Manoeuvre

Battlefield Command Game

Early 19th Century Warfare



By Rodger B. MacGowan ©2008

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What is this game about?

Manoeuvre is based on Napoleonic era warfare, but only loosely so; it plays more like chess, but with some aspects of the chaos of real warfare. *Manoeuvre* was designed with two parallel thoughts in mind: ease of play combined with variety. The game is simple enough that it can be learned and played in a short time, and the battles remain different each time you play it.

How many players can play the game?

This is a 2 player game. You can play *Manoeuvre* on your own, but you will lose much of the fog of war and surprises built into the game.

How do you win the game?

There are two ways to win the game. One, you can win by driving your opponent's army off the battlefield. Two, you can win by occupying your opponent's side of the battlefield without letting him occupy your side of the battlefield. See rule 2 for detailed rules about winning the game.

How long does it to take to play a game?

Your first playing will take approximately 90-120 minutes including time to frequently check the rules and learn the cards. Each play thereafter will cut off 5-10 minutes as you learn various rules and more importantly become familiar with the play style needed for the different armies. Experienced players should be able to finish a game in 40-60 minutes, although the game may end earlier if an attrition victory is achieved.

Before reading the rules...read this!

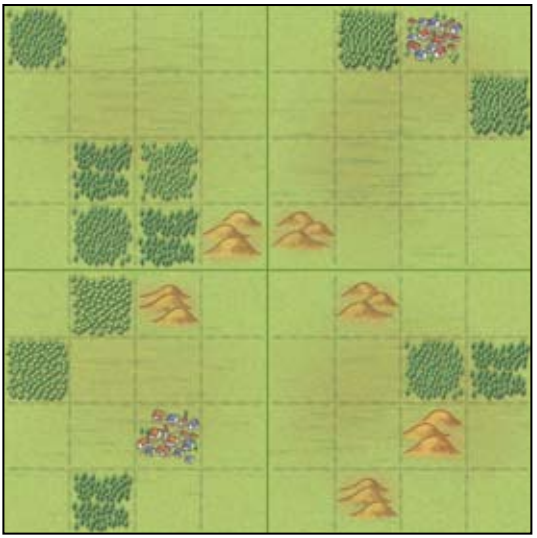
Do not try to memorize the rules. On your first reading, ignore the rule cross-references. After you have scanned the rules and cards, examine the game pieces. Then play through a couple of turns for practice. You should then have a fair grasp of the game's basics. Use the Reference card during the game. After a few games, you should rarely need to check the rules. (If there's a difference between the rules and the Reference card, the rules are the final authority.) See rules 8 and 9 to familiarize yourself with the cards.

A complete game of Manoeuvre includes:

- 24 map squares;
- 4 red six-sided dice, 4 blue eight-sided dice and 4 green ten-sided dice;
- 1 counter sheet;
- 8 decks of 60 playing cards;
- 1 rule book (this one)
- 2 Reference Cards.

1 Components

1.1 Maps



Manoeuvre includes 24 map sections, each section is 4 squares wide by 4 squares deep. The squares on the maps serve to regulate movement and combat, in a similar manner to the squares on a chessboard. A complete battlefield consists of 4 of these map sections joined together to form a larger map, two maps wide by two maps deep. This creates a battlefield eight by eight squares, identical to a chess board.

In all cases, **nothing can occur on a diagonal.** That is, only the four flat sides of each square can be used to do anything (move, attack, bombard, control, etc.)

1.2 Dice

Manoeuvre includes several sets of dice, four red 6-sided dice, four blue 8-sided dice and four green 10-sided dice. A shorthand system will be used to describe these dice. A 6-sided die is identified by the expression d6, an 8-sided die by the notation d8 and a 10-sided die by d10. The "0" face on the d10 is equal to a ten. If several dice of a particular type are needed, it is noted by a number in front of the type of dice. For example, 2d8 means roll two 8-sided dice. Generally, dice are rolled to resolve combat and other uncertain situations that may arise while playing the game.

1.3 Unit Counters

There are eight national Armies in the game. Each Army includes two elements, the unit counters (units) and the cards.

The units are the fighting forces representative of that particular nation that do the actual moving and fighting on the battlefield.

Every Army contains 8 units, and each unit has printing on both sides. One side sides show the unit at full strength (solid color background and the side with the higher number on it) the other shows the unit after it has suffered from the ravages of battle, known as the reduced strength side of the unit (background with wide color stripe and with the smaller number on it).

