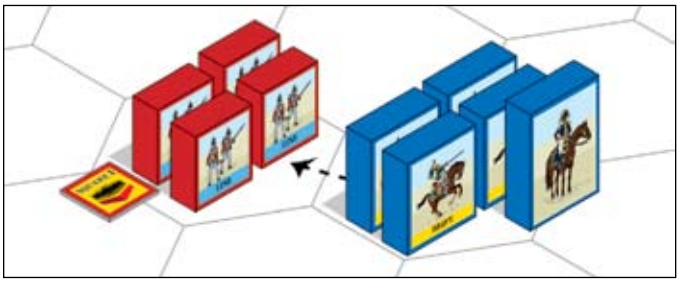
- When you hold two or fewer Command cards in your hand.
- When the infantry unit is on certain terrain hexes, see Terrain rule section.
- When a cavalry unit is Battling Back.
- When an infantry unit is attacking a cavalry unit in melee and the cavalry unit plays a *First Strike* Command card.
- When all spaces on a player's square track are filled with Command cards.

If the infantry unit does not choose to form square, the cavalry melee attack is resolved normally.

When the infantry unit chooses to form square, the attacking cavalry player selects one card at random from the defending infantry player's hand of Command cards. The attacking player cannot look at the card selected. The card is placed face down on the defending player's Infantry in Square Track and the corresponding Numbered Square counter is placed on the infantry unit's hex to indicate the unit is in square. A player may, at any time, look at the cards on his infantry in square track, but these cards can never be moved around on the track.

NOTE: An Infantry in Square counter does not count as a block that can be removed to satisfy combat or retreat losses.

When a cavalry unit has caused an infantry unit to form square, the infantry unit in square will battle first with 1 die, even though the opponent is the active player (an exception to the normal melee combat sequence).



EXAMPLE OF ATTACKING AN INFANTRY SQUARE:

French Player's Turn

1. A French cavalry unit is ordered to attack a British infantry unit and the British infantry unit chooses to form square.

2. A Command card is selected at random from the British player's hand of cards. The card selected is placed on the British Infantry in Square Track and the corresponding Numbered Square counter is placed on the British infantry's hex.

3. The British infantry in square battles first with 1 die against the French cavalry unit. If the British infantry rolls a flag (referred to as a bounce flag) the French cavalry unit must retreat; a Leader with the cavalry has no effect against a bounce flag.

4. If the French cavalry was not eliminated or forced to retreat, the French cavalry unit will attack with 1 die against the British infantry unit in square.

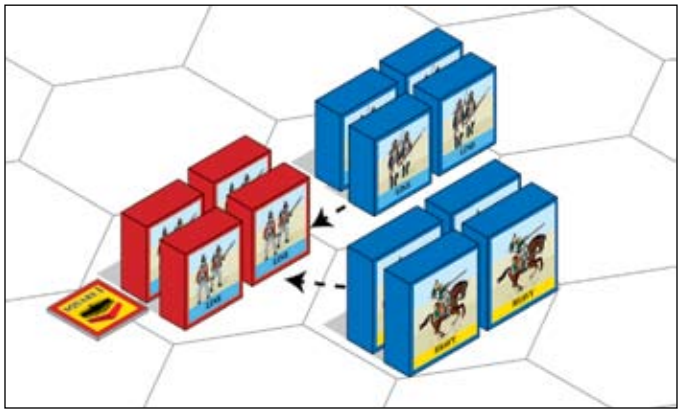
British Player's Turn

1. The British player orders his infantry unit in square to attack the French cavalry unit.

2. The French cavalry unit may choose to Retire and Reform. With only one die to be rolled by the square, the cavalry unit chooses to stay and melee.

3. The British infantry in square battles with 1 die against the French cavalry unit. If the British infantry rolls a flag the French cavalry unit must retreat.

4. If the French cavalry was not eliminated or forced to retreat, the French cavalry unit will battle back with 1 die against the British infantry unit in square.



French Player's Turn

1. A French infantry unit is ordered to move up and attack the British infantry unit in square. The French cavalry unit is also ordered to attack the British infantry unit in square.

