



STANDARD RULES

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[0.0] USING THESE RULES

New gaming terms, when initially defined, appear in **dark red** lettering for quick referencing.

The instructions for this game are organized into major “**Rules**” sections as shown in large **green CAPS font**, and represented by the number to the left of the decimal point (e.g., Rule [4.0] is the fourth Rule). These Rules generally explain the game’s subject matter, its components, the procedures for play, the game’s core systems, how to set it up, and how to win.

With each Rule, there can be “**Cases**” that further explain a Rule’s general concept or basic procedure. Cases might also restrict the application of a Rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule [4.1] is the first Case of the fourth Rule; and Rule [4.1.2] is the second Subcase of the first Case of the fourth Rule.

Important information is in red text.

Blue blocks are examples.

Grey blocks are tips and designer notes.

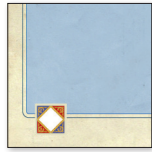
[1.0] INTRODUCTION

Napoleonic 20 is a wargame series for recreating operational level campaigns during the Napoleonic Wars using about 20 pieces (often less) per side per game. This **Standard Rules** book explains the general mechanics and systems that apply to all games in this series. Each individual game (or set of games) also has its own **Exclusive Rules** book explaining how to set it up plus any special rules pertaining to the particular battle or campaign it covers.

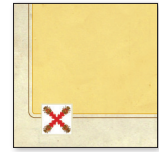
Game Scale: Each unit represents a division to a corps of troops (roughly 8,000 to 20,000 men and their equipment). Each space on the map is approximately one-half to one mile across. *The Exclusive Rules for each individual game may provide additional details.*

NATIONALITIES KEY

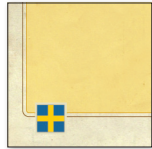
French



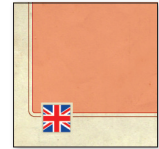
Spanish



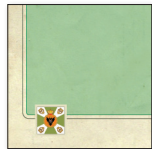
Swedish



British



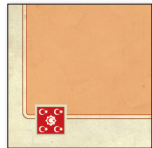
Russian



Prussian



Turkish



Austrian



NAPOLEONIC 20 V4.0 SERIES CREDITS

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Joyously designed, developed, manufactured and assembled in the United States of America.

About the Napoleonic 20 Series

By: Designer Joseph Miranda, Series Developer Lance McMillan, and Publisher Alan Emrich

Joe Miranda challenged himself to design a realistic, playable game of a major campaign with only about 20 units on the map. Choosing the Waterloo campaign as his starting point, his new “classic” game system came to Alan Emrich at **Victory Point Games** in 2007 and became its first game release, **Waterloo 20**. Joseph’s goal was to give players the “Big Picture,” having them focus on making key decisions which shaped the way a campaign developed: which way their army will go, coping with the fickle fortunes of war, and weighing the cost effectiveness of constant attacks versus wearing down morale.

Elements of the System’s Design

Designed around large scale formations (i.e., corps or divisions), the **Napoleonic 20** system highlights key operational elements of the period. Movement rates are low to prevent players from conducting unrealistic flanking maneuvers, and to show the significance of using roads and forced-marches to enhance maneuverability. Combat values are also low, allowing the use of a Differential Combat Table that is both simple and provides a variety of results appropriate to battles at this time. Results range anywhere from indecisive, to Routing (with the die roll nicely simulating the varying distances units might flee before recovering), to Breaking (where a unit is not “completely destroyed,” but is ineffective until Rallied).

The **Napoleonic 20** system also emphasizes the vital importance of Morale during this period. In essence, Morale is a resource that must be carefully managed: once your Morale is reduced to zero, you lose! Morale is a vital asset that can be spent at critical moments to help you achieve decisive results on the battlefield through forced marches, committing reserves, or rallying troops.

Finally, the **Napoleonic 20** system also includes random events to both help “tell the story” of the battle while adding an important element of uncertainty. Players need to think intuitively about what might happen, considering how the “friction of war” could impact which routes of march their forces should take, when their best forces should be committed, and where they want to fight the decisive battle. The random events in these games create delicious puzzles that can foil a “perfect plan,” create sudden opportunities, and generally make for a great gaming experience.

Tales of the System’s Development

When Alan Emrich began developing **Waterloo 20**, he knew he wasn’t making just a single game (**Waterloo 20**), but a completely new game system (**Napoleonic 20**) for an entire series of games. He turned the Random Events Table of Joe’s original design into a small deck of cards. To give the armies more “direction,” Alan added Objective Hexes to the maps. He also created new Optional Rules for Fog of War and Cadre units, evolving this series to create more robust gameplay.

Alan then took the plunge and created a “proof of concept” design, the second game in the series, **Jena 20**, and from there the floodgates opened. This series’ success has seen a healthy evolution – new terrain types were required for different battles (minor rivers, redoubts, slopes, etc.), and new unit types were spawned (artillery, plus the Optional Rules for Militia, Cossack, Light Infantry, etc.), and rules were gradually expanded to better capture the “feel” of operational warfare during the Napoleonic period.

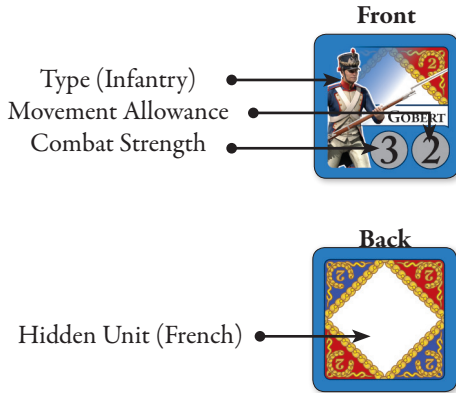
All of this has been shepherded by series developer Lance McMillan since that second game evolved. As the keeper of the **Napoleonic 20** “vision” (and a designer of several games in the series himself), Lance never forgets that any offering in the “**Nappy 20**” series must remain a simple, quick playing, and above all **fun** game. His development philosophy is that these games are, first and foremost, made to be played, not studied; they are simulation games, true, but they are games first and simulations second. This has remained true of every game in the **Napoleonic 20** series, from VPG’s original “bagged” releases, to GMT’s licensed **Fading Glory** and **Rising Glory** quadrigame releases, to these new version 4.0 titles from **Victory Point Games** – and Lance has developed them all!

“Between the Event cards and the rather mercurial combat resolution, players never really know whether they’re doing as well as they think they are, yet they still maintain the feeling that they’re in control.

It’s almost as if (system designer) Joe Miranda has somehow given the players the ‘illusion’ that they’re in control and know what’s going on, when in fact they don’t. It’s very similar to what I suspect their historical counterparts would have felt.”

– Lance McMillan





[2.0] GAME EQUIPMENT

The Game Map: The game board features a map portraying the area where that game's battle or campaign took place. Superimposed over it is a hexagonal grid that regularizes the movement and positioning of the game's pieces.

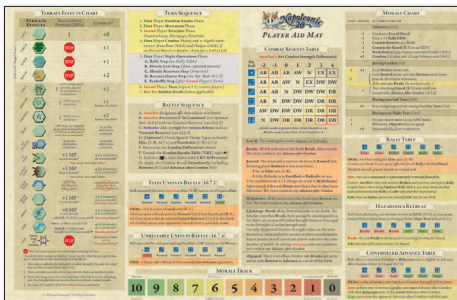
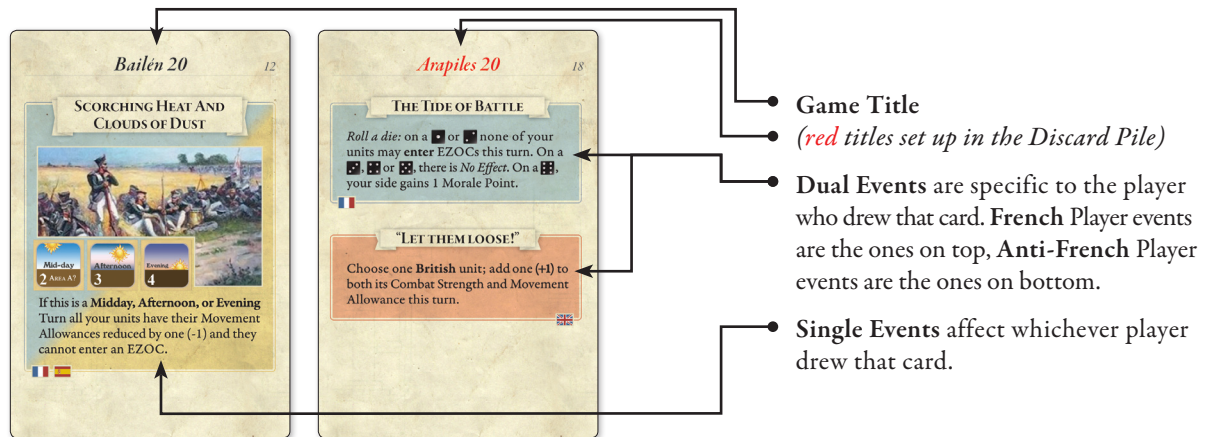
The Playing Pieces: The cardboard game pieces come in two basic types: **units** and **markers**. **Units** represent the actual military formations and leaders that participated in the campaign and maneuver around the map; read the information on each as shown:

Combat Strength is the value of that unit when fighting.

Movement Allowance is the speed and endurance of that unit; basically, it is the maximum number of open terrain hexes that unit can move through during a single **Movement Phase**.

There are also **markers** included to indicate a unit's current status (e.g., routed or fatigued), each army's morale level, the time of day, and other information matters.

The Event Cards: These have the title of their specific game at the top and the Event (common) or Events (specific by side) beneath.



Player Aid mat

GAME CHARTS, TABLES, AND TRACKS:

The Game Turn Record Track is on each game's map. It shows the passing of time, measured in Game Turns.

The Morale Track is on the Player Aid mat. It indicates the current number of **Morale Points** available to each army.

You use the **Combat Results Table** when resolving battles.

The Terrain Effects Chart explains how the map features impact movement and combat during play.

Other tables and reminders are also on the Player Aid mat.

[3.0] SETTING UP THE GAME

Determine who will play which side. The **French Player** controls all of the French units, the **Anti-French Player** (a.k.a., the "Allied" or "Coalition" player) controls the other (i.e., opposing) units.

PREPARING THE CARDS

Sort through the cards and find those with the title of the specific game being played. From those cards, find the ones with **red** titles; these cards begin, face up, in the Discard Pile. (*These do not*

enter play until after the first reshuffle.) Shuffle the remaining cards together to form the Draw Pile, placing it face down next to the Discard Pile.

Follow the game's Exclusive Rules for the remainder of the set up instructions.