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Each unit is also identified by the unit's name. The name of each unit is important, as that unit can generally only fight if a Unit Card with the same Unit Name on it is played.

Finally, each unit represents a particular type of fighting force—either Infantry of Cavalry. Infantry units are denoted by a picture of a soldier on foot while Cavalry units are denoted by a picture of horse mounted soldier.



This is the Imperial Guard unit of the French Army. Its Full Strength side shows strength of 8 and its Reduced Strength shows strength of 5. It is an Infantry unit designated by the picture of a foot soldier.

All 8 units start on the battlefield and move and fight against the opposing Army trying to win while preventing the enemy from doing the same.

The 8 units in each Army are a set and cannot be switched with units from a different Army. Each Army contains a unique mix of units. Some have more Cavalry. Some have units that are very strong mixed with some weak units. No two Armies are exactly the same. Each Army has strengths and weaknesses and knowing how best to use your own Army's strengths and exploit your opponent's weaknesses is what makes the game different each time it is played.

1.4 Cards

In addition to units, each Army includes an Action Deck of 60 cards. The Action Deck for each Army goes with that specific Army and cannot be switched with other armies.



The card background color along with the national flag on the card back identifies to which Army the card belongs. Each player draws a hand from their own Action Deck of 60 cards and will use that hand of cards to perform various actions during their turn and perhaps in reaction to the other player's actions during the other player's turn.

There are two main types of cards, Unit Cards and HQ (Headquarter) cards. The most common card is a Unit Card. Each of the 8 units in each Army has 5 Unit Cards that match that unit's name. Thus, with 8 units and 5 cards for each unit, there are 40 cards (out of 60 cards total) in each Action Deck that are Unit Cards.

In the French Action Deck, there are 5 cards that have the unit name ***Imperial Guard.*** *Please note we missed the name change on the counter to* ***Garde Imperial*** *when we proofed the cards. These are the same unit.*

Unit Cards do several things. During the Combat Phase of your turn, if the situation is right, playing a Unit Card will let you initiate a combat with that named unit. During your opponent's turn, if the named unit is being attacked, a Unit Card will help that named unit to defend. During your own turn, a Unit Card will allow you to restore a reduced strength unit (that matches the name on the Unit Card) back to full strength.

Each Army includes 20 HQ Cards in its Action Deck of 60 cards. There are 12 different types of HQ Cards. While the same type of HQ Card may be present in several different Armies, each Army will have a unique mix of HQ Cards. Each nation will have Leader HQ Cards plus three to eight of the other types. HQ Cards help represent the ways that each national Army fought. The specific HQ Card manifest for each Army is shown on the Reference Card. For more detail about the cards, see rule 9.

2 How to Win at Manoeuvre

2.1 Attrition Victory or Winning by Eliminating Enemy Units

If, at any point in the game, you have eliminated 5 (or more) of your opponent's units, you immediately win the game (unless you lost your 5th [or more] unit in the same battle due to a Committed Attack in which case your opponent wins as your overall commander is sacked for his pyhrric victory in that battle).

2.2 Nightfall Victory or Winning by Controlling the Battlefield

If neither player wins by an Attrition Victory, the side which controls more of their opponent's side of the battlefield when the day ends, wins. See 2.3, for when the day ends.

You control any square on the enemy's half of the battlefield if you either occupy it with one of your units or if you have Uncontested Influence over a square. A square is Uncontested if one of your units is next to it (remember, no diagonals!) and your opponent is either not on the square or next to it. (See the diagram on page 6.) Each player should count up all the squares they control on the opponent's side of the battlefield. The higher total wins. If there is a tie, whichever side eliminated more of his opponent's units wins. If there is still a tie, whichever side has fewer units at reduced strength wins. If there is still a tie, then the country first shown in the following list which is involved in the battle wins: United States, Ottoman Empire, Spain, Austria, Prussia, Russia, Great Britain, France (in other words, France will never win if it comes to this tie-breaker!).

Note: Although a unit can not enter a Lake square, a unit can have Uncontested Influence over a Lake square and have it count towards victory.

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In the example above, Nightfall has occurred. The French player wins the game—territorial gains are tied 4 squares to 4 squares but the French have fewer eliminated units. The squares marked with an X do not count for the player indicated because they are adjacent to units from both sides. The squares marked with a Y do not count for the player indicated because they are occupied by an enemy unit.

