



Supplemental Rules

NEW GAME MECHANICS



Garrison Markers

An Infantry unit with two or more blocks that occupies any building, walled garden or walled farm hex at the start of the turn, and is ordered to move out of that hex, may leave a Garrison in the hex.

One infantry block is taken from the pool of blocks not deployed in the scenario, and is placed on the building hex along with a Garrison marker showing the proper side face up, either French or Coalition. The departing Infantry unit does not lose a block in order to create the Garrison.

A qualifying Infantry unit may form multiple Garrisons during the course of a scenario.

A Garrison block is treated like an Infantry unit for all game purposes with the following exceptions:

- A Garrison block may not move.
- A Garrison block will battle with 1 die. Command and Tactician cards, however, can modify its battle dice.
- A Garrison block does not receive any National modifiers.
- A Garrison block is eliminated if forced to retreat.
- A Garrison block, when eliminated, does not count as a Victory Banner.
- A friendly unit may enter a Garrison hex. When the unit enters, the Garrison marker and Infantry block are removed.

The entering unit does not gain a block when the Garrison is removed.

NOTE: Additional rules clarifications from Richard Borg, May - 29 - 2015:

- A Garrison marker can not move, but it needs a corresponding command card order to battle
- Basic terrain rules do apply (in- and outside) to determine the number of battledice, when a Garrison block is battling and when a Garrison block is being attacked
- A Garrison marker is hit on range with INF and FLG symbol and in melee additionally with the XSW symbol. Note, units which usually don't hit in melee with XSW, hit a Garrison marker with XSW.
- A Garrison marker can never ignore a flag result for any reason

- A Leader can't be attached to a Garrison marker

Important Note: A Garrison marker and Infantry block, by definition, will occupy a hex. Therefore, a Garrison marker and Infantry block occupying a hex will fulfill a victory objective condition that requires a building, walled garden or walled farm to be occupied by an army.

Spanish Guerrilla Action



When the scenario's special rules state that the Spanish Guerrilla Action Rule is in effect, the Spanish Commander may attempt to nullify the French player's Command card on any French turn by spending one Guerrilla Action counter (if available). Guerrilla Action counters cannot be spent to nullify a French First Strike Command card played during the Allied player's turn. When Spanish Guerrilla Action Rule is in effect, place the unacquired Guerrilla Action counters near the Command card deck before the start of the battle.

The number of Guerrilla Action counters the Spanish player will start the game with is detailed in the scenario's special rules. During a game, the Spanish player may acquire one additional Guerrilla Action counter each time he plays a Scout card. Instead of drawing two cards, he draws only one card and acquires one Guerrilla Action counter. Acquired Guerrilla Action counters should be kept near the player's hand of Command cards.

The Spanish player may elect to spend one Guerrilla Action counter to stop all French orders from being issued on any given French turn, after the French player plays a Command card, but before the French player's order phase.

The French player may attempt to stop the Guerrilla action by rolling 1 die. A saber roll eliminates the Guerrilla Action from happening and the counter is returned to the pool of unacquired Guerrilla Action counters. The Spanish player cannot play a second Guerrilla Action counter this turn. The French player's Command card is carried out normally. If the attempt to stop the Guerrilla action is not successful, the French player's Command card is discarded and no orders are issued. The French player draws a new Command card, which ends his turn.

Pre-Battle Mother Russia Roll



The Russian army took time to mobilize and was often committed to battle before all units had reached full strength. The Russians were also fond of fighting defensively behind entrenchments.

When pre-battle Mother Russia Roll rule is in effect, before the start of a battle, the Russian Commander rolls dice, equal to the number of his Command cards.

- For each Infantry symbol rolled, add one block to a line infantry unit to bring it up to paper strength (four blocks), place a paper strength counter in the unit's hex. The added block increases the unit's combat die roll by one.

- For each Cavalry symbol rolled, place a Cossack unit (a Cossack unit has 2 blocks) on an empty hex (no unit) adjacent to any already deployed Russian unit.

- For each Artillery symbol rolled, add one artillery block to an artillery unit to bring it up to paper strength (four blocks).

Place a paper strength counter in the unit's hex. The added block does not increase the unit's combat die roll by one.

- For each Saber symbol rolled, place an available field works hex (only a field works hex that covers 2 sides of the hex may be placed) on a hex with an infantry or artillery unit. If the unit is already on a terrain hex, replace the terrain hex with an available terrain hex that contains the terrain and field works.

- For each Flag symbol rolled, add one block to a light infantry unit to bring the unit up to paper strength (four blocks) and place a paper strength counter in the unit's hex.

The added block increases the unit's combat die roll by one.

-OR- For each Flag symbol rolled, you may choose to do any one of the above four actions, unless the action is prevented in the scenario's briefing notes.

A maximum of one block may be added to a unit.

Normally in a scenario when the Russian army is already set up in field works, a Saber symbol rolled will not place a field works.

This is noted in scenario's briefing notes as "Pre-battle Mother Russia Roll rule is in effect.

Saber rolls have no effect." Cossack cavalry may not be deployed on a cavalry roll when the scenario's briefing notes state, "Cavalry rolls have no effect."

Battalion Mass Counters



These counters are used to designate an Austrian line infantry unit that is in a square formation unique to the Austrian Army.

In 1807, Archduke Charles created the Battalion Masse (hereafter referred to as Battalion Mass). The Austrian line infantry was trained to form a solid square, which differed from the traditional hollow square. The solid square was a dense formation that could be formed quickly by closing the intervals between the companies and having the men on the sides and the rear turn to face outwards.

Note: In the interest of uniformity of play, the 1805 scenarios allow the Austrian player to form Battalion Mass with his Line Infantry units. Whatever advantage accrues to the Austrian player from the Battalion Mass is factored out in other ways.

When a player chooses to have an Austrian line infantry unit form Battalion Mass, the attacking cavalry player will not select a Command card at random from the hand of the player. Instead, a Battalion Mass counter is placed on the infantry unit's hex to indicate the unit is in square. All other unit in square rules will still apply to the infantry unit in a Battalion Mass square.

The total number of Battalion Mass counters that may be used in a scenario at one time is limited to the number of Command cards the Austrian player has at the start of a battle.

Note: The infantry in square track and the numbered counters are still used to track all other Austrian infantry units (Light, Grenzer, Grenadier and Militia) that have formed square on the battlefield. See the core Infantry Square rules section for complete Forming Square and Combat details.

Iron Will Counters



The Prussian army was known for its Spartan discipline and obedience to orders. This dynamic is reflected by Iron Will counters.

The Prussian player may spend these counters during the course of a battle to have Prussian units ignore flags.

When one or more flags are rolled against a Prussian unit, that otherwise can't be ignored, the Prussian player may spend an Iron Will counter. Each counter spent will allow one flag to be ignored. More than one Iron Will counter may be spent on a unit, with one flag ignored for each Iron Will counter spent. The number of Iron Will counters that the Prussian army has at the start of a battle is detailed in the Prussian army Battle Notes.

Once spent, a counter is removed from play.

Grand Battery

When an army has two or more Artillery units in adjacent contiguous hexes, the units may be ordered to battle as a Grand Battery. The Artillery units in a Grand Battery may target the same enemy unit in ranged combat and will roll all their battle dice at the same.

- Each ordered Artillery unit, in the Grand Battery, determines the number of battle dice it will roll in the range combat including any terrain reductions.
- An Artillery unit must have range and have a clear line of sight to the enemy unit that is being targeted.



- An Artillery unit, on a hill, may not fire as part of a Grand Battery, if it must fire over the heads of a friendly unit on a lower adjacent hex.

- An ordered Horse Artillery unit that moves may not fire as part of a Grand Battery.