[4.0] SEQUENCE OF PLAY

GENERAL RULE

Play proceeds in successive **Game Turns**, composed of alternating **Player Turns**. During your Game Turn, you maneuver your units (and your opponent's **Cavalry** units might move in reaction); you then resolve combat situations. At the conclusion of the last Game Turn, determine the winner (see [15.0]).

GAME TURNS

Each Game Turn consists of two Player Turns, a **First Player Turn** and a **Second Player Turn** (the game's Exclusive Rules will specify who the First Player is). Distinct **Phases** divide the activities of each Player Turn. The term "**Phasing Player**" describes the player who is currently the protagonist conducting activities during that Phase.

THE FIRST PLAYER TURN

1. **First Player Random Events Phase:** The First Player reveals and enacts the top card's event [5.0].

2. **First Player Movement Phase:** The First Player may move all, some, or none of his units as desired within the limits of the rules for Movement [6.0], Zones of Control [7.0], and Terrain Effects [6.5, 6.6].

Reinforcements Arrival: That side's reinforcements might also enter the map, if available [11.0].

3. **Second Player Reaction Phase:** The Second Player may have some, none, or all of his eligible Cavalry units conduct Reaction Maneuvers [8.0].

4. **First Player Combat Phase:** In any order the First Player desires, his units can attack enemy units [9.0].

Recovery: After concluding every battle, eligible units recover from **Rout** [9.6.2] and **Fatigue** [16.8], and **In Contact** markers [8.2.4] are removed.

Lull: If he did not Force March during his **Movement** Phase, and was not involved in any battles during the **Reaction** or **Combat** Phases, the First Player can, if eligible, receive a **Morale Point** from resting this turn during a "**Lull**" [13.0].

5. **First Player Night Operations:** *Only* if it is a **Night** Game Turn, the First Player may Rally eliminated units [10.0]; adjust his side's **Morale** based upon captured **Line of Communication** ("LOC") and **Objective** hexes; recover one **Morale Point** [14.0], then reconceal all of his units; and add his **Dummy** units to the map when using the **Optional Fog of War Rule** [16.1].

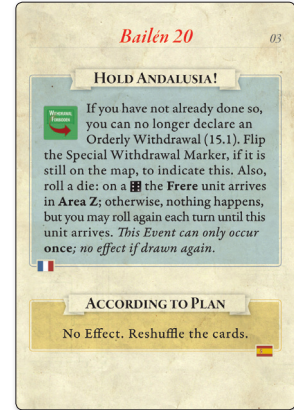
THE SECOND PLAYER TURN

6. Repeat Phases 1 through 5 above, reversing the roles of the First and Second Players.

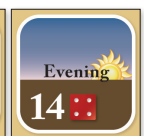
7. If it is a **Night** Game Turn, reshuffle the Draw and Discard Piles together to create a refreshed Draw Pile.

SUDDEN DEATH TURNS

8. Certain Game Turns, as indicated on the Game Turn track by a red "**stop sign**" symbol with a die face inside, present the possibility for an early conclusion to the battle. At the **end** of these turns, the **Second Player** rolls a die and, if the result is **less than or equal to** (\leq) the number shown on the die face, the game ends immediately and the winner is determined. If the die roll is **greater than** the number shown, play continues on to the next Game Turn.



Event Card w/ red title



Game Turn track pieces



Random Event card

Some Event cards instruct the player drawing that event to “Keep this card.” Do so, retaining it face-up in front of you. Typically, its effect is usable on that or some future turn. It is usually discarded once used or at the end of a specified timeframe (e.g., the beginning of your next Night Turn), whichever occurs first.

[5.0] RANDOM EVENTS

GENERAL RULE

Events represent the imponderables of war affecting campaigns.

At the beginning of your Player Turn, you reveal the top Event card from the Draw Pile and immediately perform that **one** event. If you draw a Dual Event card, perform only the color-coded event which applies to your side (e.g., blue if you are the French Player). **Ignore the other player’s event entirely.**

Events ignored thus might still occur later on after reshuffling the discards back into the deck.

- Reshuffle the Deck and Discard Pile together when specifically instructed by an event, and *always* at the end of each Night Game Turn.
- Unless otherwise specified on the event itself, a specific event *can* occur multiple times per game.

[6.0] MOVEMENT

GENERAL RULE

During your **Movement** Phase, you may move as many or as few of your units as you desire. You can move units in any direction or combination of directions.

PROCEDURE

Move your units one at a time, tracing a path of contiguous spaces along the map. As each unit enters a space (called a “**hex**”), the unit pays one or more Movement Points from its Movement Allowance to do so.

RESTRICTIONS AND PROHIBITIONS

6.1 STRICT SEQUENCE

Movement never takes place out of sequence. You can only *voluntarily* move your units during your own (i.e., your “**friendly**”) **Movement** or **Reaction** Phases (see [8.0] for the latter).

Units might also move as a result of combat, but that is not “movement,” per se; it is “Retreating” or “Advancing,” which have their own distinct rules different from normal movement.

6.2 SPEED LIMIT

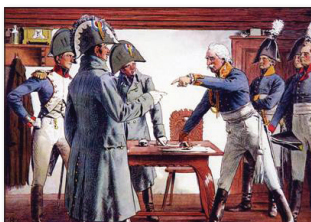
A unit cannot exceed its Movement Allowance during a friendly Movement Phase, with the exception that **a unit can always move 1 hex** per friendly **Movement** Phase (as long as it does not move into prohibited terrain or across a prohibited hexside), even if it does not have sufficient Movement Points to pay the entire cost to enter that hex. A unit can expend all, some, or none of its Movement Points during its friendly **Movement** Phase. Unused Movement Points do not accumulate from turn to turn, nor are they transferrable between units. Unused Movement Points are lost.

6.3 ENEMIES

A friendly unit cannot enter a hex containing an enemy unit.

6.4 NO “TAKE BACKS”

All movement is final once a player’s hand is withdrawn from the unit he is moving. Players may not change their minds and retrace a unit’s movement after releasing it. **Strictly enforce this rule!**



During these campaigns, units often went in the wrong direction at decisive moments with disastrous results.

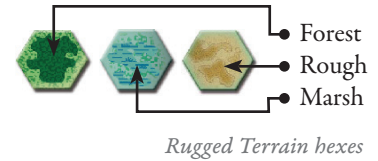
TERRAIN EFFECTS

Normally, units pay one (1) Movement Point to enter each hex, regardless of its terrain type. However, the following Cases apply to define this further:

6.5 RUGGED TERRAIN

A unit that *enters* a **Forest**, **Marsh**, or **Rough** hex must immediately stop, forfeiting unspent Movement Points (even those awarded through Forced Marching; see [12.2.1]).

It can freely leave that hex at its next opportunity, but if it enters another such hex, it must again immediately stop.

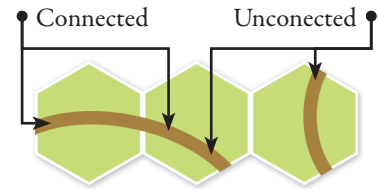


6.6 ROADS

A unit using **road movement** (i.e., moving directly from one road hex to another, connected road hex) does **not** have to stop in Rugged Terrain (see [6.5]).

A unit which conducts its entire move along connected road hexes **receives one additional (+1) Movement Point** that turn.

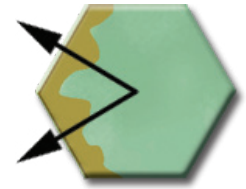
For example, a Cavalry unit with a 3 Movement Allowance, moving entirely along connected road hexes, could spend up to 4 Movement Points that turn.



ZONE OF CONTROL EFFECTS

6.7 STOP

A unit that enters an enemy Zone of Control (see [7.0], below) must stop immediately and forfeit its unspent Movement Points (even those awarded through Forced Marching; see [12.2.1]). Friendly units' Zones of Control do **not** affect the movement of other friendly units.



6.8 STUCK

Units may voluntarily *leave* an enemy Zone of Control only through **Disengagement** (see [8.2]) or at **Night** (see [7.7]).

Typically, most units leave an enemy Zone of Control by Advancing or Retreating after a battle (see [9.7] and [9.8]).

EFFECTS OF OTHER FRIENDLY UNITS

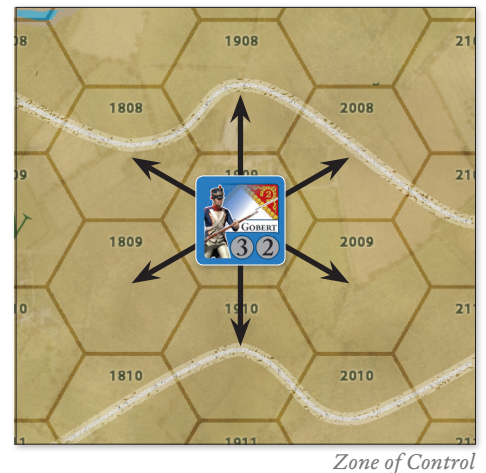
6.9 NO STACKING

A friendly unit can move through hexes occupied by other friendly units (at no extra Movement Point cost). However, a unit cannot *end* the **Movement Phase** stacked in the same hex with another friendly unit.

[7.0] ZONES OF CONTROL

The six hexes immediately surrounding a unit constitute its "**Zone of Control**" (abbreviated "**ZOC**") as illustrated here.

Those hexes adjacent to an enemy unit (where its ZOC extends) are called "**Enemy Zone of Control**" (abbreviated "**EZOC**") hexes.



GENERAL RULE

During Day Game Turns, your units that *begin* their **Movement** Phase in an EZOC cannot move during your **Movement** Phase, and units that *enter* an EZOC during your **Movement** Phase must immediately stop moving (see [6.7]).

- All units exert a ZOC at all times, regardless of the current Phase or Player Turn. *Markers do not exert ZOCs.*
- Other units, enemy or friendly, never affect the presence of ZOCs. *That is, units never negate other units' ZOCs.*
- ZOCs extend into all types of terrain hexes **except** **Fortified** and **Redoubt** hexes. Additionally, ZOCs do not extend between *adjacent* **Town** / **Fortified** / **Redoubt** hexes (i.e., hexes in a “built-up” urban area). *See example left.*
- ZOCs extend across all types of hexsides **except** **Major Rivers**.

[7.1] MAJOR RIVER HEXSIDES

ZOCs do **not** extend across **Major River** hexsides, **nor are units separated by a Major River hexside considered “adjacent”** for the purposes of these Rules. The exception to this might occur where a bridge or ford crosses that **Major River** hexside (see below).

At a **bridged/forded** (i.e., those hexsides intersected by a bridge or ford symbol) **Major River** hexside, the **Phasing Player**, on a **case-by-case basis**, determines whether ZOCs extend across them. Specifically, this means that...

