



An Instructive Rendition of Six Decisive Battles from the Seven Years' War

RULEBOOK

Der Krieg ist ein solcher Abgrund des Jammers, sein Ausgang so wenig sicher und seine Folgen für ein Land so verheerend, daß es sich die Landesherren gar nicht genug überlegen können, ehe sie ihn auf sich nehmen. - Friedrich II.

War is such an abyss of lament, its outcome so uncertain and its consequences so ruinous for a country, that rulers cannot contemplate enough before embarking upon it. - Frederick II.

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I. Overview

Abyss of Lament (AoL) is a game of battles in the Seven Years' War (1756-1763). The rules are of low to medium complexity and aim to give a good feel for the role of an army commander in the Age of Reason. Aspects like unit formations (e.g. changing from column into line, deploying skirmishers etc.) and the exact positioning of artillery batteries are abstracted under the assumption that the commander-in-chief's subordinates are – more or less – “doing their jobs”.

Units represent about a brigade of infantry (Grenadiers, Line Infantry, Light Infantry) or cavalry (Cuirassiers, Dragoons, Hussars) and are grouped into wings. Wings are important for activation and morale purposes. Fog of War and friction play a crucial role. All units are set-up face-down, so the opposing player gets to know their exact identity only when moving into contact. Which and how many units a player is allowed to activate is determined by a deck of cards (per side). These cards also regulate artillery support, scenario-specific assets and the length of a turn.

Hidden units can be activated with (almost) any card, representing the relative ease of commanding uncommitted units on the approach to a battle or when held in reserve. Revealed units may in general only be activated by certain cards. This rewards the skillful use of reconnaissance assets (light cavalry and Vedette dummy-units). Better commanders have larger hands of cards and therefore are better able to plan ahead than less competent ones.

This game covers the battles of Lobositz (1756), Kolin, Leuthen (both 1757), Hochkirch (1758), Torgau (1760) and Freiberg (1762) between Prussia and Austria (and the Holy Roman Empire, HRE for short). Scenario instructions will indicate the orders of battle for both armies and where they are set-up. They will also indicate the game length (=number of game turns) and how many victory points (VP) are needed to win.

II. Victory

1. Victory Points

Victory points are primarily earned by **eliminating enemy units**. One unit eliminated is worth 1 VP. A player also

scores 1 VP for each enemy **wing** that is **demoralized** (= has a wing cohesion of 0). These VP are lost as soon as that wing's cohesion rises above 0 again (and may be scored once more, if the wing cohesion is subsequently reduced to 0 again).

Scenario special rules also designate certain hexes as **VP-hexes**. At the end of the final turn of a scenario, the scenario defender scores 1 VP per such hex not controlled by the scenario attacker. A hex is controlled by the attacker if there is at least one unit of the attacker (of any type) present in it. Some scenarios also have additional ways to score VP. These are detailed in that scenario's instructions.

Each scenario a number of VP, common to both sides, is needed for to claim victory (**VP-target**).

2. Sudden Death Victory

If by eliminating enemy units and demoralizing enemy wings one side reaches or exceeds the VP-target at the end of **any turn** (but the last) while simultaneously also having more VP than the opposing side, the player has broken the enemy army's morale and obtains a **Major Victory**. In all other cases the game continues into the next turn.

3. End of Scenario Victory

If the game proceeds to the end of the **final turn** of a scenario, each player adds up VP for eliminating units and demoralizing wings as well as those for VP-hexes (scenario defender only) and other scenario special rules. If one player now reaches or exceeds the VP-target while simultaneously also having more VP than the opposing side, the player obtains a **Major Victory**. If a player has more VP than the opponent, but does not reach the VP-target, that player scores a **Minor Victory**. If both players have an equal amount of VP (no matter if above, below or exactly at the VP-target) then the game is a **draw**.

III. Components

1. Rules

The present rules are organized in a case-by-case format. Rules that relate to different concepts and mechanisms in the game are systematically repeated in all the relevant sections for the sake of clarity and emphasis, and to facilitate research.

References to specific rules or steps are indicated in square brackets: [e.g. **III.1.**]. In support of the rules, a detailed example of play is presented at the end of the rulebook. Nouns are capitalized when they refer to specific game concepts.

Scenario instructions, historical and design notes are found in a separate **Playbook**.

Now and then the rules will contain short explanatory notes to provide the reasoning behind some concepts (see also the Designer's Notes in the Playbook).

2. Map

Each scenario is fought on a specific map. A grid of hexes is superimposed over the map to regulate movement. Only full hexes are playable.

Each map also displays one Army Display per side (**III.4.**) and two **tracks**: one to keep track of the game turns, the other to keep track of the VP. The VP-target of each scenario is indicated on the track.

2.1. Counting distance

In some instances the rules refer to the distance between two hexes. In this case, you count the target hex, but not the hex you are counting from.

Adjacent hexes are one hex distant. If there is one hex in-between two hexes they are two hexes distant.

2.2. Terrain

There are three types of inherent **hex terrain**: Clear, Woods and Town. There are two types of **hexside terrain**: Rivers and Entrenchments. There is one type of **superimposed terrain**: Road. A Bridge denotes where a road crosses a river. **Elevation** lines denote the elevation of each hex.

Unless shown otherwise on the map, every hex is considered clear terrain. If part of a hex displays a terrain type, the whole hex is considered to be this type of terrain. Different terrain types affect movement and/or combat. A hex can contain multiple types of terrain (e.g. Road, Elevation and Woods), in which case all terrain effects are cumulative.