After the battle dice are determined for each Artillery unit in the Grand Battery, the dice are added together, and all the dice are rolled together at the same time. If the number of allowed dice exceeds the number of dice you have, roll the dice and record the number of hits and flags. Then roll for the remaining number of allowed dice. Add the number of hits and flags to the first dice roll and apply all to the targeted enemy unit.

Leader Casualty Check—Addition to Core Game Rule

With the Generals, Marshals & Tactician rules, a Leader alone in a hex, may now be targeted in ranged combat (targeting in melee combat has always been allowed). When a Leader is alone in a hex, the attacking enemy unit rolls its normal ranged battle dice. Two saber symbols rolled

will score a hit and eliminate the Leader. If the Leader is not hit, the Leader must retreat 1, 2, or 3 hexes. Flags rolled against the Leader have no effect on the unattached Leader.

Generals, Marshals & Tacticians—Command Cards



The new deck of 90 Generals, Marshals & Tacticians Command cards has not gone through any major changes. For the most part, players will be very familiar with the Command cards. Updates to the deck mainly focus on how the Command cards work in conjunction with the new deck of Tactician cards.

A Scout card, instructs a player, at the end of his turn, to draw one Tactician card.

An Elan card, instructs both players, at the end of the turn, to draw one Tactician card.

The Elan card also instructs players to shuffle both

decks, the Command cards and Tactician cards with their discard piles to form new decks.

The Give Them Cold Steel card, instructs a player, at the end of his turn, to draw one Tactician card.

A La Grande Manoeuvre card, instructs a player, at the end of his turn, to draw one Tactician card.

A Leadership card, instructs a player, at the end of his turn, to draw one Tactician card.

A Rally card, instructs a player, at the end of his turn, to draw one Tactician card.

The “First Strike” and “Short Supply” cards formerly in the Command deck have now been moved to the Tactician Deck.

Take Command (New Cards)

Take Command Any Section, Left, Center, and Right, are six new Command cards.

When a Take Command card is played, the card will issue orders to units under one Leader’s command. The Leader and units on up to 3 adjacent, linked, contiguous hexes to the Leader are ordered. When a Leader is attached to a unit, the unit is also ordered as long as the Leader remains with the unit. A Leader may move away from a unit he is attached with, but the unit would not be ordered.

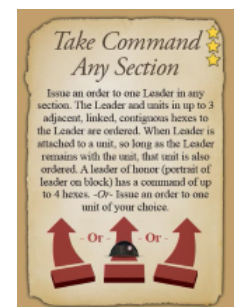
Take Command Left, will order a Leader on the left flank.

Take Command Center, will order a Leader in the center.

Take Command Right, will order a Leader on the right flank.

Take Command Any Section, will order a Leader in any section.

Units that are ordered in adjacent, linked contiguous hexes may be in different sections of the battlefield, as long as each ordered unit is adjacent to at least one other ordered unit, and at least one of the ordered units is adjacent to the designated Leader.



Clarification: An attached Leader may be ordered to move away from the unit and the unit remains unordered

The rule is: You have 4 (5 with a leader of honor) "commands" to spend to order units/leaders and the rule not only refer to the leader on the initial unit/leader, but also to adjacent units with attached leaders!

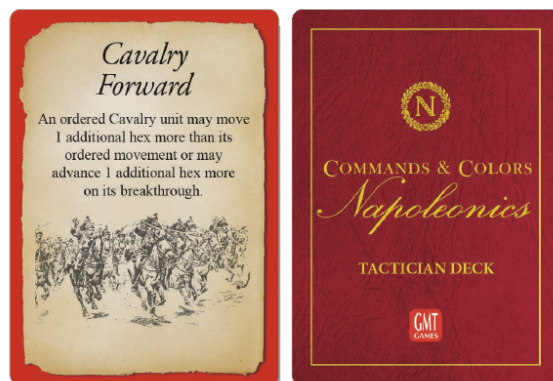
- Unit with attached leader (leader stay by unit) = 1 command
- Unit with attached leader (leader detach from unit, unit stay unordered) = 1 command
- Unit with attached leader (leader detach from unit, unit move/battle separate) = 2 commands

Command Card Future Concepts

The Leader of Honor concept, found in the text of all Take Command cards, is a concept reserved for a later expansion. Likewise, the Corps Command star symbols, printed on some Command cards is a concept reserved for La Grande Battle scenarios.

Tactician Cards

Tactician cards add an element of suspense and will challenge players to coordinate their use in a timely manner. Players may soon realize that Tactician cards, and how they relate to the battlefield Leaders, are going to be some of their most precious assets. In terms of game play, Tactician cards represent Leader actions and Napoleonic happenings or unit abilities. These cards may hinder the opposing army, enhance a player's units, or may instantly change the course of a battle.



The number of Tactician cards, each player will take at the start of a battle, is indicated in the scenario notes. For official scenarios created prior to this expansion, players must refer to the Commander Tactician Rating Reference Card. The reference card has a comprehensive listing of all Commands & Colors Napoleonic scenarios released to date. Each scenario has the Army Commander's Tactician rating which is equal to the number of Tactician cards a player's Army starts with in the battle.

At the end of the player's turn, the player will draw one Tactician card, when the Command card played instructs a player to draw a Tactician card. There is no limit to the number of Tactician cards a player may hold.

NOTE: A player, who plays a Tactician card during his or the opponent's turn, does not immediately replenish his Tactician card hand. Replenishment of Tactician cards is only done at the end of a player's turn when the Command card played instructs a player to draw a Tactician card.

Players must observe a number of simple, but critically important rules when bringing a Tactician card into play.

- A Tactician card must always be played when indicated. Some cards may be played out of turn, during the opponent's game turn, or in reaction to one of his actions or card play.
- When playing a Tactician card, place it in front of you at the appropriate time (possibly in reaction to one of your opponent's actions), and read it aloud.
- A player may play as many Tactician cards during a turn as desired, but only one card may be played on any given lone Leader, unit with an attached Leader or unit during a turn.
- In case of contradiction, between the effects of two Tactician cards played in succession, the second card trumps the effect of the first one.
- In case of conflict, between the basic rules in this book and a Tactician card, the rules of the card take precedence.
- Terrain movement and battle restrictions will always apply, unless stated otherwise on the Tactician card.
- During a player's turn, when a Command card containing the words 'Equal to Command' is played, the player counts only Command cards. Tactician cards are not counted.

Tactician card Default Action

All Tactician cards have a default action. Instead of using the text on the Tactician card, the default action of a Tactician card allows a player to discard a Tactician card after all combat is completed, but before drawing a new Command card, and reposition a Leader up to 3 hexes. Terrain restrictions still apply when the Leader is moved.

Tactician Card Additional Notes

Charge if Charged

Play this card after your opponent declares a Cavalry melee against your Cavalry unit, but before the dice are rolled. Both units roll their melee dice and battle at the same time. Resolve hits simultaneously and then retreats simultaneously. If the ordered attacking unit is not eliminated or retreats it may breakthrough, if eligible.

NOTES: A Charge if Charged Tactician card may be played any time your opponent declares a Cavalry melee against one of your Cavalry units, not just when an enemy Cavalry unit is ordered by a Cavalry Charge card. The words 'Charge if Charged' in the title of the Tactician card are for historical effect only.

In the possible situation, where one of the Cavalry units must retreat, but its path is occupied by units (friend or foe), an enemy Leader, impassable terrain or the edge of the battlefield and the unit cannot retreat, one block is removed for each hex the unit cannot retreat.

In the possible situation, where, both Cavalry units must retreat, but one unit's path is occupied, preventing the unit from retreating, one block is removed for each hex a unit cannot retreat, prior to either unit actually completing any of its retreat movement.