- During your **Movement** Phase, your units can ignore EZOCs from across that **bridged/forded Major River**, allowing your units to move past them without stopping [6.7], or to move away from them voluntarily [6.8].
- During your **Reaction** Phase, your **Cavalry** units may still Countercharge [8.1] or Disengage from [8.2] enemy units across that **bridged/forded Major River** hexside.
- During **your opponent's** **Reaction** Phase, your units may choose to Maintain Contact [8.2.4] with enemy units that Disengage while on the opposite side of a **bridged/forded Major River** hexside.
- During your **Combat** Phase, your units may attack enemy units across that **bridged/forded Major River** hexside, but they are not obligated to do so.

[7.2] MULTIPLE ZONES OF CONTROL

Both friendly and enemy units can exert their ZOCs upon the same hex. There is no additional effect if multiple units cast ZOCs over the same hex. Typically, if a given unit is in an enemy-controlled hex, that enemy unit is also in its controlled hex, and those two units are equally and mutually affected; they are “locked” into each other’s ZOCs.

[7.3] MOVEMENT COST

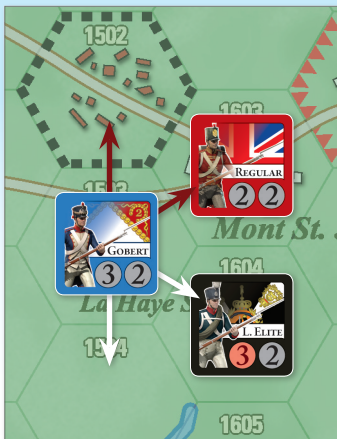
Units do not pay any additional Movement Points to enter or exit an EZOC.

EFFECTS ON COMBAT

[7.4] COMBAT OBLIGATION

During your **Combat** Phase, all of your units that are in an EZOC **must** attack one or more adjacent enemy units, **and** all of your opponent’s units exerting those EZOCs **must be attacked** (see [9.1]).

The ZOC of the French unit in La Haye Saint does not extend into the adjacent Town hex of Mont St. Jean (where the British unit is) because they are adjacent Town hexes; nor into the Fortified hex of Hougomont. However, the French unit’s ZOC does extend out from its own Town hex into other adjacent hexes (without Towns), such as the one occupied by the Prussian unit.



Waterloo 20 map (First Edition)

Ex. 7.0

[7.5] RETREAT EFFECT

Units can Retreat into a hex containing an EZOC, but to do so requires them to check for a Hazardous Retreat (see [9.7.4]).

[7.6] ADVANCE AFTER COMBAT EFFECT

EZOCs never affect Advance after Combat [9.8]. Units Advancing after Combat can freely enter and/or leave EZOCs.

NIGHT GAME TURNS

[7.7] NIGHT ZOC EFFECTS

During Night Game Turns, EZOCs work the *opposite* from the way they do during Day Turns. That is, units **cannot** enter hexes in an EZOC (such hexes are prohibited), but they can freely exit hexes in an EZOC – consequently, those units are no longer stuck (as per [6.8]) during a Night Turn.

[8.0] THE REACTION PHASE

GENERAL RULE

Your Reaction Phase takes place during your *opponent's* Player Turn. Any of your **Cavalry** units which begin the Reaction Phase *adjacent to an enemy unit* are **eligible** to either **Countercharge** or **Disengage** (or **Penetrate**, if using Optional Rule [16.2]). Reaction is voluntary; you are never compelled to React with your Cavalry units and you can simply have them stand in place and defend normally.

COUNTERCHARGE

[8.1] SEIZING THE INITIATIVE

Non-Routed Cavalry units may make a special “**Countercharge Attack**” during your Reaction Phase (only; **not** during your normal **Combat** Phase) against enemy units already adjacent to your Countercharging Cavalry (i.e., your Cavalry unit does **not** get to move prior to initiating a Countercharge). The Reacting Player becomes the “Phasing Player” and is considered the “Attacker” in such battles.

[8.1.1] Good Order Requirement: A Cavalry unit that is Routed (i.e., has a **Rout** marker) cannot conduct a Countercharge.

[8.1.2] Unhinging the Enemy: A Countercharge Attack follows the normal rules of combat in most ways (see [9.0]), but because it is used to throw off the enemy's timing and coordination before battle, it receives the following modifications: [8.1.3] to [8.1.5]

[8.1.3] Selective Attacks: Unlike regular combat ([9.1] and [9.2]), units conducting a Countercharge Attack do **not** have to attack every unit in whose EZOC they are (per [7.4]). Instead, they may make a “**Selective Attack**” against only some, or even just one, adjacent enemy unit.

Some Event cards also grant this Selective Attack ability to certain units to recreate their extraordinary behavior.

- Multiple Cavalry units can combine to conduct a Selective Attack against a single enemy unit if they are all adjacent to that unit.
- Normal Advance after Combat [9.8], including the requirement to roll on the Controlled Advance table, follows a Countercharge attack.
- Normal combat still occurs between the Countercharging unit and any enemy unit(s) to which it is adjacent during the ensuing enemy **Combat** Phase.



[8.1.4] **Strength Bonus:** The Combat Strength of units conducting a Countercharge is doubled **except** when Counter-charging enemy Cavalry units.

[8.1.5] **Holding Fast:** In a Countercharge Attack, victorious **defending** units **cannot** Advance after Combat [9.8]. *They are too busy protecting their lives by taking cover or forming squares.*

DISENGAGEMENT

[8.2] CAVALRY “RETREAT BEFORE COMBAT”

A Cavalry unit, even a Routed one, that starts its **Reaction** Phase adjacent to an enemy unit can move away via “Disengagement.”

[8.2.1] **Timing:** Disengagement can *only* occur during **your** **Reaction** Phase.

[8.2.2] **Pinned:** A Cavalry unit **cannot** disengage if it is in the ZOC of an enemy *Cavalry* unit.

[8.2.3] **Procedure:** A Cavalry unit performs **disengagement** by moving **one** hex to an adjacent, vacant, non-prohibited, non-enemy controlled hex. That ends its Disengagement movement.

If no other route is available, it may move *through* friendly occupied hexes not in an EZOC to reach a vacant hex. If it does so, it goes one additional hex at a time until it is no longer stacked with a friendly unit.

[8.2.4] **Maintaining Contact:** **One** enemy unit that was adjacent to the disengaging unit may **maintain contact** with it. The enemy player moves the unit maintaining contact into the hex just vacated by the disengaging unit (similar to an Advance after Combat, see [9.8]) and places an **In Contact** marker on that unit.

Effects: While a unit has an In Contact marker on it, apply all of these effects:

- It loses its ZOC.
- Its Combat Strength is reduced by 50% (round fractions **up**), when attacking *and* defending. This does **not** modify any Terrain Strength benefits should this unit be defending.
- It cannot Advance after Combat.



In Contact marker

Combat while in Contact: Note that the unit maintaining contact typically *must* attack the Disengaging unit in the immediately following Combat Phase (due to the requirements of Rule [9.1]), and that attack will be at half strength (due to the second bullet, above). Consider carefully whether you *need* to occupy a vacated hex before you move to Maintain Contact.

Recovery: At the end of **your Opponent's** **Combat** Phase, automatically remove all the **In Contact** markers in play on your friendly units.

CAVALRY PENETRATION

[8.3] CAVALRY PENETRATION

See Optional Rule [16.2] for this interesting additional **Reaction** Phase option.

[9.0] COMBAT

GENERAL RULE

During your **Combat** Phase, regardless of the overall strategic situation, you are the **attacker** and your opponent is the **defender** at each **battle** (i.e., the resolution of a single attack).

You must declare all your battles for that Phase before conducting any of them. Then, each individual battle is resolved, one at a time, in any order you choose, by rolling a die and consulting the Combat Results Table to determine its outcome.

PROCEDURE

At each battle, follow these **Battle Sequence Steps** in order:

- A. Designate which of your units are attacking which adjacent enemy unit(s).
- B. Total the Combat Strength of all your attacking units in that battle. *Check to see if they are in command if using Optional Rule [16.9.5].* You may now spend one Morale Point to **commit reserve troops** [12.2.3] to that battle and increase your strength total by one (+1).
- C. Total the Combat Strength of all the defending units that are the target of the attack. **Add in the single best terrain effect benefit for the defender's location.** Your opponent may now spend one Morale Point to commit reserves [12.2.3] and increase the strength total of the defense by one (+1).
- D. Check the **Special Troop** units participating in that battle: **Elite** (●-●) and **Unreliable** (○-●), see *Optional Rule 16.7.4*.
- E. Subtract the total defending strength from the total attacking strength. The result is the **Combat Differential**, expressed as either a positive or negative number (or 0).
- F. Consult the Combat Results Table (CRT) and resolve the battle using the **Differential Column** from Step E.
- G. Roll one die (d6). Cross index the die roll with the Differential Column to determine the result of that battle [9.6].
- H. Apply this Combat Result immediately, including Retreats [9.7] and Advances [9.8] after Combat.

[9.1] MANDATORY COMBAT

During your **Combat Phase**, all of your units in an EZOC **must** make an attack. If you choose to have a unit which is not in an EZOC (*e.g., a unit in a Redoubt hex*) attack, then all enemy units in that unit's ZOC **must** be attacked.

[9.1.1] Attacker's Prerogative: You determine which of your attacking units will attack which defending enemy units, in any combination you desire, as long as: **A) all** your friendly units in an EZOC participate in an attack, and **B) all** enemy units in your friendly ZOCs are, themselves, attacked (see [9.2.1]).

[9.1.2] Limitations: No unit can *attack* more than once per **Friendly Combat Phase**, and no enemy unit can *be attacked* more than once per **Friendly Combat Phase**.

[9.2] DECLARE ALL BATTLES FIRST

At the beginning of your **Combat Phase**, you must declare which of your friendly units will be attacking which adjacent enemy units (to ensure that all adjacent units are attacked according to the Subcases below) before conducting any individual battles.

[9.2.1] Multiple Unit and Multi-Hex Battles: When one of your units is in the ZOCs of more than one enemy unit, it must attack all of those enemy units that you do not designate to battle some other friendly unit during your **Combat Phase**.

Example: You have a lone unit adjacent to two enemy units; it must fight them both!

[9.2.2] Multi-Unit Battles: Attacking units in two or more hexes can combine their Combat Strengths in a single battle providing **all** of your attacking units are adjacent to **all** of your opponent's defending units. Battles can thus involve multiple attacking and/or defending units.

Diversionsary Attacks: As you organize a series of battles, you may allocate your attacking units in such a way so as to conduct some battles at sacrificially poor differentials so that you

can conduct other, adjacent battles at more advantageous differentials. *This is a wargaming technique called “soaking off”.*



In this illustration, the single French infantry unit **must** attack the Prussian Cavalry unit, and **may** attack the Prussian Infantry unit (see [9.1], the Prussian Infantry unit’s ZOC does not extend across the bridged Major River hexside, so the Phasing French unit is not obligated to attack it). The French situation is desperate, so the French Player declares that he will attack both units, initiating a daring single Battle against them!