2. The French infantry unit battles in melee against the British unit in square with its normal number of melee battle dice.

3. If the British infantry unit in square is not eliminated it may battle back in melee with 1 die against the French infantry unit.

4. The French Cavalry unit announces it is going to melee against the square.

5. The British infantry in square battles first with 1 die against the French cavalry unit. If the British infantry rolls a flag the French cavalry unit must retreat.

6. If the French cavalry was not eliminated or forced to retreat, the French cavalry unit will attack with 1 die against the British infantry unit in square.

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The maximum number of battle dice an infantry unit in square may roll in melee combat is 1 die. Command card additional dice and troop type additions will not increase the number of dice a square will roll. Terrain modifiers, however, may reduce an infantry unit's battle dice. An infantry unit therefore may not have a die to roll.

An infantry unit in square when ordered as a Combined Arms Combat, will add to its 1 battle die the artillery's dice from the Combined Arms Combat.



Bounce Flag: Anytime an infantry unit in square rolls a flag against an adjacent cavalry unit, it will force the cavalry unit to bounce away from the square. A bounce flag rolled against a cavalry unit by an infantry unit in square may not be ignored for any reason. If the cavalry unit cannot retreat, one block is lost for each retreat hex the cavalry unit cannot complete.

Note: All flags rolled in a square plus artillery Combined Arms Combat are considered bounce flags.

If the cavalry unit is not eliminated or forced to retreat from its hex when being attacked by the infantry in square, the cavalry unit may melee against the infantry square with a maximum of 1 battle die. Command card additional dice and troop type additions will not increase the number of battle dice a cavalry unit will roll against the square. Terrain modifiers, however, may reduce a cavalry unit's battle dice. A cavalry unit therefore may not have a die to roll. A cavalry unit attacking a square when ordered as a part of Combined Arms Combat will add to its 1 battle die the artillery's dice from the Combined Arms Combat (See Combined Arms Combat).

A cavalry unit that is being attacked in melee by an enemy infantry unit in square may play a *First Strike* Command card. The cavalry unit will still only roll 1 battle die against the infantry square.

Infantry Squares vs. Infantry & Artillery Units: An infantry or artillery unit may engage an enemy infantry unit in square with ranged combat normally. An individual infantry or artillery unit will also melee normally against an enemy infantry unit in square, battling first against the enemy square. If the square is not eliminated in melee, the square may then Battle Back in melee with 1 die. It is also possible for an individual infantry unit to melee against an enemy square as part of a Combined Arms Combat along with one or more friendly ordered artillery units (See Combined Arms Combat).

Infantry Squares and Retreats: An infantry unit in square, because it cannot move, will lose one block for each retreat hex the unit cannot complete. If the infantry unit's retreat movement is more than one hex for a flag, the unit will take multiple losses for each flag rolled against it. An infantry unit in square may ignore one or more flags when a leader is attached and/or the unit's troop type allows it to ignore a flag.

Support: A square may act as one adjacent support unit for units not in square, however a unit in square may not receive support from friendly units ⁄and leaders in adjacent hexes.

Infantry Squares and Attached Leaders: A leader attached to an infantry unit in square cannot be issued an order to detach. However, when the unit is ordered to come out of square, the leader may also be ordered to detach on the same turn using an additional order.

Infantry Squares Attacking: An infantry unit in square can be given an order to battle. An infantry unit in square may engage in ranged combat when there are no enemy units in an adjacent hex. The maximum number of battle dice an infantry unit in square may roll in ranged combat is 1 die. An infantry square may also be ordered to melee combat. The maximum number of battle dice an infantry unit in square may roll in melee combat is 1 die. A unit in square cannot Take Ground after a successful melee combat. An infantry unit in square may be ordered as part of a Combined Arms Combat. It will add its 1 battle die to the artillery's dice from the Combined Arms Combat.

Coming out of Square

It is important to note that an infantry square is formed during the opponent's combat phase, while an infantry unit in square may only be ordered to come out of square during the active player's order phase.