2.3 When the Day Ends

In this era, battles did not normally take place after sunset. To represent the end of the day, the game ends at the end of the Game Turn when both players have drawn their last card from their first Action Deck. The game does not end when just one player has drawn the last card in their first Action Deck. That player reshuffles all their discards to form a new Action Deck and the game continues. This player may reshuffle their Action Deck as many times as necessary. Once the other player draws the last card from their first Action Deck, the game is over at the end of the current Game Turn.

3 Game Set Up

Both players roll a d10. The high roller is the First Player. If the die rolls are tied, roll again until there is not a tie. Give the player the First Player Marker.

For your first few games, we suggest you use the following set-up. The First Player decides whether they want to play the British or the French.

The First Player chooses 4 map sections and decides how to orient and place them into the 2 x 2 pattern; see the set-up below for an example. The Second Player selects which two Nations will be used. The First Player then selects which of the two Nations they will use. The second player selects which of the four map edges will be their starting edge and the first player is assigned the opposite starting edge.

Each player shuffles their Action Deck and allows their opponent the opportunity to cut the deck. Both players then draw 5 cards from their own Action Deck. This is important because it means the players know their starting hand before they set-up their units.



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For Experienced players and Tournament Play: Instead of the five initial cards being drawn randomly, each player is allowed to search through their Action Deck and select which 5 cards they will start the game with. The Action Decks should be shuffled and cut after the starting cards are selected. This represents pre-battle planning and strategy.

Each player sets up their 8 units in the 2 rows closest to their Starting Edge. Only 1 unit may set up in each square. All units set up at full strength. The First Player will set-up first completely before the Second Player sets up.

4 Sequence of Play

Each game turn is comprised of two identical Player Turns. Each Player Turn consists of 5 Phases, as follows:

1. **Discard Phase**
2. **Draw Phase**
3. **Movement Phase**
4. **Combat Phase**
5. **Restoration Phase**

The First Player carries out all 5 phases of his player turn, in order, and is considered the Active Player. The second player then carries out all 5 phases, in order, as the Active Player. Unless the game has ended, a new game turn is started. Phases must be taken in the strict order shown. A player may not go back and alter or add an action if they neglected to perform it earlier in the Player Turn.

Discard Phase
The Active Player may discard any or all cards in his hand. Discards are placed in a separate face up stack, though all cards need not be shown to your opponent, only the top one. Players may not search through their own or opponent's discard pile at any time.

Draw Phase
The Active Player draws sufficient cards to bring his hand back to 5 cards. See rule 2.3 to see what happens when one or both players' draw decks are exhausted.

Movement Phase
The Active Player must move 1 unit from his Army.

Combat Phase
The Active Player may declare 1 (and only) combat. The player does not have to declare a combat. There are 4 forms of Combat: Ambush, Assault, Bombardment, and Volley.

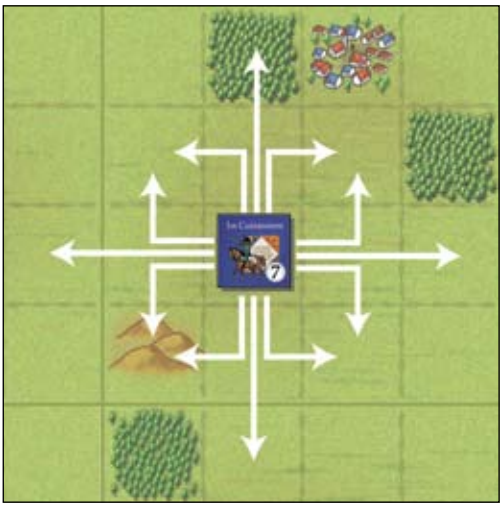
Restoration Phase
The Active Player may, if he wants, attempt to restore one reduced strength unit to full strength.

5 Movement

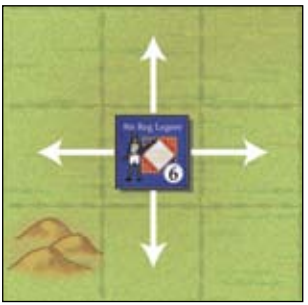
During the Movement Phase of the Player Turn, the Active Player must move one unit. Infantry units may move 1 Square and Cavalry may move 1 or 2 Squares. Remember no diagonal movement is allowed. Some terrain may restrict Cavalry to moving only 1 Square. (See the Reference Card for a brief summary of terrain effects on movement.) Units may not move off the battlefield edge, may not end up in the same Square as another unit (friendly or enemy), nor may a unit move over any Square already occupied by a unit (friendly or enemy). When a unit makes a basic move it must end its move in a square different than it started. Cavalry units are not permitted to move one space and then back to its original space. However, a Forced March may be used to return a unit to its original space.