The Prussian Cavalry unit is in Open terrain, so the Prussian Infantry unit’s benefits will apply to the defenders’ total strength [9.4.2].

The Prussian infantry is in Jena, a Town hex located across the Saale River at a Bridge hexside. Each of these terrain advantages for the defender (Town and Bridge) is worth one additional (+1) Combat Strength, but their benefits are **not** cumulative [9.4.1], so only the single best (i.e., a +1 defensive benefit) aids the defender’s cause.

Prior to commitment of Reserves by either side, this Battle stands at 4 attacking vs. 4 defending (2 + 1 + 1), and will be resolved on the “0” Differential column of the Combat Results Table (CRT).



Jena 20 (First Edition) map

Ex. 9.4.2

[9.3] COMBAT STRENGTH UNITY

A given unit’s Combat Strength is always unitary; it is **not** divisible among multiple battles during a single Phase, either for attack or defense.

ARTILLERY BONUS

Artillery units, when included in a game, represent large, unwieldy parks of cannons that were concentrated into Grand Batteries to blast a hole in the enemy’s line.

- Always **double** the Combat Strength of *attacking* Artillery units in a battle. Artillery units use their normal (printed) Combat Strength when *defending* in a battle.
- Artillery units can *never* Advance after Combat (see [9.8]).

TERRAIN EFFECTS ON COMBAT

Defending units benefit from the terrain in the hex they occupy (i.e., that they are attacked in) or that hex’s perimeter hexside(s) (i.e., that they are attacked across).

[9.4] DEFENDER’S BENEFIT

Add the Combat Strength of the defender’s hex or hexside, if any, to the defender’s strength total as indicated on the Terrain Effects Chart.

[9.4.1] A Single Benefit: The terrain benefits for combat are **not** cumulative. A battle’s defender receives only the *single most advantageous* terrain benefit (for the defender) available.

[9.4.2] Multiple Benefits: When two or more defending units are involved in a single battle, and they receive different terrain benefits (i.e., different effects on the Combat Differential), then modify the entire attack by the single most favorable benefit to the defender.

[9.4.3] Attacker’s Terrain: Terrain in hexes occupied by the attacking unit(s) has no effect on combat with this important exception concerning EZOCs [7.0]:

An attacking unit in a Fortified or Redoubt hex, OR in a Town hex *that is adjacent to* an enemy unit in a Town, Fortified, or Redoubt hex, OR across a Major River hexside (even at a bridge or ford) from an enemy unit, is **not** obligated to attack out of that hex or across that hexside. If a unit opts to attack from any of these positions, Rule [9.1] fully applies.

[9.4.4] Garrison Forces: Some *Napoleonic 20* games feature hexes containing **intrinsic Garrison forces**. These positions, typically indicated on the map by a small flag representing the side controlling the Garrison (an example of which is shown across), resist enemy efforts to enter them.

Unless otherwise indicated in the Exclusive Rules, Garrison forces normally have an intrinsic **Combat Strength of zero (0)**, meaning they contribute nothing to an attack, but **their defense strength is modified for any terrain advantage inherent in their location!**

For example, a Garrison in a Town hex would have a strength of 1 when defending in a battle.

Garrison forces function as listed below when their hex is *unoccupied*, but while a friendly unit occupies their hex, **ignore them completely!**

[9.4.4.1] Garrison Force Abilities: Garrison Forces, when alone in their hex, have these abilities:

- Garrison Forces exert a normal ZOC.
- Garrison Forces cannot attack.
- Garrison Forces do **not** move or Retreat.

- You cannot commit reserves [12.2.3] to battles involving **only** your Garrison Forces.
- Your units can freely move through and/or occupy the same hex as your Garrison Forces. That is, your units can “stack” in the same hex with your Garrison Forces.
- Enemy units cannot enter your garrisoned hexes except by Advancing after Combat when those enemy units attack.

[9.4.4.2] Rearguards: When your *attacking* unit is displaced by combat from a hex including your intact Garrison Force, the victorious defending unit(s) **cannot** Advance after Combat.

This overrides the usual Advance after Combat rules as your Garrison Force is, in effect, covering for your retreating unit after its failed attack.

[9.4.4.3] Routed and Broken: When a garrisoned hex has a friendly unit in it, and that unit is forced to retreat out of the hex due to an enemy’s attack, those victorious enemy units can Advance after Combat normally into that garrisoned hex.

In this case, consider the Garrison Force subsumed into the defending unit and will suffer that unit’s fate.

If, for any reason, a victorious attacking enemy unit does **not** immediately Advance into that garrisoned hex, its Garrison Force remains unaffected and intact.

[9.4.4.4] Elimination: Unless otherwise noted in the Exclusive Rules, **Garrison** Forces are permanently destroyed the instant an enemy unit occupies their hex.

[9.4.4.5] Impact on Morale: Because Garrisons are not actual *units*, they cause no Morale loss to their owner when they are Routed, become Broken, or are Permanently Eliminated. Friendly units stacked with Garrisons that Rout or Break, and enemy units which do so when they *attack* a Garrison, do cause normal Morale adjustments.



Dresden 20 map

Ex. 9.4.4

OTHER COMBAT CONSIDERATIONS

[9.5] VOLUNTARY DIFFERENTIAL REDUCTION

When attacking, you may announce the voluntary reduction of the Combat Differential of that battle during **Step F** in the Battle Sequence, resolving it at a specified lower differential.

It can be nerve-wracking to commit a single strong unit to an attack against a much weaker unit and risk an **Exchange** result, as shown in the adjacent table.

EXPLANATION OF COMBAT RESULTS

Once it is determined, **immediately** apply the combat result, including any Retreat and/or Advance after Combat, before resolving the next battle that Phase.

[9.6] BATTLE OUTCOMES

Listed below are the different combat results and their effects on the units participating in that battle:

AB: Attacker Breaks. Break [9.6.1] *all* attacking units in this battle. The defender conducts any Advance after Combat [9.8].

AR: Attacker Routed. The defender rolls one die for **each** Routed unit, one at a time, and the attacker Retreats that Routed unit a number of hexes equal to its die roll and places a **Routed!** marker on it on the appropriate side (see [9.6.2]). The defender conducts any Advance after Combat [9.8].

AW: Attacker Withdraws. *All* attacking units in this battle are Retreated one hex [9.7] by the attacker. The defender conducts any Advance after Combat [9.8].

DB: Defender Breaks. Break [9.6.1] *all* defending units in this battle. The attacker conducts any Advance after Combat [9.8].

COMBAT RESULTS TABLE							
Attacker's Net Combat Strength Differential							
Die Roll	-2	-1	0	1	2	3	4
1	AB	AR	AR	AW	N	EX	EX
2	AR	AR	AW	N	EX	DW	DW
3	AR	AW	N	DW	DW	DW	DR
4	AR	N	DW	DW	DW	DR	DR
5	AW	DW	DW	DW	DR	DR	DB
6	N	DW	DR	DR	DR	DB	DB

DR: Defender Routed. The attacker rolls one die for each Routed unit, one at a time, and the defender Retreats that Routed unit a number of hexes equal to its die roll and places a Routed! marker on it on the appropriate side (see [9.6.2]). The attacker conducts any Advance after Combat [9.8].

DW: Defender Withdraws. All defending units in this battle are Retreated one hex [9.7] by the defender. The attacker conducts any Advance after Combat [9.8].

EX: Exchange. First, Break [9.6.1] all defending units, and *then* the attacker must Break from among his units in that battle an amount of Combat Strength Points at least equal to the defender's Combat Strength total. Use only the **printed** Combat Strength values on the units, unmodified by terrain, events, etc.

Note that if the defending side's morale was not reduced to "0" (i.e., the attacker did not just win the game, as per 15.0), the attacker may be forced to Break units whose strength is greater than the defender's if there is no other alternative – *i.e., you cannot "make change."* The attacker may also choose to Break a stronger unit than necessary if he so desires – this might occur if a weaker unit is deemed more valuable to the attacker.

Afterward, if there are any surviving attacking units, the attacker conducts any Advance after Combat [9.8].

N: Engaged. There is no effect. Neither side Breaks any units, Retreats, or Advances as a result of this battle.

BROKEN AND ROUTED UNITS

[9.6.1] Broken Units: Remove **Broken** units from the map and set them aside. *You can attempt to Rally your Broken units later and get them back in play (see [10.0]).*

[9.6.2] Routing Units: After surviving their Retreat [9.7], a Routed unit receives a **Routed!** marker showing the color matching the side whose Player Turn it currently **isn't**.

Effects: While a unit has a **Routed!** marker on it, apply all of these effects:

- It can only move in such a way as to **continue its Retreat** (denoted by the "R" on the marker in the Movement Point position). That is, any Movement Points it spends must be in accordance with Rule [9.7]. *It can always not move and simply remain in place.*
- It loses its ZOCs.
- If a Cavalry unit, it cannot conduct Countercharges or Penetrate during the Reaction Phase (but it *can* Disengage).
- Its Combat Strength is reduced by 50% (round fractions **up**), both when attacking *and* defending. This does **not** modify any Terrain Strength benefits should this unit be defending.
- If all of your units participating in a battle have **Routed!** markers on them, you **cannot** spend a Morale Point to commit reserves to that battle [12.2.3].
- It cannot Advance after Combat.
- It will **Retreat** and **Rout** again *normally*, if compelled to do so.

[9.6.2.1] Elite Unit Routing: When an Elite unit (●-●); i.e., one with a **red Combat Strength**, Routs, **subtract two** (-2) from the Rout die roll to reduce the number of hexes it must Retreat.

Defensible Positions: Units in a **Fortified** or **Redoubt** hex **subtract one** (-1) from the Rout die roll to reduce the number of hexes they must Retreat (and also see [9.7.2.2]).

If the modified result is **less than one** (<1), the outcome is changed to "**Withdraws**" (*This is cumulative with the Elite unit modifier*).

Example: During the Anti-French Player's turn (i.e., during the Anti-French Player's Events and Combat Phases, and the French Player's Reaction Phase), all Routed! markers placed on units from both sides would have the French (blue) color-side up.

Conversely, during the French Player's turn, all Routed! markers placed would show their Anti-French (gold-colored) side.



Ex. 9.6.2



[9.6.2.2] **Recovery from Rout:** At the end of **your** Combat Phase, automatically remove all **Routed!** markers in play whose colors match your side's color (blue-colored if you are the French Player or gold-bordered if you are not), **and** are not in an EZOC.

Rout Timing Reminder: The Game Turn marker flips between a blue-colored French Player Turn side and a gold-colored Anti-French Player Turn side to help you remember what color **Rout!** markers to *place* (opposite color) and *remove* (same color).