In the possible situation, where, both Cavalry units must retreat, and both units' paths are occupied, preventing these units from retreating, one block is removed for each hex the unit cannot retreat, prior to either unit actually completing any of its retreat movement.

Call Forward Reserves

There are only 2 options.

1. move the unit onto a hex with a lone leader (leader hex can contain any terrain hex)
2. move onto a hex that is adjacent to a leader, but this hex cannot have any terrain feature or be occupied by another unit.

NOTE: An infantry square may not move.

Tactician Cards: *Call Forward Reserves*, *Infantry Forward Leader*, *Inspired Infantry Leader*, *Leader Orders a Fall Back*, *Light Infantry Skrimish*, *Short Supply* will not allow an infantry square to be moved.

Infantry Forward Leader

An ordered Infantry unit with an attached Leader, may move 1 additional hex more than its ordered movement. The unit may still battle, if eligible.

EXAMPLES:

An ordered Infantry unit may normally move 1 hex and battle, but when an “Infantry Forward Leader” Tactician card is played on the unit with an attached Leader, the unit may move 2 hexes and battle. When an “Infantry Forward Leader” Tactician card is played on a light Infantry unit with an attached Leader, the unit may move 2 hexes and battle or has the option to move 3 hexes and not battle.

An ordered Infantry unit, with an attached Leader, when ordered by a “Bayonet Charge” Command card may normally move up to 2 hexes and melee, but when an “Infantry Forward Leader” Tactician card is played on the unit with an attached Leader, the unit may move up to 3 hexes and melee.

An ordered Infantry unit, with an attached Leader, when ordered by a “Force March” Command card may normally move up to 2 hexes and battle, but when an “Infantry Forward Leader” Tactician card is played on the Infantry unit with an attached Leader, the Infantry unit may move up to 3 hexes and battle.

An ordered Light, Grenadier or Guard Infantry unit, with or without an attached Leader, when ordered by a “Force March” Command card may normally move up to 2 hexes and battle, but when an “Infantry Forward Leader” Tactician card is played on a Light, Grenadier or Guard Infantry unit with an attached Leader, the unit may move up to 3 hexes and battle.

An ordered Infantry unit, with an attached Leader, when ordered by a “La Grande Manoeuver” Command card may normally move 4 hexes and not battle, but when an “Infantry Forward Leader” Tactician card is played on the unit with an attached Leader, the unit may move 5 hexes and not battle.

An ordered Austrian Line infantry or Militia Infantry unit is limited to only move 1 hex and battle when ordered by a “Bayonet Charge” or a “Force March” Command card, but when an “Infantry Forward Leader” Tactician card is also played on an Austrian Line infantry or Militia Infantry unit with an attached Leader, the unit may move 2 hexes and battle.

Leader Unit Reform

A unit in an adjacent hex to a friendly Leader, or a unit with an attached Leader that has lost one or more blocks, may attempt to reform before any units are ordered. Roll 2 die, a flag or unit symbol rallies 1 block back to the unit. Unit may not gain more blocks than it had originally.

NOTES: It is important to note that the Leader Unit Reform action takes place before any units are ordered. A unit may therefore reform, but the unit does not have to be ordered on the turn.

Light Infantry Skirmish

An ordered Light Infantry unit, may move up to 3 hexes through friendly units and non-impassable terrain. Unit may perform ranged combat. Terrain battle restrictions still apply. Immediately after conducting ranged combat, the unit may either move back to the unit's original hex or remain in its current hex.

NOTE: A light Infantry unit that moves will battle with one-half the number of blocks, rounding up or down, depending on the National army. The light Infantry unit may not melee. Other units may battle before and/or after the skirmishing light Infantry unit in the combat phase. However, immediately after the skirmishing light Infantry unit's ranged combat is completed, the unit must either move back to the unit's original hex or remain in its current hex.

Sappers

An ordered Infantry unit, battling an enemy unit or Leader on any non-clear terrain hex, will ignore all terrain combat reductions in melee.

NOTE: An ordered Infantry unit ignores all terrain hex combat reductions, when a "Sapper" Tactician card is played on the unit in melee.

Capable Tactician

At the end of your turn, discard this card and draw one Tactician card of your choice from the discard pile. The card selected may not be played this turn.

NOTE: A player may look through the Tactician card discard pile prior to playing the "Capable Tactician" card to see what Tactician cards are available. When an Elan card was played, the card decks are reshuffled before the player draws cards. Drawing cards ends a players turn.

Other important notes on squares

The maximum number of battle dice an infantry unit in square may ever roll in ranged combat or in melee is 1 die.

Tactician Cards: *Battle Back Bonus*, *Infantry Melee Leader*, *Infantry Ranged Leader*, will not increase the number of battle dice rolled by an infantry square.

Additional rule note, a cavalry unit may melee against the infantry square with a maximum of 1 battle die. The Cavalry Leader Tactician card will not increase the number of dice a cavalry unit will roll when attacking an infantry square.

Additional rule note, an infantry unit in square, because it cannot move, will lose one block for each retreat hex the unit cannot complete. The *Hold the Line Leader* Tactician card, however, will allow an infantry unit in square to ignore all flags.

Additional rule note, an infantry square's battle die however, may be reduced by terrain modifiers so the infantry unit in square may not have a die to roll. The *Sapper* Tactician card, however, will allow an infantry square to ignore terrain combat reductions, and will roll battle 1 die in melee.

NEW UNITS

BRITAIN

British Rocket Battery



Map ID code: RB

Blocks in Unit: 3

Movement in Hexes: 1 or 2 hexes and no combat



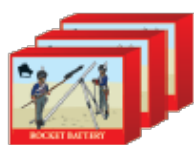
British Rocket Battery

Map ID code: RB

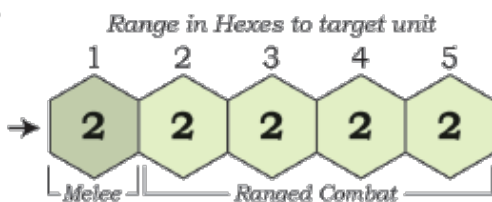
Blocks in Unit: 3


Movement in Hexes: 1 or 2 hexes and no combat

Rocket Artillery Range Chart



1, 2, or 3 Blocks



 = Number of battle dice rolled at that range

Battle:

- An ordered Rocket Battery unit, which does not move, may target an enemy unit 5 or fewer hexes away in any direction.
- In ranged combat, a Rocket Battery does not require line of sight to target an enemy unit.
- In ranged combat, terrain does not reduce the number of dice.
- In ranged combat, a Rocket Battery always rolls 2 dice unless increased by an appropriate Tactician card.
- In ranged combat, to score a hit on the target unit 2 icons of the target unit must be rolled.
- In ranged combat, the enemy target unit may not ignore flags rolled against it for any reason.
- In ranged combat, 2 saber icons rolled will score a hit on the Rocket Battery unit.
- When targeted in ranged combat, the Rocket Battery takes one hit for each artillery icon rolled.
- The number of dice a Rocket Battery battles with is not reduced when the unit only has one block.
- A Rocket Battery may not perform a combined arms attack.
- In melee a Rocket Battery follows the same rules as a Horse Artillery unit.
- In melee a Rocket Battery battles with 2 dice.

Morale: Retreat 1 hex for each flag

HISTORICAL NOTE: Napoleonic era rockets were a novelty, often inspiring fear (mandatory target unit retreat on any flags rolled), but inflicting little damage (two target unit icons required for one hit on a target unit). In addition to being unpredictable in flight, rockets were prone to explode upon launch (the owning player's Rocket Battery takes one hit when the two rocket dice rolled are both sabers).