Some hexes may be designated as **impassable** by the scenario instructions. In this case no unit may set-up in, move into or retreat into this hex.

2.3. Elevation

Elevation is a special type of terrain affecting only combat. Unless shown otherwise, a hex is considered to be at Elevation 0. Elevation lines denote certain hexes to be Elevations 1 or 2. A hex is considered to be at the highest elevation level it contains.

A hex at elevation 2 is considered higher than elevations 1 and 0. Elevation 1 is higher than elevation 0.

2.4. Rivers

For optical reasons the illustrations of rivers do not strictly adhere to the hex-grid. Each hex still counts as being on one specific side of a river and the map still clearly denotes which hexsides represent a crossing of a river. In the rare cases where it is not immediately visible to which side of a river a hex belongs, the map contains symbols for clarification.

2.5. Entrenchments

Entrenchments are man-made fortifications (but are treated as terrain for all purposes). Entrenchments are a hexside terrain, affecting only attacks that target the entrenchments hex across the hexsides displaying the entrenchments' depiction. They have no effect on movement.

3. Units

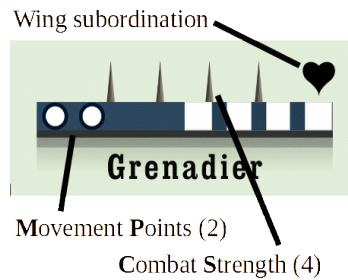
The force fielded by each side in any given scenario is represented by a certain number of counters, which in turn correspond to the various historical infantry and cavalry formations that participated in the battle. All units are either categorized as **infantry** (further divided into Light Infantry, Line Infantry, Grenadier), **cavalry** (further divided into Hussar, Dragoon, Cuirassier) or **Vedettes**.

Vedettes represent small detachments of scouts, outriders, or the illusion of larger bodies of troops. They serve mainly to deceive the enemy about their side's real troop whereabouts but may also be used to reveal enemy units or even temporarily block their movement.

3.1. Unit counters

Prussian units are identified by their blue unit symbols. Their reverse side is black. Austrian (and HRE) units are identified by their red unit symbols, their reverse side is orange.

Each unit counter displays on one side the unit type icon, its Movement Points, its Combat Strength, and its Wing subordination (exception: Vedettes have neither Combat Strength nor Wing subordination) The other side, face up when the unit is Hidden, displays only its national flag.



3.1.1. Movement Points

The Movement Points (MP) of a unit are indicated on the unit's counter by the number of dots printed within the unit type symbol.

	MP
All Infantry	2
Cuirassier, Dragoon	3
Hussar	4

3.1.2. Combat Strength

The Combat Strength (CS) of a unit is indicated on the unit's counter by the number of arrowheads printed above the unit type symbol.

	CS
Hussar	1
Dragoon, Light Infantry	2
Cuirassier, Line Infantry	3
Grenadier	4

Prussian and Austrian units that share the same unit type have the same combat strength, as relative performances were quite similar by the time of the Seven Year's War.

3.2. Vedettes

Vedettes operate on the map while Hidden, and, once revealed, are immediately removed from play. They therefore have no Combat Strength, but while Hidden perform as any other Hidden unit: they follow the same rules for conducting movement; they exert a ZOC into surrounding hexes (therefore forcing enemy units to end their movement when in contact); they reveal hidden adjacent units; they may be used to occupy VP-hexes. They have a movement allowance of 4 MP.

When removed from play, they do not count as an eliminated unit and the opponent does not score 1 VP.

3.3. Inferior Unit Quality

Certain units are labeled „(inferior)“ by the scenario instructions. Their counters are marked by a capital “I” at the center of their unit symbol. These units operate in the exact same way as regular units of the same type but are restricted in their ability to absorb hits in combat [XI.5.6.1.].



4. Army Displays

For each battle scenario, two specific army displays are provided, one for each side. Each display presents the wings the corresponding army is divided into, indicates the **suit** (hearts ♥, diamonds ♦, spades ♠ and clubs ♣) that identifies each wing and the name of its historical commander (informational only, no effect on the game). To each wing is attached a track where current **Wing Cohesion** [IV.1.] is recorded with a marker. The marker also indicates whether a wing currently benefits from Command Focus [IV.3.]. Wings that are assigned a **Heroic Commander** [XI.5.2.] by the scenario instructions also display a Heroic Commander box to denote this status and indicate whether the commander is active, spent or has become a casualty.

Each Army display also indicates the corresponding army's **Command Rating** [IV.2.] for the scenario, a numerical value from 2 to 4.

5. Cards

Each side has its own separate **deck** of cards. Composition varies depending on the scenario: the number and type of cards in each deck is indicated by the scenario instructions.

Cards are kept in a player's draw pile and hand, hidden from the opponent's view, or placed in the Orders area, the Support area or the discard pile. Cards not in a player's hand or draw pile are visible to both players at all times.

There are five different **types** of cards: Wing cards, Commander-in-Chief (C-in-C) cards, Artillery Support cards, Asset cards and Time cards.

The **size of the hand** depends on the army's Command Rating. Excellent commanders allow a 4-card hand, good ones 3-card hands and poor ones a 2-card hand. You draw your first hand of cards during set-up (and in each Turn Initiation phase) and redraw (a full hand) at any time your hand is completely empty. If the draw pile doesn't contain enough cards to draw a full hand, you draw the highest number of cards possible.