An infantry unit in square may not be ordered out of square when there is an enemy cavalry unit on any adjacent hex. The cavalry unit prevents the infantry unit from being ordered out of square.

If there are no enemy cavalry units on an adjacent hex, an infantry unit in square may be given an order and come out of square. The numbered Infantry in Square Counter is removed from the hex and returned to the Infantry in Square Track and the Command card is taken from infantry in square track and returned to the player's hand.

The infantry unit coming out of square suffers no movement or combat penalties. It may move and/or battle normally. For example, an infantry unit coming out of square that does not move may conduct ranged combat without any movement battle dice reduction.

When a unit in square's last block is eliminated and removed, the numbered Infantry in Square counter is removed from the hex and returned to the Infantry in Square Track and the Command card is taken from the track and returned to the player's hand.

COMBINED ARMS COMBAT

When an ordered infantry or cavalry unit is about to attack an enemy unit in melee, one or more ordered artillery units may combine their battle dice with the attacking unit. A combined arms combat must be declared before any battle dice are rolled.

All ordered artillery units in the combined arms combat must be in range and have a clear line of sight to enemy unit that is being attacked. An Artillery unit on a hill may not combine arms if it must fire over the heads of a friendly unit on a lower adjacent hex. To participate in a Combined Arms Combat, the artillery unit must have an unobstructed line of sight path to the targeted enemy. No units or terrain may occupy the line of sight path in a declared combined arms combat.

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Combined Arms Combat Procedure

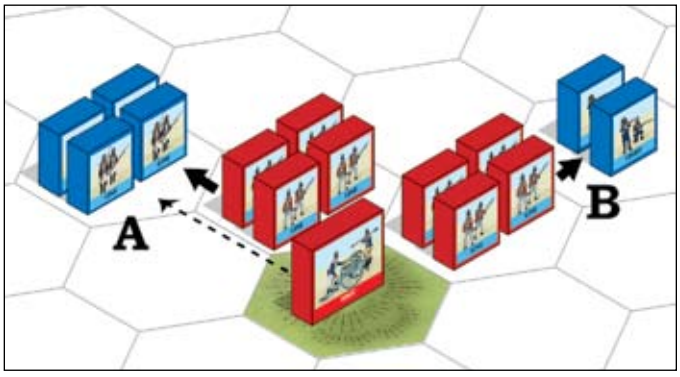
The infantry or cavalry unit determines the number of battle dice it will roll in the melee combat including any terrain reductions. The artillery unit determines the number of battle dice it will roll including any terrain reductions. The artillery's battle dice are added to the battle dice of the friendly unit making the melee attack. All the dice are rolled together at the same time. There may be an occasion where the infantry or cavalry unit battle dice result is zero. The artillery unit engaging in combined arms will still roll its determined number of battle dice.

In a Combined Arms Combat, even though the artillery unit may not be in melee, each saber symbol rolled will score a hit. However, when an artillery unit engages in combined arms with a unit that does not hit on sabers in melee, the artillery dice added to the melee will also not hit on sabers.

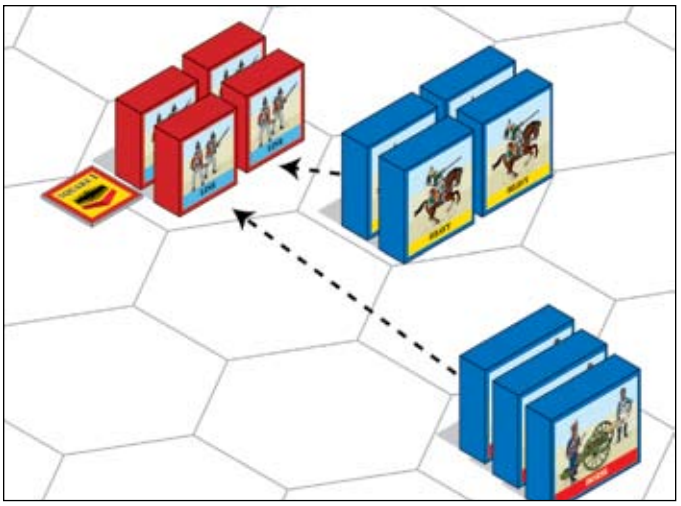
When an artillery unit and the attacking unit are both adjacent to the enemy unit being attacked with combined arms, if the enemy unit Battles Back it must fight against the infantry or cavalry unit, not against the artillery.