Rules NOTE: The Rocket Battery is not a kind of Artillery, so all rules and cards (Tactician and Command) which refers explicit to "Artillery" did not apply to a Rocket Battery. See FAQ!
(Richard Borg; 2015 - November - 15)

PRUSSIA

Prussian Line Infantry



Map ID code: LN

Blocks in Unit: 4

Movement in Hexes: 1

Battle:

- Range Fire Standing: 1 die per block
- Range Fire Moving: dice equal to 1/2 number of blocks round down
- Melee and Battle Back: 1 die per block

When Prussian Line Infantry unit does not move or the unit is battling back, roll 1 additional die in melee

Morale: Retreat 1 hex for the first flag and 2 hexes for each additional flag

Notes: The Prussian Line Infantry unit don't get the +1 die when using the "First Strike" Command Card.

Prussian Light Infantry



Map ID code: LT

Blocks in Unit: 4

Movement in Hexes: 1 and combat or 2 and no combat

Battle:

- Range Fire Standing: 1 die per block, plus 1 die
- Range Fire Moving: dice equal to 1/2 number of blocks round down, plus 1 die
- Melee and Battle Back: 1 die per block

- Morale: Retreat 1 hex for each flag

Prussian Grenadier Infantry



Map ID code: GR

Blocks in Unit: 4

Movement in Hexes: 1

Battle:

- Range Fire Standing: 1 die per block
- Range Fire Moving: dice equal to 1/2 number of blocks round down
- Melee and Battle Back: 1 die per block, plus 1 die

Morale: May ignore 1 flag, if unit does retreat, retreat 1 hex for each flag

Prussian Guard Grenadier Infantry



Map ID code: GG

Blocks in Unit: 4

Movement in Hexes: 1

Battle:

- Range Fire Standing: 1 die per block, plus 1 die
- Range Fire Moving: dice equal to 1/2 number of blocks round down, plus 1 die

- Melee and Battle Back: 1 die per block, plus 1 die

Morale: May ignore 2 flags, if unit does retreat, retreat 1 hex for each flag

Prussian Reserve Infantry



Map ID code: RI

Blocks in Unit: 4

Movement in Hexes: 1

Battle:

- Range Fire Standing: 1 die per block
- Range Fire Moving: dice equal to 1/2 number of blocks round down
- Melee and Battle Back: 1 die per block

Morale: Retreat 2 hexes for each flag

Prussian Militia Infantry



Map ID code: MI

Blocks in Unit: 4

Movement in Hexes: 1

Battle:

- Range Fire Standing: 1 die per block
- Range Fire Moving: dice equal to 1/2 number of blocks round down
- Melee and Battle Back: 1 die per block, no saber hits except vs lone leaders

Morale: Retreat 3 hexes for each flag

A Prussian infantry unit that moves one or more hexes and engages in ranged combat, battle with one-half the number of blocks rounding down. (4 blocks = 2, 3 and 2 blocks = 1, 1 block = 0)

Prussian Light Cavalry



Map ID code: LC

Blocks in Unit: 3

Movement in Hexes: 3

Battle:

- Melee: 1 die per block

Morale: Retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms.

Prussian Light Lancer Cavalry



Map ID code: LNCR

Blocks in Unit: 3

Movement in Hexes: 3

Battle:

- Melee: 1 die per block
- An ordered Lancer unit rerolls all dice with flag results one time for additional unit symbol hits, sabers or flags against any defending unit except Cuirassiers.

Players must note the number of initial unit symbol hits, swords and flags rolled in the initial melee and add the initial numbers to the number of unit symbol hits, swords and flags rolled on the reroll. The total number of unit symbol hits, swords and flags rolled are then applied to the defending unit.

- A defending Lancer unit will not reroll flags when it is battling back.
- When a First Strike Command card is played on a Lancer unit a Lancer unit will reroll flags.

Morale: Retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms

Prussian Heavy Cavalry



Map ID code: HC

Blocks in Unit: 3

Movement in Hexes: 2

Battle:

- Melee: 1 die per block, plus 1 die

Morale: Retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms

Prussian Cuirassier Heavy Cavalry



Map ID code: CU

Blocks in Unit: 3

Movement in Hexes: 2

Battle:

- Melee: 1 die per block, plus 1 die

Morale: May ignore 1 flag, if unit does retreat, retreat 1 hex for each flag

Notes:

- May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms
- Ignore one hit when attacked in ranged combat by infantry
- A Lancer unit will not reroll flag results when in melee combat against Cuirassiers

Prussian Militia Lancer Cavalry



Map ID code: MLNCR

Blocks in Unit: 3

Movement in Hexes: 3

Battle:

- Melee: 1 die per block

- No saber hits except initial saber hits or saber hits on flag re-rolls vs lone leaders

- An ordered Militia Lancer unit rerolls all dice with flag results one time for additional unit symbol hits or flags against any defending unit except Cuirassiers. Players must note the number of initial symbol hits and flags rolled in the initial melee and add the initial numbers to the number of unit symbol hits and flags rolled on the reroll. The total number of unit symbol hits and flags rolled are then applied to the defending unit.

- A defending Militia Lancer unit will not reroll flags when it is battling back.

- When a First Strike Command card is played on a Militia Lancer unit a Militia Lancer unit will reroll flags.

Morale: Retreat 3 hexes for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms

Prussian Foot Artillery



Map ID code: FA

Blocks in Unit: 3

Movement in Hexes: 1 and no combat

Battle: See artillery combat section in core game rules

Morale: Retreat 1 hex for each flag

Prussian Horse Artillery



Map ID code: HA

Blocks in Unit: 3

Movement in Hexes: 1 and combat, 2 hexes no combat

Battle: See artillery combat section in core game rules

Morale: Retreat 1 hex for each flag

Prussian Leader



Map ID code: Star

Movement in Hexes: 3 if alone; if attached to a unit it moves as the unit

Battle: If alone, it may not battle. If attached to a unit it will modify the number of dice a unit will roll when a Leadership card is played—unit rolls one additional die

Morale:

- If alone = none (the Leader must retreat after surviving a melee attack, and will attempt to escape through enemy units, if retreat path is occupied by enemy

units)

- The unit a Leader is attached to may ignore one flag. If the unit does retreat, the Leader must retreat with the unit

FRANCE

French Light Lancer Cavalry



Map ID code: LNCR

Blocks in Unit: 4

Movement in Hexes: 3

Battle:

- Melee: 1 die per block
- An ordered Lancer unit rerolls all dice with flag results one time for additional unit symbol hits, sabers or flags against any defending unit except Cuirassiers.

Players must note the number of initial unit symbol hits and flags rolled in the initial melee and add the initial numbers to the number of unit symbol hits and flags rolled on the reroll. The total number of hits and flags rolled are then applied to the defending unit.

- A defending Lancer unit will not reroll flags when it is battling back.
- When a First Strike Command card is played on a Lancer unit a Lancer unit will reroll flags.

Morale: Retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms

French Guard Light Cavalry



Map ID code: GLC

Blocks in Unit: 4

Movement in Hexes: 3

Battle:

- Melee: 1 die per block

Morale: May ignore 2 flags, if unit does retreat, retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms

French Guard Horse Artillery



Map ID code: GHA

Blocks in Unit: 3

Movement in Hexes: 1 and combat, 2 hexes no combat

Battle: See Horse Artillery combat sections in core game rules

Morale: May ignore 2 flags, if unit does retreat, retreat 1 hex for each flag

AUSTRIA

Austrian Line Infantry



Map ID code: LN

Blocks in Unit: 5

Movement in Hexes: 1

When Austrian Line Infantry unit is ordered by a Force March or Bayonet Charge Command card, the unit may only move a maximum of 1 hex.