Scenario instructions may **increase or decrease** the Command Rating and therefore the hand-size during play. Should this occur, the increase or decrease takes effect the next time the player draws new cards.

5.1. Wing Cards

Wing cards are played face-down into the Orders area, and represent the orders issued to the army by its Commander in Chief. To represent the delay between the issuing of the orders and their execution, the card will be effective on the following round only. Once used, or preempted, the card is placed on the Discard Pile.

Each Wing card displays the **suit** that identifies one of the wings from the army fielded for the scenario, as well as the number of **Activation Points** provided by the card. The Activation Points (hereafter referred to as AP) may be used to activate unrevealed units [IV.6.] or revealed units from the wing that matches the card's suit.

Alternatively, the card may be used to **rally** [VIII.3.6.] the wing that matches the card's suit (if marked as being able to rally) or to **reform** [VIII.3.5.] one Disordered unit from that same wing.

Austrian Wing cards provide either 3 or 4 AP, Prussian Wing cards either 4 or 5 AP. All cards can alternatively be used to Reform, but only the Austrian 4 AP and the Prussian 5 AP cards can be used to Rally.

5.2. Commander-in-Chief cards

Commander-in-Chief (hereafter referred to as C-in-C) cards also represent orders

issued to the army, much like regular Wing cards, but represent the Commander-in-Chief focusing his attention on a specific wing.



C-in-C cards perform like wing cards, with the following exceptions:

C-in-C cards do not have a specific suit. A C-in-C card counts as displaying the suit of the wing that currently benefits from Command Focus [IV.3.].

C-in-C cards provide AP, but the number of AP is equal to the current **Command Rating** [IV.2.] of the army.

Alternatively a C-in-C card may be used to **rally** the wing that currently benefits from Command Focus or to **reform** one disordered unit of that same wing.

5.3. Artillery Support cards

Artillery Support cards represent the orders directing preparation of artillery support in combat. Artillery support translates into a favorable die-roll modifier for the designated combat result and an increased chance of inflicting attrition to the targeted enemy unit [XI.3.2.].

Artillery Support cards are **played** in the Orders area but are moved into the Support area beneath one of this side's wings when revealed. They can then be **used** at some later opportunity during the ongoing turn.

Each Artillery Support card allows application of the artillery support die-roll modifier once. Once used, the card is placed into the Discard Pile.

Prussian Horse Artillery: One Prussian artillery support card is labeled "Horse Artillery". It is used only if specified in the scenario set-up rules. This card is used as any other artillery support cards but target selection is not restricted by rule XI.3.2.2., (it does not require proximity of additional friendly units).

5.4. Asset cards

Asset cards represent events or actions specific to the context of a given battle and that provide a given side with some minor advantage.



The scenario instructions for each battle assign each player one Asset card, to be integrated into that player's deck of cards, and detail their exact effect.

Asset cards are **played** at the beginning of the round (they do not represent the issuing of orders and are therefore not played when Wing cards, C-in-C or Artillery Support cards are).

Asset cards are divided into single-use and multi-use cards. **Single-use** Asset cards are permanently removed from play once implemented. **Multi-use** Asset cards are placed into the Discard Pile when implemented and can therefore be played again when they recycle back to in the player's hand (on a subsequent turn). The scenario instructions will state which of these types a given Asset card belongs to and how and when it is played and/or used (see also [VIII.1.]).

5.5. Time cards



Time cards are used to determine when a given turn is concluded (see [VIII.1.1.]). They may also trigger some other scenario-specific effects (Events). Each player's deck contains one such card.

6. Markers



Activation markers are placed on the units selected by a player for activation for the current round.



Disorder markers are placed on the units currently suffering from Disorder.



A **Wing Cohesion** marker is used on each wing track of the armies' displays, to keep track of the current wing cohesion level. The same marker, when flipped to its "**Command Focus**" side, indicates that the corresponding wing currently benefits from Command Focus.




The ongoing game turn is indicated by the **Game Turn** marker on the turn track. The current VP level for each side is kept track of by the **VP** marker on the VP track.



Command Rating markers are used to indicate that an army's

Command Rating has been increased or lowered due to an Event or the play of an Asset card.

 Heroic Commanders can be used once per turn for a re-roll and may become casualties during the course of the battle (see [XI.5.2.]). This is denoted by placing a **Heroic Commander** marker in the respective box on the Army Display. The front of the counter shows that the commander is active and can still be used. Flipped to its other side it shows that the commander is spent, meaning he can no longer be used this turn. Removing the marker – showing the empty box – denotes that the commander has become a casualty and can no longer be used in this scenario.

IV. Core Concepts

1. Wing and Wing Cohesion

All units except Vedettes belong to a specific **wing** of their army. An army is divided into – depending on the scenario – three or four wings. Each wing is identified by a specific **suit** (hearts, diamonds, spades and clubs), whose icon is displayed in the top right position of the counter. Wing subordination is involved in many game processes, including activation, combat and rallying. Each wing is also characterized by its own **Wing Cohesion**, a numerical value which is a measure of the staying power of the wing as a whole, of how much damage it can absorb without affecting its constituent units individually.

Wing cohesion is a compound value representing such factors as collective discipline, availability of local reserves, and the charisma and professional expertise of the commander in charge of that wing.