[9.7] RETREATING AFTER COMBAT

“**Retreat after Combat**” occurs when the outcome of a Battle requires a player's unit(s) to Retreat, either by a Withdrawal (AW or DW) or Rout (AR or DR) result. The owning player must *immediately* move each such unit the indicated number of hexes away from the hex it occupied during the battle (i.e., its “**battle hex**”).







[9.7.1] **No Movement Cost:** **Retreat is not regular movement.** Retreating units simply count the hexes Retreated through, one at a time, regardless of terrain (including **Rough**, **Forest**, etc., where retreating units do **not** stop during a Retreat).

[9.7.2] **Retreat Restrictions:** If a unit is unable to Retreat within the following restrictions, that unit is **Broken** instead:







[9.7.2.1] **Terrain Effects:** Units cannot Retreat off the map, into prohibited hexes, or across **Major Rivers** (except across **Bridge** or **Ford** hexsides).

[9.7.2.2] **Defensible Positions:** Units in a **Fortified** or **Redoubt** hex may always Retreat one fewer hex, at the owning player's option.

[9.7.3] **Retreat Hex Priority:** Whenever and wherever possible, you **must** Retreat units into and through **vacant** hexes not in an EZOC.

[9.7.4] **Hazardous Retreat Path #1 – Enemy ZOCs:** If the above [9.7.3] is not possible, **you can Retreat a unit into/through an EZOC** and even **end** its Retreat in an EZOC. If you do so, however, you must roll one die *as that unit enters* each EZOC hex. On a roll of , , or , the unit Breaks [9.6.1] in that EZOC hex; on a roll of , , or , it Retreats normally into that hex without Breaking.

Friendly units do not negate EZOCs for purposes of Retreat.

[9.7.5] **Hazardous Retreat Path #2 – Crossing Rivers:** When Retreating anywhere across a **Minor River**, or across a Major River via a **Bridge** or **Ford** hexside, your unit must roll one die *in the hex before it crosses that River hexside*. On a roll of , , or , the unit Breaks [9.6.1] in that hex before crossing; on a roll of , , or , it Retreats normally across it without Breaking.

When retreating into/across multiple hazards at a single hex, you must make a separate die roll for *each* of them!

[9.7.6] **Friendly Units:** If no other route is available, a Retreating unit may move *through* friendly-occupied hexes. If its Retreat would end in a friendly-occupied hex, it Retreats one additional hex at a time until it is no longer stacked with a friendly unit. *This means additional die rolls if these hexes are also hazardous!*

[9.7.7] **Retreat Direction Priority:** While always yielding to Rule [9.7.3] (Retreat Hex Priority), whenever and wherever possible, you must Retreat your units in such a way that, with each hex they Retreat, they move closer to a friendly **Line of Communications (LOC)** hex (see the Exclusive Rules) than the hex Retreated from.


Example: You are the **French** Player and, on your turn, one of your units and two of your opponent's units are **Routed**. They each receive a **gold-colored** (i.e., opponent's colored) **Routed!** marker after surviving their Retreat.






At the end of **your opponent's** Combat Phase, those **Routed!** markers are removed from each of these units, but only if they are not in an Enemy Zone of Control. Otherwise, they remain on those Routed units, with full effect, and are checked again for removal at the end of your opponent's next Combat Phase!

Ex. 9.6.2.2



Rout Timing Reminder

Thus, a unit in a **Fortified** or **Redoubt** hex can **ignore** **Withdraw** results entirely, and Retreat one hex fewer if it **Routs**. Note, however, that on a Rout die roll of , such a unit is not technically **Routed** (the Rout result is changed to **Withdraws**). It may opt to “hold its ground” and is not required to retreat from the **Fortified/Redoubt** hex.

For **Elite** units (-), apply the Elite effects first (see rule [9.6.2.1]), subtracting two from the Rout die roll and then adjust for defending in a **Fortified** or **Redoubt** hex. Thus, if an Elite Force suffers a , , or  Rout result while defending in a **Fortified** or **Redoubt** hex, it would *not* receive a Rout marker and the player could choose to have it either ‘hold its ground’ (remain in place) or retreat one hex.



Ex. 9.7.2.2

Extended Combat Example: Three French units (the 4-strength Imperial Guard, 2-strength III Corps, and 1-strength IV Cavalry Corps) attack one Prussian unit (the 3-strength I Corps) which is defending in a Forest hex.

The attacker (French) has a total of 7 Strength Points. With that much strength already in the battle, the French player declines to spend a Morale Point to commit reserves.

The defender (Prussian) has a total of 4 Strength Points (3 for the unit +1 for the Forest hex it is defending in; the Minor River defense bonus does not apply because not all of the attacking units are across the river, but even if it did, it would also have provided a +1 strength modifier, and defensive terrain strength benefits do not combine). With that unit surrounded by EZOCs and with a Minor River at its back, and thus in grave danger should it need to Retreat, the Anti-French player opts to spend 1 Morale Point to commit reserves, increasing his total to 5 Strength.

Therefore, the Combat Differential is $7 - 5 = +2$. The French player rolls a die. Looking at the Combat Results Table, the French player's die roll of **3** is cross-indexed with the +2 Column to yield a result of DR (Defender Routs). The Anti-French player is disappointed and considerably more "anti-French" after this defeat in battle!

The French player rolls another die to determine the Rout distance. A result of **4** isn't so bad for the Anti-French player; it requires the Prussian unit to Retreat only two hexes back toward its Line of Communication (LOC) off to the right – and there is no loss of Morale for Routing more hexes than this unit's Movement Allowance!

Ex. 9.8.6

Continued on page 17



You have the choice of *which* LOC hex to Retreat each unit toward if more than one is available (regardless of proximity to the Retreating unit).

Here is a prioritized list of criteria for each hex of the Retreat:

1. Is there a vacant hex without an EZOC available? If so, the unit *must* Retreat into that hex; if not...
2. Is there a vacant hex *with* an EZOC available? If so, the unit *must* conduct a Hazardous Retreat into that hex; if not...
3. Is there a hex occupied by a friendly unit available? If so, it must retreat into that hex (which could be Hazardous) and then continue its Retreat.

In all of the above situations, if there is more than a single hex available meeting that criteria, the unit *must* Retreat into the hex which moves it closer to a friendly LOC hex.

If none of the above situations exist and the unit is unable to retreat (typically because the Retreating unit is completely surrounded by enemy units and/or prohibited terrain), it Breaks [9.6.1] in its hex instead.

[9.7.8] Going the Distance: A Retreat path can zig-zag only to avoid self-destruction, but it must strive to maintain Rule [9.7.3]. The *length* of the Retreat path must be the full indicated number of hexes. If the unit reaches an LOC hex before reaching the full required distance, it Breaks in the LOC hex (*i.e., it has Retreated "off the map"*).

[9.8] ADVANCE AFTER COMBAT

Victorious attacking or defending units can usually **Advance after Combat**. Units must adhere to the following Cases when doing so:

[9.8.1] Immediacy: The decision to Advance after Combat or not must be made *immediately* after resolving the battle, before the next activity is resolved. If not exercised immediately, that opportunity to Advance is lost.

[9.8.2] Who is Eligible to Advance? With the following limitations, any or all victorious surviving units that participated in the battle can Advance after Combat.

- **Artillery and Routed** (*and see* [16.8.2], "*Spent*") units can **never** Advance after Combat.
- **Infantry** units can only Advance a single hex, into the hex originally occupied by the defeated unit(s) at the start of that Battle.
- **Cavalry** units can Advance multiple hexes along the Retreat Path (see [9.8.5]), but never more hexes than their printed Movement Allowance.
- **Reluctant** units with their **Movement Allowance in yellow** (●-●); see [16.7.5]) might decline to Advance after Combat.

[9.8.3] Units Which *Must* Advance: Normally, Advancing is made at the discretion of the victorious player. However, if that battle included one or more victorious **Cavalry** units, the victorious player must roll a die on the Controlled Advance Table (with a -1 die roll modifier if *any* of the victorious **Cavalry** units are "**Heavy**," *i.e.,* have a Combat Strength of 2 or more).

- If control of the advance is **Kept**, there is no effect and those units may advance normally or remain in place, as their owner sees fit.
- If control of the advance is **Lost** by the **Cavalry**, then at least *one* victorious **Cavalry** unit **must** advance into the vacated hex.

[9.8.4] How to Advance: Advance after Combat is, essentially, a "free move" and, like Retreating, is *not* regular movement. Advancing units neither spend Movement Points nor stop for **Rugged** terrain [6.5], but they may not Advance into Prohibited hexes (*i.e.,* hexes that they

could not enter through normal movement) or across **Major Rivers** (except across **Bridge** or **Ford** hexsides). Units also **ignore enemy Zones of Control** when Advancing.

[9.8.5] Pursuit: When an enemy unit Retreats as a result of combat, it will leave a specific path of vacant hexes behind it called the **“Retreat Path.”** If this path went through a hex containing another unit friendly to the Retreating unit [9.7.6], the Retreat Path ends at the hex just before the unit Retreatted through. If a unit Breaks, then the hex it occupied at the instant it was Broken is the end point of its Retreat Path.

If a victorious Cavalry unit is the **first** unit to Advance into the vacated hex originally occupied by the defeated unit(s), it may continue to Advance along the Retreat Path (only) up to its printed Movement Allowance.

After any Cavalry unit Advance after Combat (either mandatory or voluntary) and Pursuit is conducted, **if** the defeated unit’s hex is *still vacant*, then one (other) attacking unit involved in that battle **may** (at the owning player’s discretion) Advance after Combat into that hex (only), if otherwise allowed (see [9.8.2]).

[9.8.6] Exhaustion: After they have Advanced, units can neither attack nor be attacked again during that same Combat Phase, even if their Advance places them next to enemy units whose battles are yet to be resolved, or who were not involved in a battle.

[10.0] RALLYING

GENERAL RULE

At certain times (e.g., Night turns or due to the effects of specific Event cards), you can attempt to **“Rally”** your Broken units.

Important: Rallying has *nothing* to do with removing Rout! Markers; that process occurs automatically (see [9.6.2.2]).

PROCEDURE

For each Broken unit attempting to Rally, roll one die and apply all appropriate die roll modifiers as listed on the Rally Table on the Player Aid mat. Note that if at any point you make the decision to spend one Morale Point [12.0] to increase your Rally chances, you must do so *before* rolling the die, but it also then applies to *all* of your Rally rolls during that specific occasion (e.g., spending one Morale Point will provide you its benefit for *all* your Rally attempts that Night). Consult the Rally Table and apply the result immediately. *Also see the Unit Reduction Optional Rule, [16.5].*

PLACEMENT OF RALLIED UNITS

Place a newly Rallied unit on any empty friendly **Line of Communications (LOC)** hex. If none are available, or you do not desire to place it at this time, then that Rallied unit simply remains Broken; you may try to Rally it again at a later time. (*Also see Optional Rule [16.4] for additional Rally locations.*)



[11.0] REINFORCEMENTS

GENERAL RULE

You might receive additional units over the course of play – these are called **“reinforcements.”** Your reinforcements appear at any time during your Movement Phase on the Game Turn, and at the location indicated by the set up instructions in the Exclusive Rules.