HQ Cards may allow an additional unit to move (*Supply*) or allow a unit to move one additional square (*Forced March*). No more than one *Supply* card may be played per Movement Phase and no more than one *Forced March* may be played on any given unit during that Movement Phase. Thus, in one Movement Phase, the Active Player could move, at maximum, two units with each moving an additional square, if he were able to play a *Supply* card and two *Forced March* cards. The play of a *Guerrilla* card by the opponent can negate these cards (one *Guerrilla* card negates one card) and disallows the play of a second card of the same type for the same unit.

Note: Unit facing has no effect in the game.



Cavalry Move = 2 squares



Infantry Move = 1 square

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6 Combat

There are four forms of combat: Ambush, Assault, Bombardment, and Volley. They are resolved using one of two different procedures which share some aspects in common. Ambush and Assault are resolved using the same procedure (6.1), while Bombardment and Volley share a different procedure (6.2).

The Active Player may initiate only one combat during their player turn and only if the conditions for that type of combat are met, but the Active Player does not have to initiate a combat. The player who is not the Active Player is considered the defender.

6.1 Ambush and Assault Combat Procedure

Step 1: In an Assault, the Active Player names the attacking unit and must play a Unit Card which matches the attacking unit that includes an Attack value to initiate the combat. An Assault may not be initiated if the attacking unit is in a Marsh square.

Unit Cards which have an artillery icon on them do not have an attack value.

In an Ambush, the Active Player plays an *Ambush* HQ Card. There is no attacking unit, and any enemy unit on the board may be selected.

Step 2: The Active Player names the target of the attack. This defending unit must be adjacent (not diagonally!) to the attacking unit in an assault, but can be any enemy unit in an Ambush.

Step 3: The defender now has the option to Withdraw if there is any unoccupied square adjacent to the defending unit. The defender plays a Withdraw HQ card to Withdraw; all eight Armies have these cards in their Action Deck. The United States also has special Unit Cards which can be played to allow the defending unit to attempt to withdraw; see rule 8 for details. All Withdraw cards must be played immediately after the attacker initiates combat and if successful end the combat without the attacker being allowed to play any further cards. Withdraws follow the rules of Retreat exactly as if the unit was forced to Retreat. If the defending unit withdraws the attacking unit must Advance into the now vacated square, any Pursuit (6.6) is resolved, and any cards used to initiate the combat and Withdraw are discarded. The combat is completed and no further cards may be played by the attacker. The Active player may not initiate another combat.

Step 4: If the defending unit did not Withdraw in step 3, the defender may now play Unit Cards matching the defending unit to increase the Defense Total. The defender may also play one Leader Card and use its Combat value to increase the Defense Total.

Step 5: The Active Player then may play cards to assist the attack. The eligible cards are *Committed Attack* (maximum of one per attacking/Supporting unit), *Sappers/Engineers, Skirmish,* Unit Cards for attacking/Supporting units, and one Leader Card.

Step 6: Now determine the Attack and Defense Totals.

The Attack Total is the total of:

- Attacking unit's strength (there is no attacking unit strength in an Ambush); and
- Die Roll(s) from the attacking Unit Cards or the *AMBUSH* card; and
- Terrain Benefits (see Reference Card); and
- Leader Combat value (9.1); OR
- Strength of Supporting units (6.4); and
- Additional die rolls from Unit Cards of Supporting units (6.4).

The Defense Total is the total of:

- Defending unit's strength; and
- Defense value of defending unit's Unit Cards played; and
- Terrain Benefits; and
- Redoubt Benefits; and
- Leader Combat value.

Step 7 - Combat Outcome: Compare the Attack and Defense Totals and determine the outcome by the chart below:

Attack Total is...	*Outcome*
less than Defense Total	all attacking/Supporting units take a Hit
equal to Defense Total	no effect to either side
greater than Defense Total	defender chooses: defending unit either Retreats or takes a Hit
greater than or equal to twice the Defense Total	attacker chooses: defending unit either Retreats or takes a Hit
greater than or equal to three times the Defense Total	defending unit takes a Hit and Retreats
greater than or equal to four times the Defense Total	defending unit is Eliminated

Apply the result as described in 6.5.

6.2 Bombardment and Volley Combat Procedure

Step 1: The Active Player names the attacking unit and must play a Unit Card which matches the attacking unit that includes a Bombardment or Volley value to initiate the combat.