Wing cohesion **starts** at the highest numbered box on its track (usually corresponding to a value ranging from 3 to 5) and may never be raised above this point. If wing cohesion reaches the lowest point of its track (0), the wing is considered **Demoralized**, although it may subsequently be rallied when the wing cohesion is raised above 0 again. Wing demoralization has two penalizing effects that last as long as the wing remains demoralized:

- Wing cohesion can no longer be reduced in order to absorb combat damage.
- The opponent is granted 1 VP.

If all units of a given wing are eliminated, that wing's cohesion is permanently reduced to 0 and can no longer be raised for the rest of the game.

2. Command Rating

The Command Rating of an army in a given scenario is a measure of the competence and inspiration of that army's commander and his ability to effectively exercise command and control. It ranges from 2 (mediocre) to 4 (excellent), with 3 being the average value. The Command Rating governs **hand size** [III.5.], the number of **AP** a C-in-C card provides [III.5.2.] and the contest for **initiative** [VII.1.]. The Command Rating of one or both sides may vary due to some scenario-specific Asset cards or events (e.g. a good commander becomes a casualty or a bad commander gets replaced by a better one).

3. Command Focus

Command Focus allows a player to respond to the evolutions of the situation on the field by giving one particular wing extra attention.

In game terms, **C-in-C cards** can be used to activate the wing that has been assigned Command Focus. The number of C-in-C cards in a deck is provided by the scenario instructions and ranges from 2 to 3.

At the beginning of each scenario and during the Turn Initiation phase of each turn, both players may **select** one wing which will benefit from Command Focus for the duration of the turn. The selected wing is identified by flipping the Wing Cohesion marker to its "Command Focus" side. Only one wing per player may benefit from Command Focus at any one time.

4. Stacking

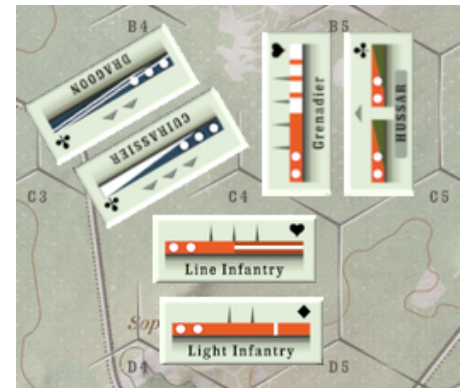
Up to **two friendly units**, regardless of type, may occupy a single hex. Whenever two units occupy the same hex, one is considered to be the **front** unit, and the other the **rear** unit. If a hex contains only one unit, that unit is always considered to be the front unit.

Both units must be oriented in exactly the same way and placed one behind the other, as illustrated below.

Unit facing has no impact on the game. As long as both units are properly positioned with respect to each other, the direction they face is without effect on the game and players may orient them in whatever way they find most visually consistent with the current battle context.

"Front" or "rear" is more of a tactical than a strictly spatial distinction: units always retain their front or rear status regardless of which of their surrounding hexes they attack into or are being attacked from.

*This bears repeating: The **facing** of a unit within a hex is only of esthetical relevance. As long as it is clear which of two units is the front unit, a player can rotate his units any way he likes.*



The Austrian Line Infantry in C4, the Grenadiers in B5 and the Prussian Cuirassiers in B4 are all the respective front unit of their hex.

Whenever a unit ends its **movement** or its retreat in a hex containing another friendly unit, the owning player immediately assigns front and rear status to the two units as he sees fit and positions them accordingly within the hex.

In the movement sub-segment an activated unit may also **switch** positions with another unit in its hex as long as the hex is not in a ZOC. The second unit needs not be activated in order to do so. Units in a ZOC may not perform this switch.

Stacking limits are in effect at all times. Units may **move through** a hex containing one friendly unit, but not through a hex already containing two friendly units.

A Road March [VIII.3.4.3.] is a special form of activation that consists of two units moving together. In this case, as long as

one of the units hasn't been dropped off, these units may not enter or move through a hex containing one friendly unit.

Hexes containing **enemy units** may never be entered.

5. Zone of Control

All units including disordered and hidden units – even (hidden) Vedette units – have a Zone of Control (ZOC) that extends into the **six hexes surrounding the unit's hex**. A unit is in an enemy ZOC if it is in a hex adjacent to a hex containing an enemy unit, regardless of whether it is in front or rear position within its own hex. Units are never affected by the ZOC of other friendly units. Whenever the rules mention a ZOC, they refer exclusively to an **enemy** Zone of Control.

6. Unit Hidden / Revealed Status

Each unit counter has one side depicting the unit type icon, which also indicates the Combat Strength and Movement Points of the unit, and a reverse side depicting only the national flag (Austrian or Prussian) of that unit. When a unit counter shows its national flag side face up, the unit is considered **Hidden**. All scenarios start with all units on both sides being deployed Hidden. A player may never inspect his opponent's Hidden units and is always allowed to inspect his own.

Hidden units may be **activated** using any Wing card or C-in-C card.

Hidden unit may move like any other unit, using the unit's movement allowance and abiding to all rules pertaining to movement.

Note that if a Hidden unit uses 3 MP, it will automatically indicate to the opponent that the Hidden unit type is not Infantry, and if the Hidden unit uses 4 MP, that the Hidden unit type is either Hussar or Vedette.

Hidden units exert a **ZOC** into surrounding hexes. Enemy units must stop when moving adjacent.