Any ordered artillery included in a Combined Arms Combat with a cavalry unit that melees an enemy infantry unit in square can lose its Combined Arms Combat. This will happen if the infantry unit in square, when fighting first, either eliminates the cavalry unit or causes the cavalry unit to bounce retreat. The artillery unit's combined arms battle dice are lost, because the cavalry attack is repulsed before the cavalry unit could make the melee attack.

If a defending unit plays a *First Strike* card against an infantry or cavalry Combined Arms Combat and either eliminates the attacking infantry or cavalry unit or forces it to retreat, the artillery's combined arms dice are lost because no attacker melee occurred.



EXAMPLE: The Artillery unit on the hill can provide Combined Arms fire to the melee attack at A because its Line of Sight is not blocked by any units or terrain. It may NOT provide Combined Arms fire at B because it cannot fire over the friendly unit meleeing the target unit B.



EXAMPLE: A French cavalry unit is attacking an infantry unit in square, with combined arms from an artillery unit. The British Line Infantry unit in square rolls first and rolls a flag (Bounce Back). The cavalry unit is forced to retreat and the combined arms attack is lost. Had the British player not rolled a flag, the French player would roll one die for his cavalry unit and one die for his Horse Artillery unit (3 blocks firing at a range of three hexes).

7. TERRAIN

Terrain tiles are placed on the battlefield when setting up a scenario and will remain in place and in effect for the entire game unless a scenario specifies removal.



FOREST

Movement: A unit or leader that enters a Forest hex must stop and may move no further on that turn. An infantry unit may form square on a Forest hex.

Battle: A unit may not battle the turn it moves onto a Forest hex. Light infantry, Young Guard, rifle light infantry and other light infantry type units are the exception. These units may move onto a Forest hex and still battle when eligible.

When targeting an enemy unit or leader on a Forest hex:

- An infantry unit reduces the number of battle dice rolled by 1.
- A cavalry unit reduces the number of battle dice rolled by 2.
- An artillery unit reduces the number of battle dice rolled by 1.

When battling out of a Forest hex:

- An infantry unit does not reduce the number of battle dice rolled.
- A cavalry unit on a Forest hex battling out reduces the number of battle dice rolled by 2.
- An artillery unit on a Forest hex battling out will reduce the number of battle dice it will roll by 1.

Line of Sight: A Forest hex blocks line of sight.



HILL

Movement: No movement restrictions. An infantry unit may form square on a Hill hex.

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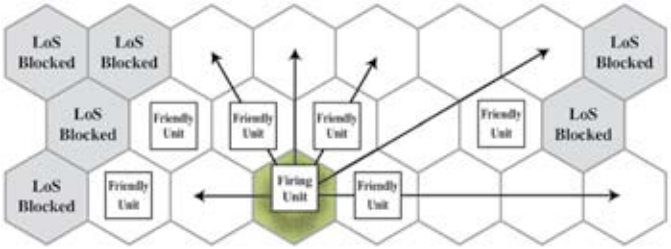
Battle: When targeting an enemy unit or leader that is up hill:

- An infantry unit reduces the number of battle dice rolled by 1.
- A cavalry unit reduces the number of battle dice rolled by 1.
- An artillery unit does not reduce the number of battle dice rolled.

When targeting an enemy unit or leader that is down hill:

- An infantry unit does not reduce the number of battle dice rolled.
- A cavalry unit reduces the number of battle dice rolled by 1.
- An artillery unit does not reduce the number of battle dice rolled.

An artillery unit on a Hill hex may fire over a friendly unit or leader that is on an adjacent lower hex as long as that hex has no other terrain feature that would block the artillery unit's line of sight. An Artillery unit on a hill, however, may not be ordered as part of a Combined Arms Combat if it has to fire over the heads of a friendly unit on a lower adjacent hex (See Combined Arms Combat).