Battle:

- Range Standing: 1 die per block
- Range Moving: dice equal to 1/2 number of blocks round down
- Melee and Battle Back: 1 die per block

Morale: Retreat 2 hexes for each flag

Notes: An Austrian line infantry unit will form a solid square, called a battalion mass. To form a square does not require a Command card to be placed on the Austrian Infantry in Square track (see Section 4 below).

Austrian Light Infantry



Map ID code: LT

Blocks in Unit: 4

Movement in Hexes: 1 and combat or 2 and no combat

Battle:

- Range Standing: 1 die per block, plus 1 die
- Range Moving: dice equal to $\frac{1}{2}$ number of blocks round down, plus 1 die

- Melee and Battle Back: 1 die per block

Morale: Retreat 1 hex for each flag

Note: The Austrian Light Infantry units represent the battalions of Jaeger (hunter) light infantry.

Austrian Grenzer Light Infantry



Map ID code: GRZ

Blocks in Unit: 4

Movement in Hexes: 1 and combat or 2 and no combat

Battle:

- Range Standing: 1 die per block, plus 1 die
- Range Moving: dice equal to $\frac{1}{2}$ number of blocks round down, plus 1 die
- Melee and Battle Back: 1 die per block, no saber hits except vs lone leaders

Morale: Retreat 2 hexes for each flag

Note: The Grenzer units were the light regiments traditionally stationed on the Hungarian frontier to prevent incursions from the Ottoman Empire in the Balkans.

Austrian Grenadier Infantry



Map ID code: GR

Blocks in Unit: 4

Movement in Hexes: 1

Battle:

- Range Standing: 1 die per block, plus 1 die
- Range Moving: dice equal to $\frac{1}{2}$ number of blocks round down, plus 1 die
- Melee and Battle Back: 1 die per block, plus 1 die

Morale: May ignore 1 flag, if unit does retreat, retreat 1 hex for each flag

Austrian Militia Infantry



Map ID code: MI

Blocks in Unit: 4

Movement in Hexes: 1

When an Austrian Militia Infantry unit is ordered by a Force March or Bayonet Charge Command card, the unit may only move a maximum of 1 hex.

Battle:

- Range Standing: 1 die per block

- Range Moving: dice equal to $\frac{1}{2}$ number of blocks round down

- Melee Standing and Battle Back: 1 die per block, no saber hits except vs lone leaders

Morale: Retreat 3 hexes for each flag.

Any Austrian infantry unit that moves one or more hexes and engages in ranged combat, battle with one-half the number of blocks rounding down. (5 and 4 blocks = 2, 3 and 2 blocks = 1, 1 block = 0). Light, Grenzer and Grenadier units will add one die to the total number of dice allowed to roll.

On charts there is a bold typo: Austrian Militia are just like other nations in range fire. They have a range of 2 hexes.

Austrian Light Cavalry



Map ID code: LC

Blocks in Unit: 4

Movement in Hexes: 3

Battle:

- Melee: 1 die per block

Morale: Retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms

Austrian Light Lancer Cavalry



Map ID code: LNCR

Blocks in Unit: 4

Movement in Hexes: 3

Battle:

- Melee: 1 die per block

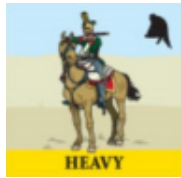
- An ordered Lancer unit rerolls all dice with flag results one time for additional unit symbol hits, sabers or flags against any defending unit except Cuirassiers.

Players must note the number of initial hits and flags rolled in the initial melee and add the initial numbers to the number of hits and flags rolled on the reroll. The total number of hits and flags rolled are then applied to the defending unit. A defending Lancer unit will not reroll flags when it is battling back. When a First Strike Command card is played on a Lancer unit a Lancer unit will reroll flags.

Morale: Retreat 1 hex for each flag

Note: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms

Austrian Heavy Cavalry



Map ID code: HC

Blocks in Unit: 4

Movement in Hexes: 2

Battle:

- Melee: 1 die per block, plus 1 die

Morale: Retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms

Austrian Cuirassier Heavy Cavalry



Map ID code: CU

Blocks in Unit: 4

Movement in Hexes: 2

Battle:

- Melee: 1 die per block, plus 1 die

Morale: May ignore 1 flag, if unit does retreat, retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms. Ignore one hit when attacked in ranged combat by infantry

Austrian Foot Artillery



Map ID code: FA

Blocks in Unit: 3

Movement in Hexes: 1 and no combat

Battle: See artillery combat section in core game rules

Morale: Retreat 1 hex for each flag

Austrian Horse Artillery



Map ID code: HA

Blocks in Unit: 3

Movement in Hexes: 1 and combat, 2 hexes no combat

Battle: See artillery combat section in core game rules

Morale: Retreat 1 hex for each flag

Austrian Leader



Map ID code: Star

Movement in Hexes: 3 if alone; if attached to a unit it moves as the unit.

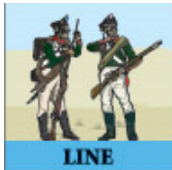
Battle: If alone, it may not battle. If attached to a unit it will modify the number of dice a unit will roll when a Leadership card is played—unit rolls one additional die

Morale:

- If alone = none (must retreat after surviving a melee attack, and will attempt to escape through enemy units, if retreat path is occupied by enemy units)
- The unit, a Leader is attached to, may ignore one flag, if unit does retreat, Leader must retreat with unit.

RUSSIA

Russian Line Infantry



Map ID code: LN

Blocks in Unit: 3

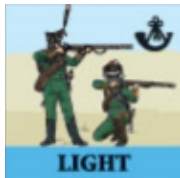
Movement in Hexes: 1

Battle:

- Range Standing: 1 die per block
- Range Moving: dice equal to 1/2 number of blocks round up
- Melee and Battle Back: 1 die per block

Morale: May ignore 1 flag, if unit does retreat, retreat 1 hex for each flag

Russian Light Infantry



Map ID code: LT

Blocks in Unit: 3

Movement in Hexes: 1 and combat or 2 and no combat

Battle:

- Range Standing: 1 die per block, plus 1 die
- Range Moving: dice equal to 1/2 number of blocks round up, plus 1 die
- Melee and Battle Back: 1 die per block

Morale: May ignore 1 flag, if unit does retreat, retreat 1 hex for each flag

Russian Grenadier Infantry



Map ID code: GR

Blocks in Unit: 4

Movement in Hexes: 1

Battle:

- Range Standing: 1 die per block
- Range Moving: dice equal to 1/2 number of blocks round up
- Melee and Battle Back: 1 die per block, plus 1 die

Morale: May ignore 1 flag, if unit does retreat, retreat 1 hex for each flag

Russian Guard Light Infantry



Map ID code: GLT

Blocks in Unit: 4

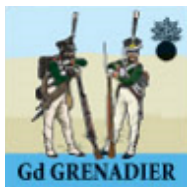
Movement in Hexes: 1 and combat or 2 and no combat

Battle:

- Range Standing: 1 die per block, plus 1 die
- Range Moving: dice equal to 1/2 number of blocks round up, plus 1 die
- Melee and Battle Back: 1 die per block

Morale: May ignore 2 flags, if unit does retreat, retreat 1 hex for each flag

Russian Guard Grenadier Infantry



Map ID code: GG

Blocks in Unit: 4

Movement in Hexes: 1

Battle:

- Range Standing: 1 die per block, plus 1 die
- Range Moving: dice equal to 1/2 number of blocks round up, plus 1 die
- Melee and Battle Back: 1 die per block, plus 1 die

Morale: May ignore 2 flags, if unit does retreat, retreat 1 hex for each flag

Russian Militia Infantry



Map ID code: MI

Blocks in Unit: 4

Movement in Hexes: 1

Battle:

- Range Standing: 1 die per block
- Range Moving: dice equal to 1/2 number of blocks round down
- Melee Standing and Battle Back: 1 die per block, no saber hits except vs lone

leaders

Morale: Retreat 3 hexes for each flag

Russian Light Cavalry



Map ID code: LC

Blocks in Unit: 4

Movement in Hexes: 3

Battle:

- Melee: 1 die per block

Morale: Retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms

Russian Heavy Cavalry



Map ID code: HC

Blocks in Unit: 4

Movement in Hexes: 2

Battle:

- Melee: 1 die per block, plus 1 die

Morale: Retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms

Russian Cuirassier Heavy Cavalry



Map ID code: CU

Blocks in Unit: 4

Movement in Hexes: 2

Battle:

- Melee: 1 die per block, plus 1 die

Morale: May ignore 1 flag, if unit does retreat, retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms. Ignore one hit when attacked in ranged combat by infantry

Russian Guard Light Cavalry



Map ID code: GLC

Blocks in Unit: 4

Movement in Hexes: 3

Battle:

- Melee: 1 die per block

Morale: May ignore 2 flags, if unit does retreat, retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms

Russian Guard Heavy Cavalry



Map ID code: GHC

Blocks in Unit: 6

Movement in Hexes: 2

Battle:

- Melee: 1 die per block, plus 1 die

Morale: May ignore 2 flags, if unit does retreat, retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms

Russian Light Cossack Cavalry



Map ID code: COS

Blocks in Unit: 2

Movement in Hexes: 3

Battle:

- Melee: 1 die per block, no saber hits except vs lone leaders
- Unit will ignore forest terrain melee combat dice reduction

Morale: Retreat 3 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms. When unit is eliminated, unit does not count as a Victory banner

Russian Light Lancer Cavalry



Map ID code: LNCR

Blocks in Unit: 4

Movement in Hexes: 3

Battle:

- Melee: 1 die per block
- An ordered Lancer unit rerolls all dice with flag results one time for additional unit symbol hits, sabers or flags against any defending unit except Cuirassiers.

Players must note the number of initial unit symbol hits, swords and flags rolled in the initial melee and add the initial numbers to the number of unit symbol hits, swords and flags rolled on the reroll. The total number of unit symbol hits, swords and flags rolled are then applied to the defending unit.

- A defending Lancer unit will not reroll flags when it is battling back.
- When a First Strike card is played on a Lancer unit, the Lancer unit will reroll flags.

Morale: Retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms

Russian Militia Light Lancer Cavalry



Map ID code: MLNCR

Blocks in Unit: 4

Movement in Hexes: 3

Battle:

- Melee: 1 die per block
- No saber hits except initial saber hits or saber hits on flag re-rolls vs lone

Leaders.

• An ordered Militia Lancer unit rerolls all dice with flag results one time for additional unit symbol hits or flags against any defending unit except Cuirassiers. Players must note the number of initial symbol hits and flags rolled in the initial melee and add the initial numbers to the number of unit symbol hits and flags rolled on the reroll. The total number of unit symbol hits and flags rolled are then applied to the defending unit.

- A defending Militia Lancer unit will not reroll flags when it is battling back.
- When a First Strike card is played on a Militia Lancer unit, the Militia Lancer unit will reroll flags.

Morale: Retreat 3 hexes for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms

General rule for all Lancer units: Until this expansion, First Strike cards were part of the Command deck, but now have been moved to the Tactician deck. When playing battles using the GMT deck of Command cards and Tactician cards make a mental note that First Strike cards are no longer Command cards, but Tactician cards instead.

Russian Foot Artillery



Map ID code: FA

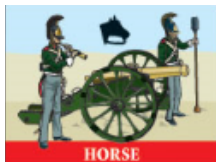
Blocks in Unit: 3

Movement in Hexes: 1 and no combat

Battle: See artillery combat section in core game rules

Morale: Retreat 1 hex for each flag

Russian Horse Artillery



Map ID code: HA

Blocks in Unit: 3

Movement in Hexes: 1 and combat, 2 hexes no combat

Battle: See artillery combat section in core game rules

Morale: Retreat 1 hex for each flag

Russian Guard Foot Artillery



Map ID code: GFA

Blocks in Unit: 3

Movement in Hexes: 1 and no combat

Battle: See artillery combat section in core game rules

Morale: May ignore 2 flags, if unit does retreat, retreat 1 hex for each flag

Russian Leader



Map ID code: Star

Movement in Hexes: 3 if alone; if attached to a unit it moves as the unit.

Battle: If alone, it may not battle. If attached to a unit it will modify the number of dice a unit will roll when a Leadership card is played—unit rolls one additional die

Morale:

- If alone = none (must retreat after surviving a melee attack, and will attempt to escape through enemy units, if retreat path is occupied by enemy units)
- The unit, a Leader is attached to, may ignore one flag, if unit does retreat, Leader must retreat with unit.

SPAIN

Spanish Line Infantry



Map ID code: S-LN
Blocks in Unit: 4
Movement in Hexes: 1
Battle:

- Ranged Fire Standing: 1 die per block
- Ranged Fire Moving: dice equal to 1/2 number of blocks rounded down, minus 1 die

- Melee Standing and Battle Back: 1 die per block
 - Melee Moving: 1 die per block, minus 1 die
- Morale: Retreat 2 hexes for each flag

Spanish Light Infantry



Map ID code: S-LT
Blocks in Unit: 5
Movement in Hexes: 1 or 2 and no battle
Battle:

- Ranged Fire Standing: 1 die per block
- Ranged Fire Moving: dice equal to 1/2 number of blocks rounded down
- Melee Standing and Battle Back: 1 die per block

- Melee Moving: 1 die per block, minus 1 die
- Morale: Retreat 2 hexes for each flag

Spanish Grenadier Infantry



Map ID code: S-GR
Blocks in Unit: 4
Movement in Hexes: 1
Battle:

- Ranged Fire Standing: 1 die per block
- Ranged Fire Moving: dice equal to 1/2 number of blocks rounded down
- Melee and Battle Back: 1 die per block, plus 1 die

Morale: May ignore 1 flag, if unit does retreat, retreat 2 hexes for each flag

Spanish Militia Infantry



Map ID code: S-MI

Blocks in Unit: 4

Movement in Hexes: 1

Battle:

- Ranged Fire Standing: 1 die per block
- Ranged Fire Moving: dice equal to 1/2 number of blocks rounded down,

minus 1 die

- Melee Standing and Battle Back: 1 die per block, no saber hits except vs lone leaders

- Melee Moving: 1 die per block, minus 1 die, no saber hits except vs lone leaders

Morale: Retreat 3 hexes for each flag

Spanish Light Cavalry



Map ID code: S-LC

Blocks in Unit: 3

Movement in Hexes: 3

Battle (Melee only): 1 die per block

Morale: Retreat 2 hexes for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms

Spanish Heavy Cavalry



Map ID code: S-HC

Blocks in Unit: 3

Movement in Hexes: 2

Battle (Melee only): 1 die per block, plus 1 die

Morale: Retreat 2 hexes for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms

Spanish Cuirassier Heavy Cavalry



Map ID code: S-CU

Blocks in Unit: 3

Movement in Hexes: 2

Battle (Melee only): 1 die per block, plus 1 die

Morale: May ignore 1 flag, if unit does retreat, retreat 2 hexes for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms

Ignore one hit when attacked in ranged combat by infantry

Lancers do not re-roll flag results

Spanish Foot Artillery



Map ID code: S-FA

Blocks in Unit: 3

Movement in Hexes: 1 and no battle

Battle: Same as French, British or Portuguese artillery. See standard rule booklet.