6.1. Revealing Units

At the end of each movement sub-segment, all Hidden units in a hex that is now adjacent to an enemy unit are immediately revealed, that is, their counter is flipped to its unit type icon. If the enemy unit contacted is itself Hidden, revealing is

mutual and happens simultaneously. Once revealed, units remain so for the remainder of the game: they can never revert to Hidden status. There are two other, less frequent instances in the Combat sub-segment when hidden units may be revealed: During retreats [XI.5.8.] and advance after combat [XI.5.8.5.].

A Vedette unit that is revealed is immediately removed from play. It does not count as an eliminated unit and the opponent does not score 1 VP. A hidden Vedette will reveal all adjacent Hidden enemy units unit before it is removed from play.

7. Readiness Status

The default readiness status of a unit is **Good Order**. A unit in Good Order suffers no limitations to how it performs. As a result of combat, a unit may become **Disordered**. Cavalry units moving from ZOC to ZOC also become Disordered. Disordered status is indicated by placing a Disorder marker on top of the affected unit. A disordered unit may **revert** to Good Order if:

- It is selected for a **Reform** action [VIII.3.5.] or
- It is not adjacent to an enemy unit during the **Clean Up** segment of the End of Turn Phase [IX.2.].

7.1. Disorder Effects

A disordered unit suffers the following effects:

- It may not attack.
- It suffers a -1 (in some cases: -2) modifier when defending against an attack.
- It may not move into an enemy ZOC, but it may remain in an enemy ZOC.
- It may not provide Flank Support.
- It may not prevent enemy Flank Support.
- It may not retreat into a ZOC [XI.5.8.2.].
- It may not suffer an additional Disorder result.

V. Game Set-up

1. Scenario Selection and Map Set-Up

Players first agree on which scenario to play and who will play which side. Players set up the corresponding map.

2. Unit Set-Up

The player designated by the scenario instructions to set up his units **first** does so.

All units designated for “initial deployment” must be set up. All units are set up Hidden. Stacking limits must be abided by – no more than two units may set up in a single hex. Units must be deployed on an initial deployment hex corresponding to their wing. The deployment hexes for each wing are printed on the map, and their coordinates are also listed in the scenario instructions. Some deployment hexes are assigned to two Wings: players may set up units in them from either wing, or from both wings. Not every deployment hex must contain a unit, some may be left empty as long as all units are correctly set up.

Once the first set up is completed, the **second** player sets up his units in accordance with the rules described above.

3. Tracks, Markers, Decks and Special rules

Wing Cohesion markers are placed on their respective Wing tracks on both players' Army displays. They are placed on the box corresponding to the initial cohesion level of the wing, as indicated by the scenario instructions. If indicated by the instructions also place a Heroic Commander marker on the corresponding boxes on the Army Displays. If the scenario instructions allow a change of Command Rating of one or both sides, place a Command Rating marker in the corresponding box.

Place both VP markers in the “0” box on the VP-track and the Turn marker in the “1” box on the turn track.

Both players assemble their separate **decks** according to the scenario instructions and shuffle them.

Players acquaint themselves with the scenario **special rules**. All scenarios contain special rules, specific to that

scenario only. Some of these rules are **events** triggered by the play of the first Time card in a turn, others are in effect throughout the whole scenario and others are triggered by the play or use of an **Asset** card. Each player's deck contains one Asset card unique to the specific scenario.

Players begin the game by following the sequence of play.

VI. Sequence of Play

For each turn of a scenario, players follow this sequence of play:

Turn Initiation Phase

Initiative Segment

Card Hand Segment

Preparation Segment

Command Focus Sub-Segment

Opening Orders Sub-Segment

Operations Phase

Alternating Player **Rounds**, each consisting of:

Time/Asset Cards Segment

Orders Execution Segment

➤ Option: Maneuver

• Activation Sub-Segment

• Movement Sub-Segment

• Combat Sub-Segment

➤ Option: Reform

➤ Option: Rally

End of Round Segment

End of Turn Phase

Victory Determination Segment

Clean Up Segment

The rules for these phases are detailed in Chapters **VII.**, **VIII.** and **IX.**. The main focus of the game lies in the Movement and Combat sub-segments of the Operations phase. These are described in detail in Chapters **X.** and **XI.**

VII. Turn Initiation Phase

1. Initiative Segment

Players determine which side will benefit from initiative for the turn. The player with the higher **Command Rating** obtains or keeps the initiative. In case of ties, the player **who has played his Time card first** in the previous turn obtains or keeps the initiative.

Note that there is no tie-breaker provided for the first turn of a scenario. This is because all scenarios begin with one side (Prussia) having a higher CR value than the other.

Note also, that in practice it is much easier to track who had played the first Time card than it might seem. Either the play of the second card happened immediately before the beginning of the new turn or the second card didn't get played in that turn at all (see [VIII.4.]).

2. Card Draw Segment

If the turn being initiated is the first turn of the scenario, players will have constituted their decks according to the scenario instructions.

If this is not the first turn of the scenario, players collect **all cards** from their discard piles, support areas, hands and remaining deck and shuffle them all to constitute their new deck for the turn.

Players then draw a new **initial hand** whose size (2 to 4 cards) is determined by their current command rating.

2.1. First Turn Mulligan and Forced Redraws

If the turn being initiated is the **first turn** of the scenario, both players, beginning with the player who has the initiative, may (once) shuffle the cards back into the deck and redraw a new hand, if they are not satisfied with their initial hand.

