

Manoeuvre Reference Card

ASSAULT/AMBUSH RESULTS TABLE

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 (x2) the Defense Total

Attacker chooses: Defending unit either Retreats or takes a Hit










greater than or equal to three times (x3) the Defense Total

Defending unit takes a Hit *and* Retreats

greater than or equal to four times (x4) the Defense Total

Defending unit is Eliminated

TERRAIN EFFECTS

		<i>Movement</i>	<i>Defense</i>	<i>LOS</i>	<i>Attack</i>
	Clear	—	—	—	—
	Field	Must Stop	—	—	—
	Hill	—	+2	Blocks	+2 against non-hill
	Lake	May Not Enter	—	—	—
	Marsh	Must Stop	+1	—	May not assault out of
	Town	—	+3	Blocks	—
	Woods	—	+2	Blocks	—
	Unit	May Not Enter	—	Blocks	—
	Redoubt	—	+3	—	—



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COMBAT RESOLUTION

A) Bombardment or Volley

1. Play the appropriate Bombardment or Volley Unit Card.
2. Defense Total = Defending unit's strength + Terrain/Redoubt benefits.
3. Attack Total = Die roll from Unit Card + possible Hill benefit.
4. If Attack Total is greater than (>) Defense Total, then Defender takes a hit.

B) Assault or Ambush

1. Play an *AMBUSH* card or one Unit Card with an Attack value.
2. Defender may play *WITHDRAW*, Unit Cards, and/or one Leader card.
3. Attacker may play *SKIRMISH*, *COMMITTED ATTACK*, additional Unit Cards and/or one Leader card.
4. Defense Total = Defending unit's strength + Terrain/Redoubt benefits + Unit Card(s) defense + Leader's Combat value.
5. Attack Total = Attacking unit's strength + die roll(s) from Unit Card(s) + possible Hill benefit + Leader's Combat value. If Leader's Command value used, add additional adjacent units up to Command minus 1. Additional attacking unit's add their strengths + die roll(s) from any Unit Card(s) played for them.
6. Check Combat Result Chart—Retreats must be toward: a) friendly start edge, b) map side, c) enemy back row.
7. If defender vacates the square by any means, any one attacking/supporting unit must advance unless all units played Unit Cards with the "Not required to advance" phrase.
8. If cavalry advanced and had played Unit Card(s) with a pursuit rating, roll separate d6 against each card's Pursuit value. If the modified die roll falls within that card's value, the defender takes a hit.

IMPORTANT RULES

Basic Rule: No movement or combat diagonally.

Leaders: Only one allowed per Assault. May use its Combat value or Command value—never both.

Game Ends: Immediately on an Attrition Victory or when the day ends (the end of the game turn when both players have been completely gone through their deck; the first person to run through their deck gets to reshuffle as many times as needed).

Attrition Victory: Kill 5 or more enemy units.

Nightfall Victory: High VP where each player scores 1 VP per enemy mapboard square occupied plus 1 VP per adjacent enemy mapboard square not also adjacent to or occupied by an enemy unit.

PHASES (all are optional except movement)

1. **Discard Phase:** Discard any number of cards
2. **Draw Phase:** Draw cards until hand contains 5 cards
3. **Movement Phase:** Move 1 unit (Infantry 1 square, Cavalry 1 or 2 squares)
4. **Combat Phase:** Initiate 1 combat
5. **Restoration Phase**
 - Attempt to Restore 1 unit by ONE of the following options:
 - A) Play a *SUPPLY* card
 - B) Play a *REGROUP* card
 - C) Play a Unit Card specific to the unit
 - D) Play a Leader Card and roll d6 to Rally
 - Play 1 *REDOUBT* card

HQ CARD MANIFESTS

	<i>Committed</i>			<i>Forced</i>				<i>Sappers/</i>		<i>Spy/</i>		
	<i>Ambush</i>	<i>Attack</i>	<i>March</i>	<i>Guerrilla</i>	<i>Leader</i>	<i>Redoubt</i>	<i>Regroup</i>	<i>Engineers</i>	<i>Skirmish</i>	<i>Scout</i>	<i>Supply</i>	<i>Withdraw</i>
Austria	2	1	—	2	4	3	—	—	2	—	4	2
France	—	—	3	—	6	1	—	1	1	—	4	4
Great Britain	—	1	2	—	5	2	—	1	1	1	4	3
Ottoman Empire	—	4	—	—	4	—	7	—	—	—	—	5
Prussia	—	1	3	1	4	3	—	—	2	—	4	2
Russia	—	3	—	2	6	2	—	—	1	—	4	2
Spain	—	—	—	5	5	4	—	—	1	—	2	3
United States	4	—	—	—	5	3	—	1	1	1	3	2