EXAMPLE: When on a Hill hex an artillery unit can fire over friendly units on a lower adjacent hex. Exception: cannot do so for Combined Arms.

When on a Hill hex and targeting an enemy unit or leader that is on another Hill hex:

- An infantry unit will reduce it range combat dice by 1, but its melee dice are not reduced.
- A cavalry unit does not reduce the number of battle dice rolled.
- An artillery unit does not reduce the number of battle dice rolled.

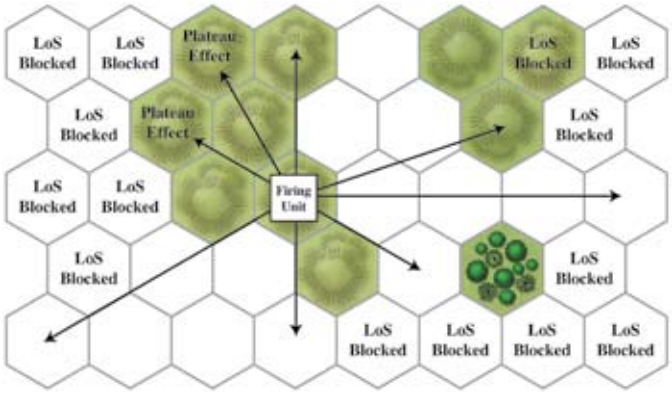
Line of Sight: A Hill hex blocks line of sight to units behind a Hill hex.

A unit on a lower level has line of sight onto the first Hill hex and vice versa.

A unit on a lower level does not have line of sight through one Hill hex onto a second Hill hex with a unit and vice versa (i.e. a unit at a lower level is not able to see, or be seen, if at least one other Hill hex is in between the two units).

Line of sight is not blocked between units on the same hill looking across connected Hill hexes. The units are considered to be on a plateau.

Line of sight is not blocked between units on Hill hexes separated by one or more intervening hexes of lower elevation unless those hexes contain a unit or terrain that blocks line of sight.



EXAMPLE: The unit on the Hill hex has a clear Line of Sight to all hexes that are not marked with "LOS Blocked."

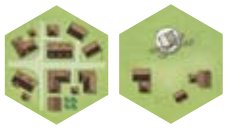


RUGGED HILL

Movement: Not allowed. No unit may enter a Rugged Hill hex.

Battle: Prohibited

Line of Sight: A Rugged Hill hex blocks line of sight to units behind a Rugged Hill hex.



TOWN OR WINDMILL (Buildings)

Movement: A unit or leader that enters a Town/Windmill hex must stop and may move no further on that turn. An infantry unit may not form square on a Town/Windmill hex.

Battle: A unit may not battle the turn it moves onto a Town/Windmill hex.

When targeting an enemy unit or leader that is on a Town/Windmill hex:

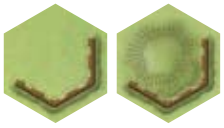
- An infantry unit reduces the number of battle dice rolled by 2.
- A cavalry unit reduces the number of battle dice rolled by 3. A cavalry unit ordered by a *Cavalry Charge* Command card battling onto a Town/Windmill hex will not receive additional battle dice as noted on the Charge card.
- An artillery unit reduces the number of battle dice rolled by 1.

When battling out of a Town/Windmill hex:

- An infantry unit does not reduce the number of battle dice rolled.
- A cavalry unit on a Town/Windmill hex battling out reduces the number of battle dice rolled by 3. A cavalry unit ordered by a Cavalry Charge Command card battling out of a Town/Windmill hex will not receive additional battle dice as noted on the Charge card.
- An artillery unit on a Town/Windmill hex battling out will reduce the number of battle dice it will roll by 1.

Line of Sight: A Town/Windmill hex blocks line of sight.

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FIELD WORKS

Movement: A unit or leader that moves across a hex side with Field Works must stop and may move no further on that turn. An infantry unit may not form a square on a Field Works hex.