On **any turn** if a player draws no wing, C-in-C or artillery support card in his initial hand or after a voluntary redraw, he must shuffle the cards back into the deck and redraw a new hand.

If this mandatory draw contains at least one wing, C-in-C or Artillery Support card, it must be accepted, and no further redraw is allowed. If that draw still does not contain at least one wing, C-in-C or artillery support card, the hand is revealed to the opponent and the process is repeated until at least one wing, C-in-C or artillery support card is drawn.

3. Preparation Segment

3.1. Command Focus Sub-Segment

Beginning with the player who now has the initiative, players decide which wing to assign **Command Focus** to.

Command Focus is indicated by flipping the Wing Cohesion marker of one wing of the players choice to its „Command Focus“ side and flipping the marker of the wing

that previously had Command Focus back to its normal side. Only one wing per player can ever benefit from Command Focus at any one time.

3.2. Opening Orders Sub-Segment

Both players play one Wing card, C-in-C card or Artillery Support card into the Orders area, face-down.

VIII. Operations Phase

Players alternate conducting **Rounds**, starting with the player who has initiative [VII.1.].

The player currently conducting a Round is referred to as the **active player**. The active player conducts, sequentially, a Time/Asset Cards segment, an Order Execution segment and an End of Turn segment. Then the other player becomes the active player and does likewise and so on. This cycle continues until either one of the two End of Turn conditions is met [see VIII.1.1.; VIII.4.].

1. Time/Asset Cards Segment

The active player may now play his Time card and/or Asset card if they are in his hand.

If a Time or Asset card (or both) is all he has left in his hand, he must play it (or them). The empty-handed player then draws a new hand.

Asset cards and Time cards are never played into the Orders area.

1.1. Time Cards

Time cards are played face up into the Support area.

If the **second Time** card is played in a given turn (the first one having been played by the opponent – each side only has one Time card in its deck), the Operations phase will end after this round's End of Round segment.

The Operations phase also ends when a player is unable to play a new orders card in the End of Round segment because he has **no cards** remaining in his hand and deck. See [VIII.4.].

1.2. Asset Cards

Depending on its specific type (see scenario instructions), an Asset card may be played either:

- for immediate effect: the effect is implemented, and the card is discarded, removed from play or placed in the support area as a reminder of an ongoing effect (to be later discarded or removed from play as per the scenario instructions), depending on the card effect specifics.
- into the Support Area, if the card effect allows it, to be used later, when so decided by the owning player and if conditions apply. The card will then be discarded or removed from play depending on the card effect specifics.
- straight into the discard pile, if the owning player wishes to postpone its effect. The card has no effect and will return to the player's deck in the next turn.

2. Orders Execution Segment

The active player reveals the card from the Orders area and decides whether he wants to either:

- perform certain actions allowed by this **orders card**.
- announce he will issue an **Emergency Orders**.

3. Orders Card

If the player chooses to perform the actions allowed by the Orders card, he will proceed in the following manner:

If the revealed card is an **Artillery Support card**, the card is placed face-up in the Support Area beneath one of the wings of the wing display. It remains there until the owning player decides to use it, in any subsequent friendly or enemy round. Once placed in one wing's Support area, there is no way to transfer the card to another wing before the end of the turn. Players proceed to the End of Round segment.

If the revealed card is a **Wing** or a **C-in-C card**, it is flipped face-up and remains in the Orders area. The owning player must

now select an Orders card option or issue Emergency Orders.

3.1. Orders Card Options

Each Wing or C-in-C card played as an Orders card may be used to conduct three different operations. If the player chooses to use his Orders card, he must announce which one of the following three operations he will be conducting:

- **Maneuver:** activate units to move and/or fight.
- **Reform:** Revert a disordered unit to Good Order Status [VIII.3.5.].
- **Rally:** If a C-in-C card or a Wing card marked as being able to Rally. Recover one Wing Cohesion Points [VIII.3.6.].

3.2. Emergency Orders

A player may decline to use the actions allowed by the orders card and decide to issue Emergency Orders to activate any one unit instead. All orders cards, including Artillery Support cards can be used for this purpose.

Note that unlike using a Wing or C-in-C card, there is no option of Rally or Reform actions when using Emergency Orders.

3.3. Activation

Units can be activated for Maneuver by using the orders card or by resorting to Emergency Orders. Activations are conducted by spending **Activation Points** (AP).

Each **Wing card** provides a set number of AP, as indicated on the card itself.

Each **C-in-C card** provides a number of AP equal to the current Command Rating.

Emergency Orders provide 1 AP.

A player needs not spend all his available AP. AP that are not spent are lost, they do not carry over to another round.

Each unit can be activated only once per round. There is no limit on how often a unit can be activated per turn.

3.4. Orders card Option: Maneuver

If this option is chosen, the player proceeds through the Activation, Movement and Combat sub-segments as detailed below and in [X., XI.].

3.4.1. Units Eligible For Activation

AP provided by a **Wing card** may activate:

- Revealed friendly units whose suit matches the suit of the orders card.
- Any hidden friendly units.

AP provided by a **C-in-C card** may activate:

- Revealed friendly units from the Wing benefitting from Command Focus.
- Any hidden friendly units.

The single AP provided by **Emergency Orders** may activate:

- Any friendly unit.

3.4.2. Activation Costs

Activating a unit has a cost in AP. Activating the first unit in a round always costs **1 AP**. Activating each subsequent unit costs 1 AP if the unit is in the same hex or in a hex adjacent to a hex containing a unit already selected for activation during the current round. Otherwise activating the unit costs **2 AP**. Units are activated individually (exception: Road March, see below).