Unit Cards which have an artillery icon on them have a Bombardment value.

Step 2: The Active Player names the target of the attack. In a Volley, this defending unit must be adjacent (not diagonally!) to the attacking unit. In a Bombardment, the defending unit may be up to two squares away. The two square distance may be traced via any path, except diagonally, but may not

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pass through any Hills, Towns, or Woods squares or a square containing units (friendly or enemy). The Bombardment may begin and/or end in a Hills, Town, or Woods square. In other words, if there is an intervening square between the attacker and the defender, it may not be a Hill, Town, Woods square or contain a unit (see illustration on page 19). The attacking unit may be in a Marsh square in a Volley or Bombardment.

Step 3: Now determine the Attack and Defense Totals.

The Attack Total is the sum of:

- Die roll from the Unit Card; and
- Terrain Benefits.

The Defense Total is the sum of:

- Defending unit's strength; and
- Terrain Benefits.

Step 4 – Combat Outcome: If the Attack Total is greater than the Defense Total, the defending unit takes a Hit. Otherwise, there is no effect. Apply the result as described in 6.5.

6.3 Terrain Effects on Combat

Each square on the battlefield is comprised of a specific type of terrain. Some terrain will yield a benefit to the Defense Total of any unit that occupies it and some terrain will yield a benefit to the Attack Total of an attacking/Supporting unit that occupies it. Most terrain will grant no combat advantages to either the Defense or Attack Total. Redoubts are a special type of terrain constructed during the course of a battle that adds to the terrain already present on the battlefield.

Refer to the Terrain Effects Chart on the Reference card for the specifics of each type of terrain.

6.4 Supporting Units

If the attacker plays a Leader card with a Command value of 2 or more, then additional units may contribute to the attack. The Command value defines how many units the Leader can lead in the attack. If the value is 1, only the designated attacking unit can be involved—so it does not make sense to use a Leader card for this purpose. If the value is 2, 3 or 4, then one, two, or three additional attacking units respectively, can be added to the attack if they are adjacent to the defending unit and meet all the other conditions normally required of an Assault (except the need to play a Unit Card). These additional units are called "supporting units". Supporting units automatically add their strength to the Attack value. In addition, Unit Cards for supporting units can be played to add additional die rolls given under their Attack value. If the Attack Total is less than the Defense Total, supporting units must take a hit in addition to the attacking unit.

6.5 Combat Results

Combat results include Eliminations, Hits and Retreats. An attacking unit may be able to Advance after combat or carry out Pursuit. Some results give a choice of outcomes to the affected unit. The player named may freely choose either Retreat or Hit, and that result is then implemented.

The Active Player may choose Retreat instead of Hit even when the defending unit can not Retreat. This will cause the defending unit to be eliminated. This is a legal play.

Elimination

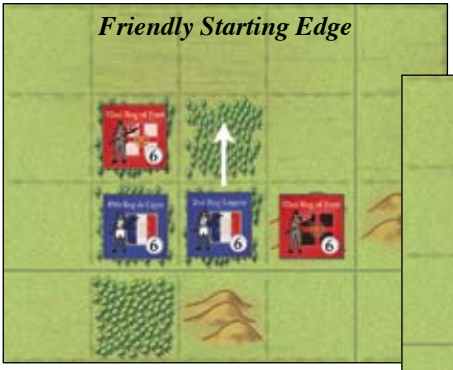
A result of Elimination completely removes the affected unit from the map, regardless of how many steps the unit possesses.

Hit

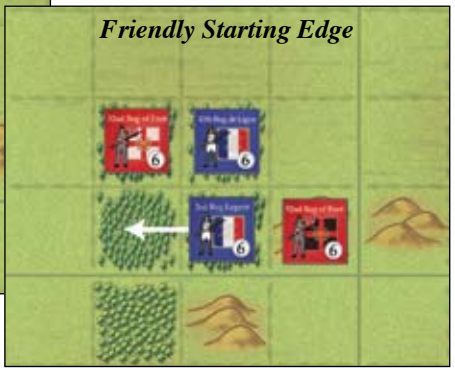
A Hit result will either flip a full strength unit to its reduced strength side or Eliminate an already reduced strength unit.

Retreat

A Retreat result will force the affected unit to vacate its current square. A unit that Retreats is moved one square away from its current location. The choice of the direction of the Retreat must be directly towards the unit's starting edge of the battlefield. If that square is blocked (by either friendly or enemy units), then the Retreat must be to either flank square, retreating player's choice. A flank square is one not toward either side's Starting Edge. If all three of these squares are blocked or are the map edge, then and only then the unit may retreat towards the enemy's Starting Edge. If all four squares are blocked or are the map edge, then the unit may not retreat and is Eliminated instead.