VARIABLE REINFORCEMENTS

Some games list **“Variable Reinforcements”** in their set up instructions or there are units that enter play via Event cards. Each of your Variable Reinforcement units requires you to

Unfortunately, the first hex it must Retreat through is both across a Minor River hexside and into an EZOC hex (i.e., there are two Hazardous Retreat situations to deal with), so another die roll must first be made in the defender’s hex to cross the Minor River, this time by the Anti-French player (who owns that unit) to see if the Retreating Prussians Break (as per [9.7.4]). With a die roll of  on the Hazardous Retreat table, the Prussians make it across the river to the first hex of Retreat and now must roll again, this time for the Hazard of the EZOC present in that hex. Luck is still with the Prussians, as the Anti-French player rolls a  this time, so the Prussian unit Passes again and survives to continue its Retreat along its Retreat Path as shown.



Leipzig 20 map

The Retreating done, the French player now considers Advance after Combat options. With a victorious French Cavalry unit among the attackers, a die roll is required on the Controlled Advanced Table (unmodified, as it is a “Light” Cavalry unit with only 1 Combat Strength), but a result of  means that the Cavalry unit is “off to the races” and must Advance into the Forest hex. The French player then exercises his option to continue to Advance his Cavalry unit along the Retreat Path, moving it a second hex (which, in this case, is where the Retreat Path ends).

Finally, the French player also exercises his option to Advance an Infantry unit into the defender’s vacated hex, moving the 2-strength III Corps into the Forest hex.



Arapiles 20 map

Ex 11.2: March Order

make a separate die roll for it on its scheduled arrival turn. If your die roll succeeds, it enters play that turn normally. If it fails, advance that unit ahead *one* turn on the Game Turn track, where you can roll for it again during your Movement Phase *next* turn (and so on until it finally arrives, or the game ends).

PROCEDURE

When reinforcements arrive, place them next to their specified map edge hexsides (color-coded for your side) as indicated in the Exclusive Rules.

[11.1] INITIAL MOVEMENT

Arriving reinforcements are poised next to the map edge. When entering its first hex, a reinforcing unit expends its Movement Points normally according to the Terrain Effects Chart. Units entering along a Road can benefit from the Road movement bonus.

[11.2] MARCH ORDER

When you have more than one reinforcement unit appearing at the *same* hex during the *same* Movement Phase, line them all up off map, one behind the other, with the “lead” unit poised next to the map entry hex itself. To simulate a “march order” column of troops, each such unit spends one more Movement Point than its predecessor did to enter the map on the same turn.

[11.3] TIMING

Arriving reinforcements can enter the map at any time during your Movement Phase. Once on the map, treat them as normal units in play for all purposes.

[11.4] BLOCKED ENTRY

A reinforcement unit cannot enter a hex occupied by an enemy unit; it *may* enter a hex in an EZOC, but then must cease movement there as per the EZOC Rules (see [7.0]).

[11.5] DELAYING ARRIVAL

You may voluntarily delay your reinforcements’ arrival from Game Turn to Game Turn, bringing them into play on some later turn (or not at all). *This is what a player must do when a reinforcement’s entry area is blocked by enemy units.* Whenever you bring a reinforcement unit into play, it **must** appear at its scheduled entry area.

Important: The notion of reinforcements being poised directly at the map’s edge is strictly a *concept*. Until they enter the map, reinforcement units have no effect on gameplay (i.e., off-map units have no ZOCs, cannot attack enemy units, etc.).

[12.0] ARMY MORALE

GENERAL RULE

Each side begins with a number of Morale Points as indicated in the Exclusive Rules’ set up instructions. **Morale Points** represent that side’s level of motivation and command skill during the campaign. Players expend Morale Points to enhance their movement, combat, and rally operations.

KEEPING TRACK OF MORALE POINTS

Use the Morale markers to record Morale Points on the Morale track located at the bottom of the Player Aid mat.

[12.1] GAINING / LOSING MORALE POINTS

See the **Morale Chart** (on the right side of the Player Aid mat) for specific in-game events that raise and lower Morale Points. Generally, your army loses morale when your units Rout more hexes than their Movement Allowance or, worse, are Broken and removed from the map (if a Routing unit also Breaks, you only lose 1 Morale Point total). Breaking enemy units is a great way to gain Morale Points.

If two or more morale-changing events occur simultaneously, first *add* and then *subtract* all the Morale Point changes that apply.

[12.1.1] **Maximum Morale:** A side's Morale Value cannot exceed ten (10); any excess is lost.

[12.1.2] **Morale Destroyed:** If a side's Morale Value ever reaches zero (0), then that side **immediately loses the game**. If this occurs simultaneously to both sides, the game is a draw.

[12.2] SPENDING MORALE POINTS

You can only spend a **single** Morale Point at a time (i.e., nothing "costs" two or more Morale Points) and only for these purposes at the appropriate time:

[12.2.1] **Forced Marching:** During your **Movement Phase**, you may spend one Morale Point to increase the Movement Allowances of **all** your units by one (+1).

[12.2.2] **To Rally:** When you attempt to Rally units, you may spend one Morale Point for a plus one (+1) die roll modifier to **all** your Rally die rolls (should there be more than one) conducted on that occasion.

[12.2.3] **Committing Reserve Troops to Battle:** During a Battle's Steps B and C, the attacker and defender, respectively, may each spend one Morale Point to add one (+1) to their side's total strength in that particular Battle.

[12.2.4] **Committing the Guard:** During your **Movement Phase**, before moving your Guard unit into a hex from which it can attack an adjacent enemy unit, you must spend a Morale Point unless **either** side is down to 1 Morale Point (see [12.3.1], below).

[12.3] GUARD UNITS

Certain units, often referred to as "**Guards**" (●-●; i.e., units with a **red Movement Allowance** as shown here) were typically held back and committed only at critical times.

[12.3.1] **Committing the Guard:** You must spend one Morale Point before moving your Guard unit **into a hex from which it can attack an adjacent enemy unit** (i.e., to "**commit the Guard**"). You must make this expenditure *each and every* time you move a Guard unit into such a hex.

Exceptions:

- There is no cost to commit a Guard unit if it is already in an EZOC at the start of the Movement Phase.
The Guard is considered already committed.
- There is no Morale cost for a Guard unit to Advance after Combat [9.9].
Again, the Guard is already considered committed.
- There is no cost to commit a Guard unit if either side has only 1 Morale Point remaining.
The Guard serves to join the fray at such critical junctures.

[12.3.2] **Le Garde Recule:** If an **attacking** Guard unit in a battle could not *conceivably* Advance after Combat (i.e., it was not victorious or did not survive an EX outcome, see [9.6]), that side loses one (-1) Morale Point. That Guard unit does **not** have to *actually* Advance, it simply must be victorious and *capable* of doing so to avoid this penalty.



Example: The French Guard unit pays 1 Morale Point allowing it to move adjacent to an enemy unit that is across a Bridged Major River hexside, setting up a very important attack.

It Routs (DR) that enemy unit 6 hexes!
Those bearskin hats really work!

The enemy suffers 1 Morale Point loss for Routing more hexes than that unit's Movement Allowance. The attacking Guard unit avoids the Le Garde Recule penalty [12.3.2] because it is able to Advance after Combat, even if it does not exercise that option.

Unfortunately for it, that Routing unit also Breaks along the way when it reaches its Line of Communication hex and still has more hexes to Retreat (i.e., it Retreats "off the map"). There is no further Morale Point loss, however, as a Routed unit that also Breaks only costs a total of 1 Morale Point, not 1 for each of these two circumstances when combined.

The French side gains 1 Morale Point (for Super Routing / Breaking the enemy unit).

Ex. 12.3.2



This Guard unit morale adjustment is in addition to other morale-adjusting factors from that battle.

[13.0] PASSING (“LULLS”)

GENERAL RULE

After the first Night Game Turn occurs, during any subsequent Day Turn IF you have units on the map, AND if you do not Force March your army, nor do any battle die rolls [9.0] occur during your opponent’s Reaction Phase or your own Combat Phase, THEN your side gains one (+1) Morale Point at the end of your Player Turn *if either* of these applies:

- A. Your side has fewer than 6 Morale Points, – **OR** –
- B. Your side does not have *more* Morale Points than your opponent’s side.

[14.0] NIGHT TURNS

GENERAL RULE

After conducting your Random Event Phase, during your Night Game Turns, the following rules apply:

- **Speed Limit:** Reduce *all* Movement Allowances to one (1) Movement Point. You can still increase this, as usual, by using Roads and/or Forced Marching.

Reminder: Unless specifically prohibited from doing so (e.g., by a card event), a unit can always move at least *one* hex (as per Rule [6.2]) even if reductions might otherwise combine to reduce its Movement Allowance to zero or less.

- **ZOC Effects:** At night, EZOCs work the *opposite* way as they do during Day Turns. That is, units **cannot enter** hexes in an EZOC (such hexes are prohibited), but they can freely *exit* hexes in an EZOC – consequently, those units are no longer **Stuck** (as per [6.8]) during a Night Game Turn.

This is a great way to exit enemy ZOCs. In effect, units can disengage from each other at night.

- **No Battles:** Skip the Reaction Phase, and no combat occurs during a Night Turn’s Combat Phase.

ADDITIONAL ACTIVITIES

The following “**Night Operations**” are skipped during Day (i.e., non-Night) Turns. You only perform them, in order, during the Night Operations Phase of your Night Game Turn.

1. **Rally:** You may attempt to Rally your Broken units (see [10.0]).
2. **Enemy Morale Loss due to Captured Terrain:** If you have units physically occupying enemy LOC and/or Objective hexes (i.e., ones in the *opposing* side’s color), apply their morale loss effect at this time according to the **Morale Chart**.
3. **Morale Recovery from Rest:** Your side increases its Morale Value by one (+1) point from a night’s recuperation.
4. **Reconcealment:** When using the Optional Fog of War Rule, you now **reconceal** (i.e., flip face-down) and place your side’s **Dummy** units on the map (see [16.1.3]).
5. **Reshuffle:** At the end of the **Second** Player’s Night Turn, reshuffle the cards to refresh the Draw Pile.