All units selected for activation are marked with an **Activation marker** as a reminder.

3.4.3. Road March

When two units start their movement sub-segment in the same road hex, they may be activated together for the cost of one activation only (1 or 2 AP), as long as they remain on the road throughout their movement and do not start in or enter an enemy ZOC at any point of their movement. They do not need to end in the same hex: one unit may – MP allowance permitting – advance further than the other.

Note that as long as both units move together they may not enter any hex containing even a single friendly unit.

3.4.4. Activation, Movement and Combat

After all activations have been declared and all selected units marked with an Activation marker during the Activation sub-segment, the phasing player moves whichever activated units he wishes to move during the Movement sub-segment. Units are moved individually (exception: Road March). Each unit's movement must be completed before beginning that of another.

Once all movements have been completed, all Hidden units of either side that now are adjacent to enemy units are **revealed** [IV.6.1.].

Then the active player declares and resolves his attacks with his activated units

during the Combat sub-segment. All attacks need not be announced together in advance; each combat is declared and fully resolved before the next one is declared. Units that have moved during the preceding Movement sub-segment may attack. (However, infantry units that move and fight suffer a penalty in combat, see [XI.3.6.1.]

3.5. Orders card Option: Reform

The Reform option allows the active player to select one friendly Disordered unit and revert it to Good Order status. That unit may be in an enemy ZOC. A unit may not be the target of Reform if it is both in a ZOC and also **all six hexes surrounding** the unit contain either an enemy unit or are themselves in a ZOC.

If a **Wing card** is used for the Reform option, the suit of the unit must match the suit of the Wing card.

If a **C-in-C card** is used for the Reform option, the unit must belong to the Wing that currently benefits from Command Focus.

Regardless of the AP value of the Orders card, an Orders card only allows one unit to be reformed.

3.6. Orders card Option: Rally

The Rally option allows the active player to raise the Wing Cohesion of a Wing by one level.

If a **Wing card** (that gives the option of using it for Rally) is used for the Rally option, the selected Wing must match the suit of the Wing card.

If a **C-in-C card** is used for the Rally option, the selected Wing must be the Wing that currently benefits from Command Focus.

4. End of Round Segment

All remaining **Activation markers** are removed.

The **Orders card** is discarded into the Discard Pile.

The player must now **play** one Wing card, C-in-C card or Artillery Support card into the Orders area, face-down. If a player cannot play a card because there are no cards left in his hand, he draws a new hand of cards, whose size is determined by his current Command Rating. If there aren't enough cards in his draw pile to draw a full hand of cards, he draws the available number of cards.

If a player still can't play a card because either the draw pile is empty too or the last draw before exhausting the draw pile had

consisted only of Time and/or Asset cards, the **Operations phase ends** immediately. The Operations phase also ends if both players have their Time cards in the Support Area at this point. In both cases players now proceed to the End of Turn phase.

Otherwise, a **new Round** is initiated, and the other player becomes the active player.

IX. End of Turn Phase

1. Victory Determination Segment

Players check the victory points levels and determine whether one side can claim a **Sudden Death victory** and end the scenario [II.2.]. If the current turn is the last turn of the turn track, the scenario is automatically over, and **victory** is determined a per [II.3.].

2. Clean Up Segment

If no side can claim victory and the current turn is not the last turn of the turn track, all units marked with a **Disorder** marker that are not currently in an enemy ZOC have their Disorder marker removed and revert to **Good Order**. All **Heroic Commander** markers on their spent side are flipped back to their active side.

The **turn marker** is moved up one box on the turn track. A new turn is initiated, and players proceed to the Turn Initiation phase of the sequence of play.

X. Movement

Activated units may move during the Movement sub-segment of the Operations phase but are not required to do so. Units move individually, unless they perform a Road March movement (see [VIII.3.4.3.]). Units move from hex to adjacent hex, spending movement points (MPs). Units do not accumulate MPs from one Round to the following one. They need not expend all their MPs before stopping. The movement of each unit (or Road Marching group of two units) must be completed before beginning that of another. Each hex entered by any unit costs that unit 1 MP from its movement allowance.

1. ZOC Effects on Movement

All units must immediately **stop** their movement upon entering an enemy ZOC.

Units may begin their movement by **exiting** an enemy ZOC but may only move one hex regardless of normal Movement Allowance and may not enter an enemy ZOC when doing so (exception: Good Order cavalry; see below), be that ZOC from the same enemy unit or another. As an exception, **Good Order cavalry** may move one hex from ZOC to ZOC but must immediately stop and become Disordered.

Disordered units may never move into an enemy ZOC.

2. Terrain Effects on Movement

2.1. Clear and Town Hexes

Clear hexes and Town hexes are **unobstructive terrain** and thus do not affect movement negatively. All units spend 1 MP off their movement allowance when entering such a hex and may continue moving if they have MPs left.

2.2. Woods hexes

Woods are considered **obstructive terrain**. Entering such a hex also costs 1 MP, but any unit entering a Woods or River hex must immediately stop its movement, regardless of unused movement allowance, unless the hex was entered along a road.

3. Rivers

A unit may only move between two hexes separated by a river [III.2.4.] only if this is the first hex entered by that unit in this Round. Afterwards the unit must immediately stop its movement, regardless of unused movement allowance. These limitations do not apply to units crossing a river by means of a bridge.