Morale: Retreat 1 hexes for each flag

Spanish Leader



Map ID code: Star

Movement in Hexes: 3 if alone; if attached to a unit it moves as the unit does.

Battle: If alone, it may not battle. If attached to a unit it will modify the number of dice a unit will roll when a Leadership card is played—unit rolls one additional die.

Morale:

- If alone = none (must retreat after surviving a melee attack, and will attempt to escape through enemy units, if retreat path is occupied by enemy units).

- Unit Leader is attached to may ignore one flag, if unit does retreat Leader must retreat with unit.

NEW TERRAIN

Walled Farm



A Walled Farm has all the characteristics and effects as a town tile. Please see the core rules booklet for complete details.

4-Sided and 2-Sided Redoubts



Included in this expansion are 4-sided and 2-sided redoubts. They have all the same characteristics of the 3-sided redoubts except for the number of hexsides they effect. Please see the core rules booklet for complete details.

Castle



A Castle has all the characteristics and effects as a town terrain tile hex. In addition, a unit on a Castle hex may ignore two flags. Please see the terrain Effects Card for complete Town details.

Church



A Church has all the characteristics and effects as a town terrain tile hex. In addition, a unit on a Church hex may ignore one flag. Please see the Terrain Effects Card for complete Town details.

Field Works in a Town



When attacking a unit on a Town hex with Field Works, the core rules for a Town are in effect including battle dice reductions. In addition, when the attack is through a Field Works hexside, an infantry and artillery unit may ignore one flag.

Please see the Terrain Effects Card for complete Town details.

Tower



A Tower has all the characteristics and effects of a town terrain tile hex. Please see the Terrain Effects Card for complete Tower details.

Walled Farm



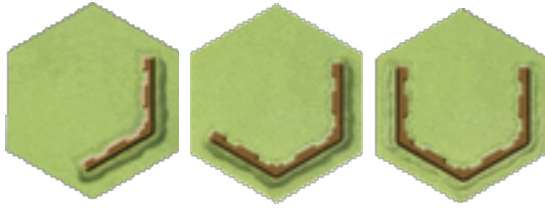
A Walled Farm has all the characteristics and effects as a town terrain tile hex. In addition, a unit on a Walled Farm hex may ignore one flag.

Please see the Terrain Effects Card section for complete Town details.

Note: A Walled Farm terrain tile hex effect has been updated to allow a unit on a Walled Farm hex to ignore one flag. It is suggested that players replace Hougomont and La Haye Sainte town tiles, in the Waterloo scenario, with Walled Farm tiles and use the updated effect.

Note: In scenarios when the victory conditions require counting town hexes for victory, terrain hexes such as castle, church, tower, windmill and walled farm hexes are also considered town hexes.

2-Sided, 3-Sided and 4-Sided and Field Works



Included in this expansion are 2-sided and 4-sided Field Works.

They all have the same characteristics of the 3-sided Field Works, except for the number of hex sides they effect. Please see the Terrain Effects Card for complete Field Works details.

Note: An infantry unit, on a field works hex, may not form square when attacked by cavalry through a hex side with field works. However, an infantry unit, on a field works hex, may form square when attacked by cavalry through a hex side that does not have field works.

Field Works in a Forest



When attacking a unit on a Forest hex with Field Works, the core rules for a Forest are in effect including battle dice reductions. In addition, when the attack is through a Field Works hexside, an infantry and artillery unit may ignore one flag. Please see the Terrain Effects Card for complete Forest details.

Marsh



Movement: An infantry unit, cavalry unit or leader that enters a Marsh hex must stop and may move no further on that turn. A marsh hex is impassable terrain for an Artillery unit. An infantry unit may not form square on a Marsh hex.

Battle: A unit may battle the turn it moves onto a Marsh hex. A unit on a Marsh hex will reduce its battle dice rolled by 1 in range and melee combat.

When targeting an enemy unit or leader on a Marsh hex, a unit will roll 1 less battle die in melee combat, but its ranged combat dice are not reduced.

Line of Sight: A Marsh hex does not block line of sight.

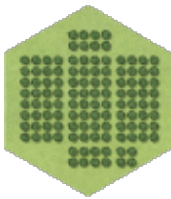
Walled Garden



A Walled Garden has all the characteristics and effects as a forest terrain tile hex. In addition, a unit on a Walled Garden hex may ignore one flag.

Please see the terrain Effects Card for complete Forest details.

Orchard/Vineyard



Movement: No movement restrictions. An Infantry unit may form square on an Orchard/Vineyard hex.

Battle: Any unit may battle the turn it moves onto an Orchard/Vineyard hex.

When battling out of an Orchard/Vineyard hex:

- An Infantry unit does not reduce the number of battle dice rolled.
- A Cavalry or Artillery unit will reduce the number of battle dice rolled by 1.

When targeting an enemy unit or Leader on an Orchard hex, any attacking unit will roll 1 less battle die in ranged and melee combat.

Line of Sight: An Orchard/Vineyard hex blocks line of sight.

Victory Banner Explanations



To reduce the amount of text in a scenario's briefing notes, the following terms are used to describe some common Victory Banner Objective Hex conditions:

NOTE: All Turn Start Victory Banners (temporary and permanent) are awarded at the start of a player's turn. All other Victory Banners (temporary and permanent) are awarded during a player's turn when earned. All Temporary Victory Banners, whether gained at turn start or during the turn, are lost at the moment the condition for award is no longer fulfilled.

Temporary Victory Banner Objective Hex

The Victory Banner in this objective hex is gained immediately when the appropriate side occupies the hex. The Victory Banner is held only as long as a unit of the appropriate side holds the hex.

If the unit vacates the hex for any reason (movement, retreat or elimination) during its own turn or during the opponent's turn, the Victory Banner is immediately lost and placed back in play in its original position on the objective hex.

Temporary Victory Banner Objective Hex (Turn Start)

The Victory Banner in this objective hex is gained when a unit of the appropriate side occupies the hex at the start of its turn.

If the unit vacates the hex for any reason (movement, retreat or elimination) during its own turn or during the opponent's turn, the Victory Banner is immediately lost.

Temporary Group Victory Banner Objective Hexes

A number of hexes together form a Group Victory Banner objective.

The appropriate side that occupies all of the objective hexes will immediately gain one or more Victory Banners. As long as all objective hexes are occupied, the Victory Banners will count. If any hexes in the group are not occupied for any reason (movement, retreat or elimination) during its own turn or during the opponent's turn, the Victory Banners for the group are immediately lost.

Temporary Group Victory Banner Objective Hexes (Turn Start)

A number of hexes together form a Group Victory Banner objective.

The appropriate side that occupies all of the objective hexes at the start of its turn will gain one or more Victory Banners. As long as all objective hexes are occupied, the Victory Banners will count. If any hexes in the group are not occupied for any reason (movement, retreat or elimination) during its own turn or during the opponent's turn, the Victory Banners for the group are immediately lost.

Temporary Majority Victory Banner Objective Hexes

The Victory Banner for this group of objective hexes is immediately gained when the appropriate side has units occupying an absolute majority of hexes in the group. Absolute majority means to occupy more of these objective hexes than your opponent. Occupying one hex when your opponent occupies none, for example, would be an absolute majority. The Victory Banner is retained as long as the side has an absolute majority.

The Victory Banner is immediately lost when a side no longer has an absolute majority.

Temporary Majority Victory Banner Objective Hexes (Turn Start)

The Victory Banner for this group of objective hexes is gained when the appropriate side has units occupying an absolute majority of hexes in the group at the start of its turn. Absolute majority means to occupy more of these objective hexes than your opponent. Occupying one hex when your opponent occupies none, for example, would be an absolute majority. The Victory Banner is retained as long as the side has the absolute majority.