Battle: A Field Works provides protection along the forward facing hex sides.

When targeting an enemy unit or leader on a Field Works hex through Field Works hexsides:

- An attacking infantry unit reduces the number of battle dice rolled by 1.
- An attacking cavalry unit reduces the number of battle dice rolled by 2.
- An attacking artillery unit's battle dice are not reduced.

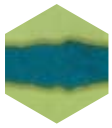
Field Works on hill: When attacking through a Field Works hex side disregard Hill terrain battle dice reductions and use only the Field Works battle dice reductions. Another words Field works do not stack with other terrain reductions.

Field Works protection to defender: Infantry or artillery units attacked through Field Works hexsides may ignore one retreat flag rolled; cavalry units do not receive this benefit. A defending unit will not receive Field Works protection and may not ignore a flag when the enemy unit is not attacking across a hex side with the Field Works (normally this is from a hex directly to the side or behind the Field Works hex sides).

When battling out of a Field Works hex:

- Infantry and artillery suffer no battle dice reductions.
- A cavalry unit on a Field Works hex battling out across a hex side with a Field Works will reduce the number of battle dice it will roll by 2.

Line of Sight: A Field Works hex does not block line of sight.

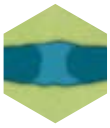


RIVER

Movement: Normally, River hexes are treated as impassable terrain and may only be crossed at a ford or on a bridge.

Battle: Melee combat not possible.

Line of Sight: A river does not block line of sight.



FORDABLE RIVER (stream)

Movement: A unit or leader that enters a Fordable River hex must stop and may move no further on that turn. An infantry unit may form square on a Fordable River hex.

Battle: A unit may battle the turn it moves onto a Fordable River hex.

When targeting an enemy unit or leader on a Fordable River hex: A unit will roll 1 less battle die in melee combat, but its ranged combat dice are not reduced.

A unit on a Fordable River hex will reduce its battle dice rolled by 1 in ranged and melee combat.

Line of Sight: A Fordable River hex does not block line of sight.



BRIDGE

Movement: A bridge will cancel a river or fordable river's movement restrictions. An infantry unit may form square on a bridge hex.

Battle: A bridge will cancel a river or fordable river's battle restrictions

Line of Sight: A bridge does not block line of sight.



SAND QUARRY

Movement: A unit or leader that enters a Sand Quarry hex must stop and may move no further on that turn. A sand quarry is considered impassable terrain for an artillery unit. An infantry unit may form square on a quarry hex.

Battle: When targeting an enemy unit or leader that is on a Sand Quarry hex:

- An infantry unit reduces the number of battle dice rolled by 1 in melee combat, but its ranged combat dice are not reduced.
- A cavalry unit reduces the number of battle dice rolled by 2.
- An artillery unit reduces the number of battle dice rolled by 1 when firing into a quarry hex.

When battling out from a Sand Quarry hex:

- An infantry unit on a quarry hex battling out will reduce its battle dice rolled by 1 in ranged and melee combat.
- A cavalry unit on quarry hex battling out will reduce the number of battle dice it will roll by 2.
- A quarry is considered impassable terrain for artillery.

Line of Sight: A quarry hex does not block line of sight.

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8. COMMAND CARDS

Section Cards (48)

Section cards are used to order units in a specific section of the battlefield to move and/or battle. These cards indicate which section of the battlefield you may order units or leaders, and how many units or leaders you may order. An attached leader ordered by a Section Command card may be ordered to detach and move separately. Command cards that state 'order units equal to command' mean the number of units you may order is equal to the number of Command cards you hold including the card just played. The cards that are on a player's Infantry in Square tracks are not counted as Command cards you are holding.



Bicorne hat indicates that an attached leader may be ordered to detach unless attached to a unit in square.



An arrow with a number indicates the number of units and/or leaders in that section that can be ordered.



An arrow with cards indicates the number of units and or leaders in that section that may be activated is equal to or less than the player's current Command.