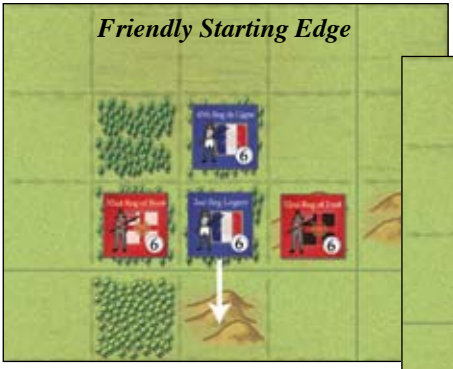


Retreat Priority 1: *Towards the friendly starting edge.*



Retreat Priority 2: *Towards the friendly starting edge is blocked so the unit retreats to the flank.*

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Retreat Priority 3: *The flanks and friendly start edge are blocked so the unit retreats towards the opponent's starting edge.*



No Retreat, Unit Eliminated: *The French Unit is totally surrounded so if forced to retreat, it is eliminated.*

Withdrawal

Some cards allow units to voluntarily Withdraw. Withdrawal is performed exactly as if the unit was forced to Retreat. The Unit Card played to initiate the attack is still considered to have been used and must be discarded.

Advance After Combat

If the defending square is vacated by Retreat, Withdrawal or Elimination and the combat was an Assault, the attacking unit or any *one* of the Supporting units *must* Advance to occupy the defender's vacated square. However, some Unit Cards have the phrase "Not required to advance". If one of these cards was played, that unit does not have to advance. If more than one unit was involved in the attack, all the units must have Unit Cards with this statement or one of the units must advance. *No Advance After Combat is allowed in an Ambush, Bombardment or Volley.*

6.6 Pursuit

If a defending unit Withdraws or Retreats, and a Cavalry unit advances into the vacated square, then that Cavalry unit may be able to inflict a hit or multiple hits on the Withdrawn/Retreated unit provided that specific unit played a card in the Combat. For each unit card played in the combat by the Pursuing Cavalry unit, the active player rolls a d6. If a leader with a Pursuit value was played for either of its Combat or Command values, the die roll is modified by the leader's listed value. If the modified die roll is within the range listed under "Pursuit" value on the unit card, it means there is a Hit on the Withdrawing/Retreating unit. Roll separately for each card. A full strength unit can be eliminated by Pursuit if two Pursuit hits are achieved. Only Cavalry units have Pursuit values. If a supporting cavalry unit is advanced into the vacated space and no card was played for that unit there is no pursuit roll made.

6.7 Card Play and Combat

Some cards modify combat resolution. Details regarding the use of these cards and their effects are covered in rule 9.

7 Restoration Phase

Restoration allows a reduced strength unit to flip over and return to being a full strength unit. Note: once a unit is eliminated, it may not return to the game.

A unit can only be restored in the Restoration Phase and only through the play of a card. There are four cards which can be played to restore a unit. Only the Active Player may attempt Restoration. In the following ways, Restoration is automatically successful unless negated; flip the unit to its full strength side:

- Play a *Supply* or *Regroup* card to restore any one of your reduced units. This may be negated by a *Guerrilla* card.
- Play a Unit Card to restore that specific reduced unit. This is called a Reinforcement attempt and may be negated by a *Guerrilla* card.

In this last way, Restoration is not automatic:

- Play a Leader Card and announce a Restoration attempt for any of your reduced units.

After playing a Leader Card for Restoration, the Active Player must roll a d6. Restoration succeeds (and you flip the unit to its full strength side) if the roll is within the Leader Card's range of Rally numbers. Otherwise, Restoration fails and you do not flip the unit to its full strength side. But there are no further effects.

Example: If a player with a French Army plays the Leader Card Nicolas Soult for Restoration, he succeeds if he rolls a 1, 2 or 3 on the d6. However, if he plays the Leader Card Michel Ney, he succeeds if he rolls a 1, 2, 3, 4 or 5.

Build a Redoubt: The Active Player may play one *Redoubt* HQ Card during the Restoration Phase after any Restoration attempt is made, but is not required to.

8 Anatomy of Unit Cards

All Unit Cards will have between two and four values on it from a choice of seven different categories. The following list has the details for each of these different categories.

