

GAME SETUP

- 1) **FP** (First Player) = highest d10 roll
- 2) **FP** chooses and lays out 4 map sections
- 3) **SP** (Second Player) selects 2 nations
- 4) **FP** picks their nation from those 2
- 5) **SP** picks their starting edge on map
- 6) Players each draw 5 action cards from their deck
- 7) **FP** places units within 2 rows of their starting edge
- 8) **SP** places units within 2 rows of their starting edge
- 9) **FP** now begins the first turn

SEQUENCE OF PLAY

- 1) **DISCARD PHASE** - discard any/all cards in hand
- 2) **DRAW PHASE** - draw back up to 5 cards in hand
- 3) **MOVEMENT PHASE** - **must** move only **one** unit
 - ★ Infantry - 1 square
 - ★ Cavalry - 1 or 2 squares, cannot backtrack
 - ★ Supply Card - Only 1 per turn to move 1 extra unit
 - ★ Forced March Card - Only 1 per unit to move 1 extra square (not from Field/Marsh). Does allow backtracking.
 - ★ Guerrilla Card - Opponent plays to negate Supply/Forced March
- 4) **COMBAT PHASE** - may declare **one** combat (See Combat)
- 5) **RESTORATION PHASE** - restore **one** unit and/or place **one** redoubt
 - ★ Flip reduced unit to full strength with the following:
 - Supply Card
 - Regroup Card
 - Matching Unit Card
 - Leader Card - Only if d6 roll within rally range
 - Guerrilla Card - Opponent plays to negate any except Leader.
 - ★ Redoubt Card - Place redoubt marker under one of your units

VICTORY

- 1) **ATTRITION** - Kill 5 units -> win. If your 5th unit dies in attack -> lose.
- 2) **NIGHTFALL** - End of game turn both decks exhausted at least once.
 - ★ Player with most uncontested squares on opponent side wins.
 - ★ Uncontested: Square with your unit in or only your units adjacent
 - ★ Ties broken by most units, then most full strength units.

TERRAIN EFFECTS



Clear: None	+2 Defense	+3 Defense	+2 Defense	+1 Defense	Ends Move	Impossible
Unit: Blocks LOS			+2 Atk non-hill	Ends Move		
Redoubt: +3 Def	Blocks LOS	Blocks LOS	Blocks LOS	No Assault Out		

COMBAT - ASSAULT AND AMBUSH

- 1) **ATTACKER** - Play a matching Unit Card w/attack for Attacking unit. **[Ambush]** Play Ambush Card, no attacking unit.
- 2) **TARGET** - Unit adjacent to attacker. **[Ambush]** Any unit.
- 3) **WITHDRAW** - Defending unit may withdraw (see retreat) with Withdraw Card or a matching Unit Card with withdraw value and d6 roll in range. Unit Card used for defense value on failed roll.
- 4) **DEFENDER CARDS** - Play matching Unit Card(s) for defense value and/or **one** Leader Card for combat value.
- 5) **ATTACKER CARDS** - **[Ambush]** May only use a Leader Card
 - ★ Leader - only **one** per combat (command/combat are exclusive)
 - Command: total # of Attacking/Supporting units allowed.
 - Combat: add value to attack **[Ambush]** May only choose this.
 - Pursuit: modifier for all pursuit rolls if applicable
 - ★ Committed Attack - only **one** per Attacking/Supporting unit
 - ★ Sappers/Engineers - negate redoubt defense bonus
 - ★ Skirmish - cancel combat and return initial attack card to hand. All defense cards discarded.
 - ★ Unit Cards - matching cards for Attacking/Supporting units
- 6) **DETERMINE TOTALS** -
 - ★ Attack: Unit(s) strength + Die roll(s) + Leader combat + Terrain
 - ★ Defense: Unit strength + Unit Card(s) defense + Leader combat + Terrain/Redoubt
- 7) **COMBAT OUTCOME** -

attack < defense	all attacking units take hit
attack = defense	no effect
attack > defense	defender choice: hit or retreat
attack >= 2x defense	attacker choice: hit or retreat
attack >= 3x defense	hit and retreat
attack >= 4x defense	unit eliminated

 - ★ **eliminate**: remove from game
 - ★ **hit**: Full strength, flip over. Reduced strength, eliminate
 - ★ **retreat**: move 1 square, 1st possible of: back, sideways, forward. If no square available, eliminate unit.
 - ★ **advance**: Attacking/Supporting unit **must** enter a vacated square
 - ★ **pursuit**: On cavalry advance, roll d6 for each matching unit card played during combat. Each d6 in pursuit range is a hit.