[15.0] HOW TO WIN

GENERAL RULE

Each side has its own victory conditions based upon Morale values:

The French player wins a **Decisive Victory** if, at any time, the Anti-French side's Morale is reduced to zero (0) and French Morale is **one (1)** or more.

The Anti-French player wins a **Decisive Victory** if, at any time, the French side's Morale is reduced to zero (0) and Anti-French Morale is **one (1)** or more.

The Anti-French player wins a **Marginal Victory** if, at the end of the game (i.e., at the conclusion of the last Game Turn), the Anti-French side's Morale Value is at least 1 higher than the French side's Morale Value.

A **Draw** occurs with any other result.

[16.0] OPTIONAL RULES

Players can use these Optional Rules in any combination desired.

[16.1] FOG OF WAR: HIDDEN UNITS

- Players place their units face-down at all times (including during set up). You can freely inspect your own units, but **not** your opponent's pieces until they are "**revealed**." Face-down units function normally in all other respects.

[16.1.1] **Revealing Hidden Units:** You reveal a face-down unit...

- Whenever you desire to reveal your own unit.
- When you pay a Morale Point to "Commit the Guard" [12.3.1]; at that time, that **Guard** unit, if hidden, must be revealed.
- At the end of each non-Night Turn's **Movement** Phase, if you have a face-up **Cavalry** unit adjacent to a hex containing face-down enemy units, reveal all of those face-down units.
- When an enemy **Cavalry** unit attempts to move during its **Reaction** Phase via Disengagement [8.2] or Penetration [16.2], and you wish to prevent that maneuver with a hidden friendly **Cavalry** unit, your hidden friendly **Cavalry** unit is revealed.
- *After* all battles are declared during a **Combat** Phase (i.e., which friendly units are designated to attack which other, possibly hidden, enemy units), **all** units involved are revealed.
- **No Advance** after Combat is permitted when only a hidden **Dummy** unit is revealed in Battle. (*There was no actual combat, so there is no Advance.*)

[16.1.2] **Reconcealing Units:** Face-up units remain revealed until the end of your Night Turn, at which time turn all of your face-up units face-down to begin the new day.

[16.1.3] **Dummy Units:** Each side's mix of pieces includes one or more "**Dummy**" units.

- Unless specified, do **not set up** any **Dummy** units on the map prior to starting the game.
- You may add to the map **one** hidden friendly **Dummy** unit per turn, if available, with the arrival of either your newly **Rallied** or new **Reinforcement** units (these units are also hidden). They arrive stacked together (like a "shell game") and you **must** move at least one of them during your **Movement** Phase so that they do not remain stacked [6.9].
- You can also place in play **all** of your available (i.e., those not currently hidden on the map) **Dummy** units when your units are reconcealed (usually at Night, see [14.0]). Place them in hexes containing a friendly unit **that is not adjacent to an enemy unit** and then immediately





relocate one of those two stacked units (i.e., the real unit or the Dummy) to an *adjacent* hex that is also **not adjacent to an enemy unit**.

- A Dummy moves like a Cavalry unit (with a Movement Allowance of 3).

But moving them only 2 will help conceal them among your Infantry units!

- The instant you reveal your **Dummy** unit, it is removed from the map (with no Morale loss). **Dummy** units can be removed and re-enter play any number of times.
- When declaring battles [9.2], **include hidden Dummy units!** Their declared battles do fulfill the attacker’s mandatory combat requirement [9.1].

That is, you *can* use unrevealed **Dummy** units as “feints” to create diversionary attacks!

- When revealing units as per [16.1.1], **Dummy** units **do** cause enemy units to be revealed.

In this capacity, they are “scouting.”

- Until revealed, a **Dummy** unit functions in all ways as a normal unit and **does** control the hex it occupies (e.g., an enemy **Objective** or **LOC** hex).

[16.2] CAVALRY PENETRATION

During your Reaction Phase, your Cavalry units can move through EZOCs under certain circumstances.

PROCEDURE

Cavalry Penetration occurs during your Reaction Phase (only) as that non-Routed Cavalry unit’s single action. Your Cavalry unit must begin its Reaction Phase adjacent to an enemy unit. It can then move into another hex that is *also* adjacent to an enemy unit (even moving from one hex in an EZOC to another hex in an EZOC belonging to that *same* unit, if desired), but it must then cease its movement for that Phase and **cannot** also conduct a Countercharge attack.

The Penetrating cavalry unit **cannot** have a Routed marker on it, nor begin in, or enter, an enemy **Cavalry** unit’s EZOC.

This move is, in effect, the *opposite* of Disengagement [8.2].

[16.3] ARTILLERY SUPPORT

Individual artillery batteries were often detached from “parks” for nearby formations to help shore up threatened parts of the line.

[16.3.1] Defensive Support: If no attack has been declared [9.2] against an Artillery unit, it adds one (+1) to the strength of all friendly defending units in its ZOC (if it currently has one).

This benefit has no Morale Point cost and applies during the enemy’s *Combat and Reaction* Phases.

[16.3.2] Bombardment: Artillery units **can** attack across a Major River or other prohibited terrain *hexside* by **Bombardment**. A bombarding Artillery unit can attack, either alone or in concert with other friendly attacking units, using its *normal* (printed; **not** doubled as per [9.3]) Combat Strength.

When bombarding, Artillery units enjoy a limited immunity to adverse combat results: Treat all AB or AR results as AW. If an EX result occurs, bombarding artillery cannot be Broken to satisfy any losses (see [9.6]); if the Artillery unit is attacking alone via bombardment, treat EX results as eNged instead.



[16.4] ADDITIONAL RALLY LOCATIONS

In addition to vacant LOC hexes, you can also place Rallied units [10.0] in a “**Rally hex**” that meets **all** of these conditions:

- It must be an **empty Town, Fortified, Redoubt** OR your side’s Objective hex.

That is, a “natural rallying point.”

- It must be “a safe distance” of at least 4 hexes away from the nearest enemy unit **AND** closer to your nearest LOC hex than the nearest enemy unit is.

That is, it must be “safely behind your lines.”

- It must be able to trace a path of hexes to your closest LOC hex that is unoccupied by an enemy unit. This path can be of any length, but cannot pass through any hex containing *or adjacent to* an enemy unit, or across impassable **Major River** hexsides (i.e., ones without a bridge or ford).

In other words, that hex is not “isolated behind enemy lines.”

[16.5] UNIT REDUCTION

Broken units can return to play as smaller formation, reduced-strength units called “**Cadres**.”

[16.5.1] **Partial Rallying:** When you conduct a Rally Check for an Infantry unit (only) and roll a “Cadre?” result, you have the option to *partially* Rally that unit thus:

Eliminate the Infantry unit you were rolling for (i.e., it is permanently removed from play), and Receive (“Rally”) one of the generic, 1-strength Cadre units instead.

[16.5.2] **Cadre Units:** Cadre units function as normal Infantry units except, if they are ever Broken, they themselves cannot be Rallied. When Broken, they return to your pile of available Cadre units instead, ready for future reuse.

[16.6] UNIT BREAKDOWN AND BUILDUP

Before it moves during your Movement Phase, your “**large**” (i.e., having a Combat Strength of 2 or more) Infantry-type unit (only; other types are not eligible) can be exchanged for (i.e., “**broken down into**”) two Cadre units, if available, **at the cost of 1 Morale Point**.

Conversely, at the end of your Movement Phase, you can stack two Cadre units together and exchange them for (i.e., “**combined them into**”) an *eliminated* large Infantry unit and **recover 1 Morale Point**.

[16.6.1] **Breaking Down:** A player must have two available Cadre units in order to break down a large Infantry unit.

Remove the large Infantry-type unit being broken down from the map and place it among your *eliminated* units (i.e., it cannot be Rallied). Replace it in its hex with two Cadre units. These newly-placed Cadre units are free to move and engage in combat this turn.

- There is a **minus one (-1)** Morale Point cost to break down a unit thus.
- If an *unrevealed* large Infantry unit breaks down, one **Dummy** unit (if available and Rule [16.1] is in effect) can also be added to that stack of two (also unrevealed) Cadre units when it is formed.

[16.6.2] **Combining:** *Any* two Cadre units of the same nationality can end their owner’s Movement Phase stacked together (an exception to Rule [6.9]). When they do so, remove them from the map and replace them in that hex with your **weakest eliminated** large Infantry unit of that same nationality; that unit is then free to participate in combat that turn.

There is a **plus one (+1)** Morale Point gain when building up a large Infantry unit thus.



[16.7] SPECIAL TROOP UNITS

Some games include special unit types with unique capabilities identifiable by their Combat Strength and/or Movement Allowance in a different (non-black) color.

These Cases are already part of the Standard Rules:

- All units with their Movement Allowance in red (●-○) are **Guard** units (*they must be “committed” to attack with them, 12.3*).
- Infantry units with their Combat Strength in red (○-●) are **Elite** units (*-2 for Rout rolls, and +1 for Rally rolls*).

Note that not all Guard units are Elite, nor are all Elite units Guards.

This Optional Rule introduces these new Cases:

[16.7.1] Elite Unit *Élan!* Bonus: Whenever any of your Elite (○-●) units participate in an **attack**, you roll a die for each to see if it benefits from “*Élan!*” Make this roll during Step D of the Battle Sequence. Apply the following plus one (+1) die roll modifiers for **each** criteria which is applicable:

- If the unit is also a **Guard** (●-○) unit.
- If you spent a Morale Point to **Commit the Guard** to this unit prior to this attack (see [12.3.1]).
- If you spent a Morale Point to **Commit Reserves** to this battle (see [12.2.3]).
- If *either* your or your opponent’s Morale level is currently at one.

If the modified result is **six or more**, that Elite unit receives an *Élan!* bonus of +1 to its Combat Strength for that Battle; if the modified result is **less than six**, there is no effect.

If you have several Elite (○-●) units participating in a given Battle, it is possible to receive more than one *Élan!* bonus. However, it is important to note that you *never* check for *Élan!* when your units are *defending*, only when they are *attacking*.



[16.7.2] Light Infantry: Infantry units with their Movement Allowance in green (●-○) are **Light Infantry**. They function as normal Infantry units in all respects except as follows:

They can also Disengage, exactly as per Case 8.2 (*i.e., not if in an enemy Cavalry unit’s ZOC*).

As an exception to Case [6.5], **Light Infantry** units need not stop in **Rugged** hexes (e.g., Forest, Rough, and Swamp). Instead, they may simply spend one Movement Point to enter each of these hexes and can continue moving.

[16.7.3] Cossacks: Cavalry units with their Movement Allowance in green (●-○) are **Cossacks**. They function as normal Cavalry units except as follows:

As an exception to Case [6.5], **Cossack** units need not stop in **Rugged** hexes (e.g. Forest, Rough, and Swamp). Instead, they may simply spend two Movement Points to enter those hexes and can continue moving. If one enters a **Rugged** hex when it has only *one* Movement Point, it can enter and must stop as usual.