SCOUT LEFT FLANK - Issue an order to 1 unit or Leader on the Left Flank. When drawing a new Command card, draw two, choose one and discard the other. (2 cards)

SCOUT CENTER - Issue an order to 1 unit or Leader in the Center. When drawing a new Command card, draw two, choose one and discard the other. (2 cards)

SCOUT RIGHT FLANK- Issue an order to 1 unit or Leader on the Right Flank. When drawing a new Command card, draw two, choose one and discard the other. (2 cards)



PROBE LEFT FLANK - Issue an order to 2 units or Leaders on the Left Flank. (4 cards)

PROBE CENTER - Issue an order to 2 units or Leaders in the Center. (6 cards)

PROBE RIGHT FLANK - Issue an order to 2 units or Leaders on the Right Flank. (4 cards)



ATTACK LEFT FLANK - Issue an order to 3 units or Leaders on the Left Flank. (4 cards)

ATTACK CENTER - Issue an order to 3 units or Leaders in the Center. (6 cards)

ATTACK RIGHT FLANK - Issue an order to 3 units or Leaders on the Right Flank. (4 cards)



ASSAULT LEFT FLANK - Order a number of units or leaders on the Left Flank equal to command (the number of cards held in your hand including this card). (2 cards)

ASSAULT CENTER - Order a number of units or leaders in the Center equal to command (the number of cards held in your hand including this card). (2 cards)

ASSAULT RIGHT FLANK - Order a number of units or leaders on the Right Flank equal to command (the number of cards held in your hand including this card). (2 cards)



COORDINATED ADVANCE - Issue an order to 4 units or Leaders. Order 1 on Left Flank, 2 in the Center and 1 on the Right Flank. (2 cards)

FLANK ATTACK - Issue an order to 2 units or Leaders on each Flank. (2 cards)

FORWARD - Issue an order to 2 units or Leaders in each section. (2 cards)

RECON IN FORCE - Issue an order to 1 unit or Leader in each section. (2 cards)

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Tactic Cards (22)

Tactic cards allow ordered units to move and/or battle in ways not normally allowed in the basic rules. Terrain movement and battle restrictions still apply when a Tactic card Actions take precedence over basic rules.



Bicorne hat indicates that an attached leader may be ordered to detach unless attached to a unit in square.



A large circle indicates that all ordered units get additional battle dice equal to the number in the circle.



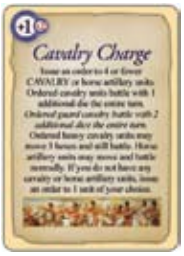
The large and small circles indicate that non-Guard (large circle) and Guard units (small circle) receive differing numbers of additional battle dice equal to the numbers in the circles.



BAYONET CHARGE - Issue an order to 4 or fewer INFANTRY units. Units may move 2 hexes and still battle in melee. Ordered units may not engage in ranged combat. Guard infantry, when ordered, will melee with 1 additional die. If you do not have any infantry units, issue an order to 1 unit of your choice. (2 cards)



BOMBARD - Issue an order to 4 or fewer ARTILLERY units. Ordered units may move up to 3 hexes and not battle, or may not move and battle with 2 additional dice. Guard artillery, when ordered, battle with 3 additional dice. If you do not have any artillery units, issue an order to 1 unit of your choice. (2 cards)



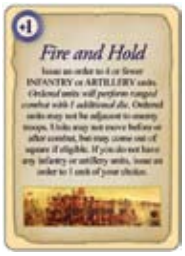
CAVALRY CHARGE - Issue an order to 4 or fewer CAVALRY or horse artillery units. Ordered cavalry units battle with 1 additional die the entire turn. Ordered guard cavalry battle with 2 additional dice the entire turn. Ordered heavy cavalry units may move 3 hexes and still battle. Horse artillery units may move and battle normally. If you do not have any cavalry or horse artillery units, issue an order to 1 unit of your choice. (3 cards)



COUNTER-ATTACK - Issue the same order card that your opponent just played. When you play this card it becomes a copy of the card your opponent played on the last turn. Following the instructions on that card as though you were actually playing it, except when countering a Section card. Then the right fank becomes left fank and the left flank becomes the right flank. (2 cards)