Attack: This value is the number and type of dice which are rolled and added to the Attack value of a combat. A Unit Card with an Attack value must be played to initiate an Assault combat. Additional Unit Cards can be played for the attacking unit or Unit Cards can be played for Supporting units (described in rule 6.4).

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Defense: This value is added to the Defense value when a Unit Card matching the defending unit is played in a combat.

Bombard: This value lists the die or dice which is/are rolled to form the Attack value, along with any terrain benefit, when the Active Player initiates a Bombardment with this unit.

Range: This is the maximum number of squares the defending unit in a Volley or Bombardment can be from the attacking unit. Remember this distance can not be counted diagonally. If the defending unit is located diagonally adjacent to the attacking unit, the range is 2 and one of the intervening squares must not be Woods, Hills, Town, or contain a unit.

Volley: This value lists the dice which are rolled to form the Attack value, along with any terrain benefit, when the Active Player initiates a Volley with this unit.

Pursuit: Only Cavalry units can have this value. This value is used to resolve a Pursuit situation and may inflict a Hit on a defending unit which retreated or withdrew.

Withdraw: This value is only located on United States Unit Cards. The US player may play a Unit Card matching the defending unit to attempt to Withdraw. To resolve the attempt, roll a d6. If the roll is within the range listed for Withdraw, the attempt is successful and resolved as if a *Withdraw* HQ Card had been played. The Withdrawal attempt is resolved before the defender must decide to play other cards in defense. If the Withdrawal attempt is unsuccessful, this card's Defense value is added to the Defense Total.

Not Required to Advance: Some Unit Cards have this phrase, which only applies to an Assault. If one of these Unit Cards was played for an attacking or Supporting unit, then the Active Player has the choice whether to Advance or not with this unit. See 6.5 Advance After Combat.

9 Headquarter (HQ) Cards

9.1 Leader Cards

These cards can be used for one of several different purposes similar to how a Unit Card is used.

Command: This value defines how many units the Leader can lead in an attack in a combat. See Supporting Units—6.4.

Combat: A Leader's Combat value can be added directly to the Attack or Defense value in a combat. A Leader may only use either his Combat or Command value but not both in a combat. *If you play a Leader with a Command value of 1 in a combat, you should always use the Combat value.*

Rally: If a Leader Card is played in the Restoration Phase, the Active Player designates a unit he is attempting to restore and rolls a d6. If the number rolled is within the Rally range of the Leader, the designated unit is restored.

Pursuit: If a Leader was used for an attack, their Pursuit modifier is used to modify all Pursuit die rolls if there is one for this combat. This makes it easier for the pursuing Cavalry to inflict pursuit Hits. *Note: some leaders in the game do not have a Pursuit value*.



Grand Battery: Only Napoleon has this option. This allows a bombardment to be conducted from any French unit at a range of 2 squares. The attack value is 2d10 plus any terrain benefit. This does count as your one Combat for the turn.

9.2 Other Headquarter Cards

Ambush



This card is the only way to initiate an Ambush combat. The Ambush is the one allowed combat for a player turn. All cards that are available during an Assault are also available for Ambush combat with the exception of Skirmish. If a leader is used to bring in adjacent units, the Ambush card counts as the first unit. An Ambush is considered to originate from within the square the defending unit occupies. If the defender occupies a square with any terrain, including hills, there is no benefit for the attacker although the defender still benefits. The defending unit may withdraw from this combat.

Committed Attack



These cards are played to add 2d6 to the Attack value of an Assault. However, one attacking or Supporting unit must take a Hit at the conclusion of the attack for each *Committed Attack* card played. These cards represent fateful decisions by commanders to take a position at all costs. The losses may be high, but hopefully the price will be worth it.

Forced March

These cards allow a unit that just moved to move one additional square. Units that begin or end their move in a Field or a Marsh square may not play a Forced March to extend their movement.

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Guerrilla



These cards can be used to negate a Supply card, a Forced March card, a Regroup card or a unit card being used as a Reinforcement in the Restoration phase. The Guerrilla card is played immediately when these cards are played and both are discarded. This card can only be played in your opponent's player turn-never your own. Guerrilla cards have no effect on combat.

Redoubt

The Active Player may play a *Redoubt* card during the Restoration Phase. Only one *Redoubt* card may be played in a player turn. Redoubts are temporary defensive positions built during the game. Redoubts add their +3 benefit to the Terrain Benefit of the square on which they are built. Redoubts provide their +3 no matter what side the attacker attacks from. When the unit occupying the Redoubt leaves the Redoubt square, for any reason, the Redoubt is removed from the map. Only one Redoubt may be placed in a square at a time. The mix of Redoubts in the game is not limiting so feel free to use units of other armies as spare Redoubts as needed.