During the Reaction Phase, **Cossack** units **cannot** Countercharge [8.1] or Penetrate [16.2].

During the Reaction Phase, **Cossack** units can Disengage from the ZOCs of enemy Cavalry units (an exception to Case [8.2.2]).



[16.7.4] Unreliable Troops: Units with their Combat Strength in yellow (○-●) are **Unreliable**. When your **Unreliable** unit participates in a Battle, you must roll a die to see if it **Wavers**. Make this roll during Step D of the Battle Sequence. Subtract one (-1) from this die roll if your side’s Morale level is currently **less than** your opponent’s Morale level.

If the modified result is **greater than one** (>1), that **Unreliable** unit is **Steady** and there is no effect.

If the modified result is less than or equal to one (≤ 1), that Unreliable unit **Wavers** and its Combat Strength is reduced by one (-1) **for that Battle only**.

[16.7.5] Reluctant Troops: Units with their Movement Allowance in yellow (●-○) are **Reluctant**. As an adjunct to Case [9.8.3], if you wish to Advance after Combat with your victorious Reluctant units, you must first roll a die for them (individually) on the Controlled Advance Table.

If control of the advance is Kept, there is no effect and that unit can advance at your discretion.

If control of the advance is Lost by that Reluctant unit, it cannot advance, even if you desire it to (but your other victorious units can, if able).

[16.7.6] Road-bound Units: Units with their Movement Allowance in white (●-○) are **Road-bound** (e.g., wagon trains and supply convoys) and must occupy and move along Road hexes only. If ever forced to Retreat off a Road hex, a Road-bound unit is permanently destroyed.

Note that Road-bound units are eligible for both the Road Movement and Forced March bonuses.

[16.7.7] Irregular Units: Units with their Combat Strength in white (○-●) are **Irregular** (e.g., militia, guerrillas, feudal levies, etc.). The Exclusive Rules for those games that feature them define their special characteristics and how you use them during play.

[16.7.8] Other Special Units: Units with their Combat Strength in blue (●-●) are **Scenario-Defined Special Units**. The Exclusive Rules for those games that feature them define their special circumstances and how you use them during play.

[16.8] FATIGUE

Sustained combat exhausts troops and degrades their performance over time. You can show this using the round Fatigue markers and this Optional Rule.

FATIGUE LEVELS

Here is the list of the five levels of Fatigue:

- 0. Fresh (no marker)
- 1. Ready (green marker)
- 2. Tired (yellow marker)
- 3. Weary (orange marker)
- 4. Spent (red marker)

PROCEDURE

[16.8.1] Exhaustion: Each unit participating in a battle (attacking *and* defending) has its **Fatigue Level** increased by one (e.g., from having no Fatigue marker to placing a Ready marker on it; or flipping a Ready marker over to show its Tired side; or replacing a Tired marker with a Weary marker; or flipping a Weary marker to show its Spent side). If the unit is already **Spent**, there is no additional effect; it simply remains Spent.

[16.8.2] Effects of Fatigue: While **Fatigued** (i.e., marked with a Fatigue marker), that unit is affected thus:

Ready: That unit is *unaffected*.

Tired: That unit receives no movement benefit if its side conducts a Forced March [12.2.1].

Weary: That unit suffers the **Tired** penalty AND a -1 penalty to its Movement Allowance (e.g., if it is an Infantry unit, its Movement Allowance is reduced to “1”, and a Cavalry unit would be reduced to “2”).

Spent: That unit suffers the **Tired** AND **Weary** penalties, AND cannot voluntarily enter EZOCs, *including* during Advance after Combat.



[16.8.3] **Recovery:** At the end of **your** Combat Phase, each of **your** units with a Fatigue marker on it **that is not adjacent to an enemy unit** has its Fatigue Level reduced by one level (even during a Night Game Turn). A unit with a Ready marker on it simply removes it to symbolize that it is again Fresh.

[16.9] LEADERS

The smaller units with their “Combat Strength” in purple (●-●) are **Leaders**.

Leader units represent the command structure needed to coordinate *offensive* action across a sprawling battlefield. These units do not have a “Combat Strength;” instead that purple value in the Combat Strength’s position is called its **Command Span** rating.

LEADER SET UP

Listed in the game’s set up instructions you will find the optional Leader units included and highlighted in purple.

[16.9.1] **Command Span:** A Leader unit’s **Command Span** (●-●) is the radius in hexes over which it exerts control over friendly attacking units, reflecting its command authority.

Terrain features and/or the presence of enemy units or enemy ZOCs have **no impact** on a Leader’s Command Span radius.

[16.9.2] **Leader Movement:** Leader units move like Cavalry units, with the following exceptions:

- Leader units move through all **Rugged** Terrain [6.5] hexes as if they were **Clear** terrain.
- Leader units **can** voluntarily leave EZOCs [6.8] providing they do **not** move from one hex in an EZOC *directly* into another.
- As an exception to Rule [6.9], a **Leader** unit **can** end the **Movement** Phase stacked in the same hex with a friendly unit and/or any number of other friendly **Leader** units (*i.e.*, **Leader** units are “stack free”).



[16.9.3] **Leaders and ZOCs:** Leaders **do not exert ZOCs**, nor are they obligated to attack enemy units [7.4].

A Leader **not** stacked with a friendly unit which is in an EZOC must *immediately* Retreat one hex; if it is *still* in an EZOC and not stacked with a friendly unit after executing that mandatory retreat, the Leader is then Broken [16.9.6].

[16.9.4] **Leader Reaction Movement:** Leaders, themselves, do not perform Reaction Movement [8.0]. A Leader unit **can** accompany the friendly unit it is stacked with that performs Reaction Movement. Leaders **do not** affect the Combat Strength of countercharging Cavalry units.

[16.9.5] **Leaders in Combat:** During your Combat Phase, your Leader units “coordinate attacks” by providing **Command** to your units that are within their **Command Span**. Units within their **Command Span** are **In Command**, while those that are not are **Out of Command**.

PROCEDURE

When calculating your total attack strength during **Step B** of the Battle Sequence [9.0], check to see if your attacking units (only) are “In Command.”

- Your attacking units are **In Command**, and your total attack strength is unaffected, if **any** of your attacking units are within the **Command Span** of one of your **Leader** units.
- Your attacking units are **Out of Command**, and your total attack differential is **reduced by one (-1)**, if **none** of your attacking units are within the **Command Span** of one of your **Leader** units.

There is **no benefit** to having more than one (or even *all*) of your attacking units **In Command**, or having multiple Leader units exerting their Command Spans over your attacking units.

Command has no effect on units' ability to defend. Command only affects the *attacking* units in a Battle.

- A Leader unit can provide Command to multiple Battles within their Command Span in the same Combat Phase.
- Whether a unit is **In Command** or not (its “**command status**”) is determined at *the instant* each Battle is **resolved**. Should an adverse combat result cause your Leader unit to Break or Retreat in such a way that its Command Span is no longer exerted over your unit involved in a subsequent Battle, then that attack is conducted **Out of Command**.
- A Leader unit stacked with a friendly unit that Advances after Combat [9.8] **may** accompany that unit (or not).
- A Leader unit stacked with a friendly unit that is forced to Retreat **must** accompany that unit for the duration of the unit's entire Retreat. If that unit Breaks during that Retreat due to a failed **Hazardous Retreat** roll [9.7.5] and [9.7.6] or upon reaching an LOC [9.7.8], then **that Leader unit also Breaks** (see below).
- Leader units never suffer from Fatigue (see [16.8]).

[16.9.6] Broken Leader Units: Unlike other units, **there is no Morale penalty when a Leader unit is Broken**, with this one exception: If the French Leader unit **Napoleon** is Broken (for whatever reason), the French Player must immediately roll a die and consult the Breaking Napoleon Table and apply its result.

[16.9.7] “Rallying” Broken Leaders: Unlike other Broken units, at the beginning of your Movement Phase each turn, you automatically Rally (i.e., no die roll is required) your Broken Leader units. Place Rallied Leader units in the same way as other units (see [10.0] and [16.4], *if that Rule is used*).

[16.9.8] Rallying *On* a Leader: Some **Event card titles** state that your units are “Rallying on” a specific leader. If you draw that Event, are using Optional Rule 16.4, and your Leader unit named in that event's title is on the map, then vacant hexes with *or adjacent to* that Leader unit and *not* in an EZOC can serve as additional Rally locations (without any other restrictions) *for the duration of that Event only*.



FATIGUE MARKERS

When Placed: immediately after resolving a battle, on each participating unit

EFFECTS:



No effect



Unit receives no benefit from Forced March [12.3]



Unit receives no benefit from Forced March [12.3] and suffers a -1 Movement Allowance penalty



Unit receives no benefit from Forced March [12.3], suffers a -1 Movement Allowance penalty, and may not voluntarily enter enemy ZOCs (includes Advance After Combat)

When Removed: end of *your* Combat Phase, if unit is not adjacent to an enemy unit



SPECIAL MARKERS



Placed: when Morale is spent to “Commit the Guard” in a Battle

Effect: Guard unit can attack, gets +1 bonus to Élan roll [16.7.1]

Remove: after Battle is resolved



Placed: when no attacking unit in a Battle is within a Leader’s “Command Span” [16.9.1]

Effect: apply a -1 to the final differential for the Battle

Remove: after Battle is resolved



Placed: on units which advance in the Reaction Phase in order to “Maintain Contact” [8.2.4]

Effect: marked unit has its Combat Strength halved (rounded up) and loses its ZOC.

Remove: at the end of the enemy Combat Phase



Guard (Red Movement)

Owner must spend 1 Morale to “Commit the Guard” if moving into attacking position [12.3.1]. Provides +1 DRM bonus when checking for Élan [16.7.1].



Elite (Red Combat)

Gets -2 DRM for Rout rolls [9.6.2.1] and +1 DRM to Rally rolls [12.2.2]. Eligible for Élan bonus in Battle [16.7.1].



Cossack (Green Movement)

Cannot Countercharge ([8.1] exception) or Penetrate ([16.2] exception). May Disengage from Cavalry ([8.2.2] exception). Ignores Rugged terrain ([6.5] exception).



Light Infantry (Green Movement)

May Disengage ([8.2.2] exception). Ignores Rugged terrain ([6.5] exception).



Unreliable (Yellow Combat)

Check before Battle to see if unit “Wavers” [16.7.4]. Reduce unit’s Combat Strength by -1 if it does.



Reluctant (Yellow Movement)

Check after Battle to see if unit can Advance After Combat using the “Controlled Advance Table” [9.8.3]. Unit will only Advance if control is Kept.



Road Bound (White Movement)

May only move along roads; permanently eliminated if forced to retreat off road.