ELAN - Roll battle dice equal to command (the number of cards held in your hand including this card). For each symbol rolled, 1 unit of this type is ordered. One unit or leader of your choice may be ordered for each Flag symbol rolled. Sabers order no units or leaders. Ordered units battle with 1 additional die the entire turn. Reshuffle the Command card deck and discard pile. (1 card)



FIRE AND HOLD - Issue an order to 4 or fewer INFANTRY or ARTILLERY units. Ordered units will perform ranged combat with 1 additional die. Ordered units may not be adjacent to enemy troops. Units may not move before or after combat, but may come out of square if eligible. If you do not have any infantry or artillery units, issue an order to 1 unit of your choice. (2 cards)

Note: If an enemy unit retreats to an adjacent hex next to a unit that was ordered, but that has not fired yet this turn, that enemy unit's retreat onto an adjacent hex will prevent the ordered unit from performing ranged combat on the turn. A unit ordered by the Fire and Hold card may not melee if prevented from performing ranged combat.



FIRST STRIKE - Play this card after opponent declares a melee attack, but before the dice roll. Your defending unit will battle first. If the opponent's unit is neither eliminated nor retreats it may then battle as originally ordered. At the end of the turn, you draw a replacement Command card first. (2 cards)

Note: A defending unit that plays a First Strike is not eligible to Battle Back when it has used the First Strike to battle first in a melee.

Note: Two First Strike cards may not be played during the same melee.



FORCE MARCH - Issue an order to all INFANTRY units in one section. Light, Rifle Light, Grenadier, Guard infantry units and infantry units with an attached Leader may move up to 2 hexes and battle. Other infantry units may hold, move 1 hex and battle or may move 2 hexes and not battle. If you do not have any infantry units, issue an order to 1 unit of your choice. (2 cards)

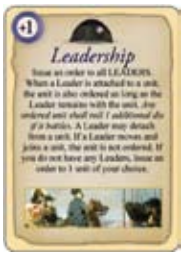


GIVE THEM THE COLD STEEL - Issue an order to all units adjacent to the enemy. Ordered units may melee with 1 additional die. Ordered units may not engage in ranged combat. Units may not move before melee combat. After a successful melee, infantry may Take Ground and cavalry may perform Cavalry Breakthrough and may make a Bonus

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Melee Attack with its standard number of battle dice. (1 card)

Note: All units adjacent to an enemy unit when this card is played are ordered. This can get a little confusing, especially as melee combat takes place and enemy units are forced to retreat. We suggest that you mark all units eligible to melee before you start your melee combats.



LEADERSHIP - Issue an order to all LEADERS. When a Leader is attached to a unit, the unit is also ordered as long as the Leader remains with the unit. Any ordered unit shall roll 1 additional die if it battles. A Leader may detach from a unit. If a Leader moves and joins a unit, the unit is not ordered. If you do not have any Leaders, issue an order to 1 unit of your choice. (2 cards)



LA GRANDE MANOEUVRE - Issue an order to 4 or fewer units or Leaders. Ordered units or Leaders may make a strategic move up to 4 hexes. An infantry unit in square may not be ordered. Ordered units may not battle. Or, issue an order to 1 unit of your choice. (1 card)



RALLY - Roll battle dice equal to command (the number of cards held in your hand including this card). For each Infantry, Cavalry or Artillery symbol rolled, 1 block of this type is returned to any under strength unit anywhere on the battlefield. A unit may not gain more blocks than it originally had. Rallied units that gain at least one block are ordered. (1 card)



SHORT SUPPLY - One enemy or friendly unit (card holder's choice) is out of supply. Remove the unit from the hex it occupies, and place it on a baseline hex that may be entered (owning player's choice) in the same section of the battlefield. If there are no enterable baseline hexes, place the unit on a vacant hex one-row forward of the baseline row. If the unit has an attached Leader, the Leader is also removed and placed with the unit. If the short supplied unit is your unit, it may not battle this turn. An infantry unit in square may not be short supplied. (1 card)

Note: A lone leader may not be short supplied.

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