Regroup

These cards allow the Active Player to Restore a reduced strength unit. Because of their preponderance of cavalry, the Ottoman Empire was not given *Supply* cards, but they needed cards which would allow them to Restore, so the *Regroup* card was created.

Sappers/Engineers

These cards negate the defensive value (+3) added by a Redoubt marker. The Redoubt is not removed. Its defensive value is simply ignored for the combat.

Skirmish

These cards allow the Active Player to cancel the combat they initiated. Play in Step 5 of the Assault procedure. The Active Player returns the Unit Card used to initiate the combat into their hand. All cards which were played by the Defending Player are discarded. The attacking unit may be moved up to 2 squares in any combination of directions (except diagonally). The Active Player may not play a Leader Card during the same combat as a *Skirmish* card. The Active Player may not initiate another combat this player turn. A Skirmish card may not be played at all during an Ambush.

Scout/Spy

These cards allow the active player to examine the other player's hand. Only the active player may play a Scout/Spy card. A Scout/Spy may be played in the midst of your draw phase allowing you to draw your hand up to 5, play the Scout/Spy and then continue drawing up to 5 cards again.

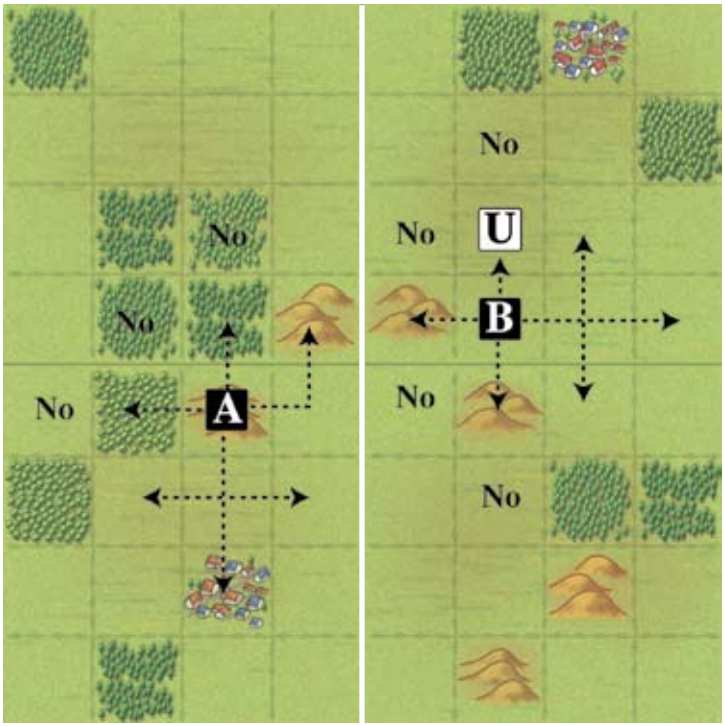
Supply



These cards allow the Active Player to Restore a reduced strength unit or to move a second unit during the Movement Phase.

Withdraw

These cards allow for the defending unit to voluntarily Retreat before an Assault or Ambush is resolved. It is played as the defender's only card and ends the combat when played. The defending unit Retreats and the attacking unit advances, possibly able to execute a Pursuit. The combat is completed and the Unit Card used to initiate the Assault or Ambush is discarded. A Withdraw may not be used to avoid a Volley or Bombardment.



EXAMPLES OF BLOCKING LINE OF SIGHT: A and B are units with a Bombardment value. The squares that they may bombard are indicated with arrows. All the squares within their two space range that they cannot bombard are indicated with "No." Note that no diagonal bombardment is allowed and that a unit (indicated by U) blocks Line of Sight.

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Credits

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Questions?

If there are any components damaged or missing, please contact us at: GMT Games, P. O. Box 1308, Hanford, CA 93232-1308. If you have any questions about the rules, we'll be glad to answer them if you send them to that address with a self-addressed, stamped envelope. For faster response, we're on the Internet at www.gmtgames.com. Or send an email to Jeff Horger [jagrcz68@aol.com] or Andy Lewis [alewis@gmtgames.com]. You can also check out the game on Boardgame Geek at http://www.boardgamegeek.com/game/17396 for information including an "Ask the Designer" thread set-up specifically to answer questions about the game.

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