COMBAT - BOMBARDMENT AND VOLLEY

- 1) **ATTACKER** - Play a matching Unit Card with bombardment or volley.
- 2) **TARGET** - Unit within range and LOS. (Units/Terrain block LOS)
- 3) **DETERMINE TOTALS** -
 - ★ Attack: Die roll + Terrain
 - ★ Defense: Unit strength + Terrain/Redoubt
- 4) **COMBAT OUTCOME** - If Attack > Defense: take a hit.

ARMY HQ CARDS

Army	Ambush	Committed Attack	Forced March	Guerrilla	Leader	Redoubt	Regroup	Sappers/Engineers	Skirmish	Scout	Supply	Withdraw
Austria	2	1	-	2	4	3	-	-	2	-	4	2
France	-	-	3	-	6	1	-	1	1	-	4	4
G.B.	-	1	2	-	5	2	-	1	1	1	4	3
Ottoman	-	4	-	-	4	-	7	-	-	-	-	5
Prussia	-	1	3	1	4	3	-	-	2	-	4	2
Russia	-	3	-	2	6	2	-	-	1	-	4	2
Spain	-	-	-	5	5	4	-	-	1	-	2	3
U.S.	4	-	-	-	5	3	-	1	1	1	3	2

ARMY PERSONALITIES *



AUSTRIA: They are a handicap army. If a good player is playing somebody new, he should probably take Austria. They generally tend to be one of the weaker sides. Austria leadership is not the best, the cavalry is so-so, and the infantry was really bad at the time—some of the units don't even have artillery cards. They're still pretty good as they have the guerillas, so if you know how to play them you can match up. However, they're a tough army to play.



FRANCE: Like Great Britain. They have a few more leaders. France has more options than Great Britain and is a little more versatile.



GREAT BRITAIN: Straight forward, kind of brutish. They have a few volley shots. It's something that a player pretty much wants to walk up and take his opponent head-on. They're pretty much identical to the France (France is just a little bit better).



OTTOMAN: They are the speed army. They can do the crazy break-through maneuvers. They have the cavalry and a lot of committed attacks. They like to run forward, get behind you, attack, regroup, attack, regroup, etc. The leaders are horrible though.



PRUSSIA: They have really good cavalry and pretty good leaders. They're an army that's good to go against the flanks of an opponent. You don't really want to stand in the middle and fight, but they're a good one to try and nibble around the edges. They're a match for anybody except maybe France or Great Britain.



RUSSIA: They have that mass feel. Russia pieces don't lose much when they flip over. They're pretty much the same strength—they only lose a point when they take a step loss. So they give that feeling of being able to rush, but they also have a lot of leaders. They can go forward and try to surround and they're definitely an army that wants to play on the other guy's side of the board.



SPAIN: They are very good on defense. Their defensive cards are really strong. They're interesting because the way the rules work out you can actually march them right up to an opponent and stand up to it when they counter-attack back to you. Their cavalry is horrible, so with them you pretty much want to stay in the center of the board and try to use the infantry to gain the ground. The cavalry has horrible pursuit numbers.



UNITED STATES: The most fun because of those nasty ambush cards that let you attack units anywhere. So even if you knock a unit or two down and the opponent can get them away, you can still attack them anywhere they go before they can flip back over. They also have some pretty tough units, such as the regular infantry units (the 1st, 2nd and 3rd). The militias aren't so good, but they have volley. However, they only have one cavalry unit—the fewest in the game. They also have some pretty good leaders.

*According to designer Jeff Horgan as related to Jason White in an interview on Point2Point podcast episode #33 (point2pointsource.com), transcribed by Michael Brugato (mbrugato).