The Victory Banner is immediately lost when a side no longer has an absolute majority.

Permanent Victory Banner Objective Hex

The Victory Banner in this objective hex is gained immediately when the appropriate side occupies the hex. The Victory Banner, once gained, is not returned or put back in play, even if the unit later vacates the hex for any reason (movement, retreat or elimination).

Permanent Victory Banner Objective Hex (Turn Start)

The Victory Banner in this objective hex is gained when the appropriate side occupies the hex at the start of its turn. The Victory Banner, once gained, is not returned or put back in play, even if the unit later vacates the hex for any reason (movement, retreat or elimination).

EXPANSION INTRODUCTIONS

Expansion 1

The Spanish Army is the first expansion for Commands & Colors: Napoleonics. In this expansion, you will find 18 historical scenarios that focus on Peninsular battles fought by the Spanish army from 1808 to 1813, plus all the new units you need to field for these engagements. A number of additional scenarios are also presented that involve the Anglo-Spanish alliance and will require British and Portuguese troop blocks from the core game. Spanish troops and leaders, as many Napoleonic historians point out, performed badly on a large number of occasions. Yet there are a number of battles where the Spaniards fought valiantly and gained victory. Ironically, the point most historians overlook is the fact that the Spanish armies constituted a threat that Napoleon simply could not ignore. As good as Wellington's Anglo-Portuguese field army was, he could only take on one French army at a time. The Spanish forces and the accompanying guerrilla warfare against French troops tied down many French forces in the Peninsula, allowing the Anglo-Portuguese army to ultimately emerge victorious.



At the time of the Napoleonic Wars, Spain was only a shadow of its former power. The quality of Spanish troops varied, from very poor to good, and the Spanish National Unit Reference Card presents a wealth of subtle National unit characteristics that set the Spanish Army apart from all other Coalition armies that opposed Napoleon. Command of the Spanish Army, therefore, will truly challenge even the most experienced Commands & Colors: Napoleonics player.

Expansion 2

The Russian Army is the second expansion for Commands & Colors: Napoleonics. In this expansion, you will find 20 historical scenarios that focus on the battles fought across eastern

Europe and deep into Russia from 1806-1807 and 1812-1814, plus all the new units you need to field for these engagements.

The Russian army at the time of Napoleonic wars still had many characteristics of Peter the Great's regime. Senior officers were largely recruited from aristocratic circles, and the Russian soldier was regularly beaten and punished to instill discipline. Furthermore, many lower-level officers were poorly trained. Still, the Russians involved in hostilities with its neighbors—Sweden, Poland, Turkey and Austria—were capable of astonishing feats and total, blind obedience to orders.



In 1805 Britain and Russia signed an alliance against France. In 1806, Prussia joined the Coalition and Prussia and Russia mobilized for a fresh campaign. After Napoleon's humiliation of Prussia at Jena, the French Emperor turned his attention to subduing his Russian foe and marched into Poland. After a series of sanguinary battles, the French drove Russian forces out of Poland, back to Mother Russia, and created a new Duchy of Warsaw.

By 1812, the Russo-French treaty gradually became strained, as the requirement of joining France's Continental Blockade against Great Britain was a serious disruption to Russian commerce. Napoleon decided to bring the Russians back into line in June, and invaded Russia hoping to inflict a major defeat on the Russians and force Tsar Alexander to sue for peace. The invasion of Russia and the disastrous retreat of the French army, as many historians point out, proved to be the turning point in the Napoleonic Wars.

Players will soon discover that the Russian Army is a unique Coalition army, challenging to command, and challenging for Napoleon's French army to defeat.

Expansion 3

Prior to the Napoleon wars, the Austrian Empire stretched from Italy to the Netherlands and from Poland to the Balkans. Its Position in the center of Europe, however, made it the perfect target for revolutionary France and in April 1792, France declared war on Austria. The first war lasted for 5 years. Austria renewed the war against France in 1799 and again in 1805, but in both cases was swiftly defeated. In April 1809, judging that Napoleon's army was bogged down with the fighting in Spain, Austria invaded Bavaria, but Napoleon recovered quickly and Austria's defeat at Wagram led to another humiliating peace treaty.

Even though the Austrian army was the third largest in the world, the Austrians lost many more battles than they won. At the time of the Napoleonic Wars, the Austrian army was a large multi-national army, made up of Austrians, Swedes, Hungarians, Englishmen, Scots, Irishmen, Walloons, Poles, Russians, Ukrainians, Germans, Croats, Serbs, and even French royalists. The infantry regiments were large and somewhat reliable, but the tactical formations and drill were still entrenched in the past. The cavalry, although well mounted, still applied the practice of

scattering their formations in reduced their combat Austrian army did enjoy many but at the brigade, divisional were often woefully inadequate.

In this expansion you will find on the Austrian Army battles Napoleon, plus all the new engagements.



small bodies, which greatly effectiveness. In general, the successes on a regimental level, and corps levels its commanders

20 historical scenarios that focus from 1805 to 1809 against units you'll need to field for these

Expansion 4

In spite of its reputation as a powerful fighting nation, Prussia withdrew from the First Coalition as an active opponent of the French Revolution and remained on the sidelines until the Fourth Coalition in 1806. The Prussian the product of an outdated the Seven Years' War. In late hapless Prussian military military defeat and being territories forced the Prussian much-needed military reform. In 1813 Prussia rejoined the and the Prussian army under playing second fiddle to was a major force in bringing rule.

In 1815 Napoleon returned to which would lead to his 1815 at the Congress of lost territories, as well as the Westphalia and other territories. Prussia, therefore, emerged from the Napoleonic Wars as the dominant power in Germany.



Army, formidable on paper, was system that had not altered since 1806 Napoleon crushed the machine. The humiliation of forced to cede much of its king, Frederick William III, into

war against Napoleonic France Blücher, although sometimes Austria, Russia and Great Britain, an end to Napoleon Bonaparte's

meet the English and Prussians, Waterloo. Prussia's reward in Vienna was the recovery of her whole of the Rhineland and

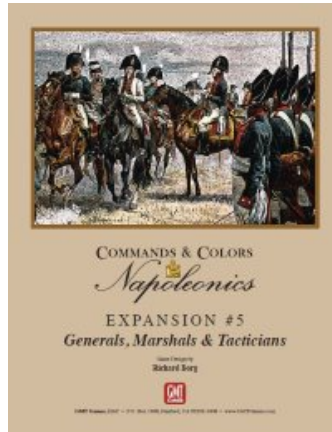
Expansion 5

Generals, Marshals & Tacticians
Commands & Colors

There are 18 historical
number of the scenarios focus
French army of 1813 against the
armies around Leipzig.

The expansion also introduces a
cards. The Tactician cards,
Napoleonic Command cards,
and every player's Napoleonic
role of Leaders on the
additional complexity or pages
cards add some exciting new
scenarios included in this
comprehensive listing of
all Commands & Colors

to date. This listing will allow players to refight any previously released Napoleonic scenario using the new Tactician card deck, the updated set of Command cards and these Generals, Marshals & Tacticians rules.



is the fifth expansion for GMT's
Napoleonics game system.
scenarios in this expansion. A
on the engagements of the
Russian, Austrian and Prussian

brand new deck of Tactician
along with the updated deck of
are designed to spice up each
experience by enhancing the
battlefield, without adding
of rules. Overall, the Tactician
command possibilities to the
expansion. Also included is a
Commander tactical ratings for
Napoleonics scenarios released

CREDITS

GMT Games

for images, game and rules copyrights

www.commandsandcolors.net/napoleonics

for the included reference materials including rule clarifications

Brad Hurst

for assembling the sources into this document