

Summary of Rulings and Important Clarifications For Manoeuvre (FAQ)

Rule Change: Jeff has updated his rule for the Ambush card in order to give it a little more 'umph' and to put it back to his original intent. This has made a couple of rulings noted in prior FAQ's obsolete, and these have been removed from this FAQ. Here is the new rule.

9.2 Other Headquarter Cards

Ambush

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

Question 1: Can an **Engineer/Sapper** be used in support of ranged combat?

I can see where the card says combat and should have said Assault value thus limiting the scope to Assaults only. The phrase "Play after defensive cards have been played" should be seen to negate the Engineer card's use in Bombardment and Volley combat since no defensive cards can be played in those attacks.

Question 2: Can you search opponent's discard stack?

It is not permissible to go through the discards. It is absolutely not permissible for you to look at your opponent's discards at all, even to see what multiple cards he discarded. You get to see the top one only.

I never thought to include a specific for this because I have never played any game that allows a player to spend time perusing a discard pile unless the game had a mechanic for pulling cards out of the discard (like Magic for example).

Question 3: One player sets up the map, the second player chooses the starting sides, does that second player only get to choose from the North/South orientation as set up by player one, or can they choose N/S from amongst all 4 possibilities?

I'm just another vote, but I would use all four sides.

Question 4: When **Napoleon** uses his grand battery, I am assuming that is your one combat for the turn. Is that correct, or is this in addition to your one allotted combat?

Yes, the grand battery is your one attack for the turn. It acts as a simple bombardment in every way except that it can be fired from any unit.

Question 5: During an attack with supporting units involved via a **Leader** card, who may advance after combat?

In brief, you do not need to have played a unit card for a supporting unit in order for it to advance. ANY supporting unit may advance. There had been some talk otherwise, but the final official response follows:

The rules are pretty clear and everyone seems to like this rule about supporting units advancing as it is. So please ignore my mention of the change to the advance rule and play it by the book. I will sift through my mentions here and at BGG to fix any stray comments. However I will stand by the following rules and clarifications for sure because it makes everything clearer.

Question 6: Clarifications of pursuit die rolls.

Only cavalry may make a pursuit roll.

Every non-bombardment cavalry card has a pursuit value, even if it is a 1.

Only a cavalry unit that had a card played during a battle and then advances may pursue.

CARDINAL RULE: To roll for pursuit, the rolling unit must be in the square vacated by the opponent.

So only cards that match the advancing unit AND that were played during the battle may roll for pursuit. If that unit had multiple cards played during an attack, you get to roll one die per card played by that unit only.

Question 7: The rulebook shows an example of VP calculation at nightfall, why do the French units pictured not extend their zone of control into the square across the border?

Hmmm. It would appear this would once again prove the Law of Examples. That law states that every game has a mistaken example in it and if it shows a victory condition then it is all the more likely.

Good catch. That makes the score 4 to 4 and the French win due to fewer losses.

Question 8: Can a **Guerrilla** card be used during the combat resolution routine?

Holy crap. Somewhere in the editing process the wording of the card description in the rulebook changed in the definition from what I signed off on. I can look back through the files and see that it was morphed as it went. Guerrilla Cards have nothing to do with combat. They can nullify a Supply or a Forced March in the Movement Phase or they can nullify a Supply, Regroup or Reinforcement Attempt during the Restoration Phase.

Question 9: During the Draw Phase, you draw until your hand contains 5 cards. And the **Spy/Scout** card can be played at any time. Can you draw a card, see that it is the **Spy/Scout** card, play it, and then keep drawing until you have 5 cards (not including the Spy card that you no longer hold)?

As worded, I don't have any issue with this tactic.

Question 10: The rules say you must move a unit in the Movement Phase. I'd think the spirit of that rule would be that the unit must end up in a different square than it started in, but sooner or later somebody is going to try to move a cav one space and back again to where it started, or an infantry 1 space and force march it back again. I'm hoping that's illegal. What's the official ruling?

Yes it is illegal. You have to end your basic move in a different square than you started in. You may use a forced-march card to return to your original space

Question 11: The wording on **withdraw** says that defender "may" withdraw, which leads to thinking its optional and that further attack cards might be able to be played before defender decides if he wants to withdraw, is this the intent?

A withdraw may only be played in response to an Assault or an Ambush.

It is the only defensive card played if it is played.

Once it is played the Assault or Ambush is finished unless there is pursuit to resolve. No further Offensive cards are played.

You only get one chance to play cards in defense and that is only right after the attacker initiates an Assault or Ambush.

Question 12: There is a discrepancy in the rules regarding pursuit: In the rules it says 'if the modified die roll is within the range listed under "Pursuit" on the Unit Card, it means there is a Hit on the Withdrawing/Retreating unit' but the reference card says 'roll a d6 against Pursuit rating for each card. If greater, then defender takes a hit.' Which is correct?

The rulebook is correct. Lower is better and the good cavalry leaders do indeed make hitting easier.

Question 13: Can I build more than one redoubt in a space (in other words, can there be two redoubts existing in the same space)?

Good question, the limit is (or should be) 1 redoubt per space.

Question 14: Are the number of redoubts that come with the game an absolute limit to how many can be in play on the board in any given game?

The redoubt mix is not a limitation. Since units don't stack you could use any other army piece as a redoubt if necessary and just replace them as they become available.

Question 15: Can a **skirmish** card be used with an **Ambush** card?

To put it to rest, you may not play Skirmish with an Ambush..

Question 16: May you play a **skirmish** card in response to an opponent's **Withdrawal** card?

No you may not. The play of the Withdraw ends the playing of cards. So no further cards may be played.

Question 17: The rulebook says that cavalry may move 2 squares, but does not say specifically that they can opt to move 1 square. Can they?

Cavalry may move 1 or 2 squares.

Question 18: Can units force march out of fields/marsh the turn they enter them?

A unit may perform no additional movement during the movement portion of the turn they enter field/marsh. This means they may not force march. Note that the rulebook also clearly states units may not force march the turn they move out of these features.

Other Discrepancies: There are a few errors that players have found on cards/counters that may cause confusion. These are all in regard to unit ID's.

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

Also, please be aware that the French army has counters for the 19th and 45th Reg de **Ligne** but the cards refer to 19th and 45th Reg **Legere**. Consider the 19th Ligne the same as the 19th Legere and the same goes for the 45th.

Official Accepted Optional Rule: Some players may feel that the official rules for the **Ambush** card make it just a tad weak (please see item #1 above on the list for official rule). For those who feel it is so, Jeff has agreed that an alternate interpretation/adjustment might offer the card a bit more punch.

The Strong Ambush

In this variant, the Ambush card, when played, acts the same as its current stated strength however opponent does not benefit from any terrain feature (since the ambush is coming from 'within the square'). However, *redoubts* DO protect the unit, since its assumed that the *redoubt* is a feature within a feature of the existing terrain, and that the unit is actually tucked safely within this subfeature. Keep in mind that the attacker will likewise not get any benefit from the terrain either, so if you are ambushing a unit on a hill, neither side gets the +2.

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