3.1. Roads

Roads are superimposed terrain. They constitute a feature of terrain that is superimposed to the inherent terrain in the hex (the inherent terrain still applies when determining effect on combat). Units moving along a road – entering a road hex from an adjacent hex connected by a road – **do not have to stop** when entering Woods hexes. Units entering a Woods hex via a road do not have to leave that hex via the same road in order to be allowed to continue moving – they may move into any adjacent hex.

3.1.1. Road Movement Bonus

If a unit begins its movement in a Road hex and executes its **whole movement** along this road without ever leaving or entering a ZOC, it may move one additional hex along that road. If two units are conducting a Road March (see [VIII.3.4.3.]) in order to move as a group, the road movement bonus applies to both units.

3.2. Elevation and Entrenchments

Elevation levels and Entrenchment hexsides have **no effect** on movement.

XI. Combat

1. Combat Resolution

Overview

An individual combat is always resolved by proceeding through the following steps (although in many instances some steps will be skipped):

Combat Resolution

Step 1: The attacker designates the attacking and defending units and possibly an additional infantry unit aiding with Rolling Volleys [XI.2., XI.3.6.2.].

Step 2: First the attacker and then the defender declares if he uses Artillery Support. [XI.3.2.].

Step 3: Both players count their total Combat Die roll modifiers to determine who receives a Combat Bonus [XI.3.].

Step 4: Both players roll their Combat Die.

Step 5: Attrition: Based on the natural dice-rolls players check if they suffer from Attrition [XI.5.1.].

Step 6: First the attacker and then the defender declares if he uses a Heroic Commander to re-roll their Combat Die. Then the dice are re-rolled [XI.5.2.].

Step 7: Clash of Arms: Based on the dice-rolls + Combat Die roll modifiers, the players determine if attacker or defender suffer one or more hits [XI.5.3.].

Step 8: Hit Absorption: The player who lost the Clash of Arms chooses how to absorb the hits suffered [XI.5.4.].

Step 9: If hits were absorbed by retreating a unit, the opposing player may Advance after Combat [XI.5.8.].

2. Eligibility

Combat may be conducted by units which have been **activated** during the current turn. Combat is initiated by the active

player and is always voluntary. The active player is considered the **attacker** and his opponent is considered the **defender**. Combat is declared and resolved **one combat at a time**, at the attacker's discretion. Each combat must be resolved before the following is declared.

Each activated unit may attack once and only **once per Round**. An enemy unit may be attacked multiple times per Round, by different units. Instead of attacking an activated infantry unit may also be used to aid the attack of another infantry unit under the **Rolling Volleys** rule [XI.3.6.2.]. After resolving each individual attack, remove the **Activation marker** from the attacking unit (and a unit providing Rolling Volleys if applicable) to denote that it may not participate in a further attack this round.

Combat is always considered to occur between one single attacking unit and one single defending unit in an adjacent hex, although other units on either side may be in a position to contribute support (see below).

2.1. Rear units

When two units occupy the same hex, the rear unit can never be selected as an attacking unit or as a defending unit, regardless of where the attack is coming from.

When a unit is the sole occupier of its hex, it is by default considered a front unit and may always be selected as an attacker or as a defender. A unit may become the front unit as a result of previous combat outcomes in the same round.

A unit occupying the same hex as another unit to its front is never affected by the result of a combat involving the front unit, including if the front unit retreats (the rear unit remains in the hex and becomes the new front unit by default).

2.2. Disorder

Disordered units may never attack. They suffer a combat penalty when targeted by an attack.

3. Combat Modifiers

Combat is resolved by each player rolling a six-sided die and comparing the final modified results. Certain modifiers apply to the attacker's die-roll and/or the defender's die-roll. All modifiers are cumulative. Positive modifiers are advantageous, negative modifiers are penalizing.

Both players total their modifiers and compare the final result. The player with the higher result gains the differential as a **Combat Bonus** to his die roll []. If both totals are the same, neither player receives a Combat Bonus.

Attacker & Defender		
Combat Strength	+?	
Artillery Support	+2	Per card
Flank Support	+1	Per unit
Attacker		
Rolling Volleys	+1	
Attacking across a River	-1	
Advancing Infantry	-1	
Defender		
Infantry defending	+1	Light Infantry;
Town or Woods hex		other Infantry vs Cavalry: +2
Defending a hex with higher elevation	+1	
Infantry defending an entrenchment hexside	+1	
Defender disordered	-1	Infantry attacked by Cavalry: -2

3.1. Combat Strength

The first modifier is the **Combat Strength** of the attacking – for the attacker – or defending – for the defender – unit.

3.2. Artillery Support

Once an attack has been declared, and the attacking and defending unit have been designated, the **attacking player** may declare he will be using one or more of his available **Artillery Support cards** to support the attack. An Artillery Support card is only available, if it is in the Support area of the wing participating in this combat either as the attacker or the defender. Yet unplayed cards in a player's hand and cards in the Support areas of other wings may not be used at this point.

Once the attacker has declared either declared he will be using Artillery Support or declined to do so (assuming, in both cases, he has Artillery Support cards available in his support area), the **defender** may do likewise.

If the attacker has no Artillery Support cards available, and the defender does, the defender simply declares whether he will be using any after the attacker has designated the target of his attack.

Artillery Support cards used to support combat are discarded from the Support area into the discard pile.

3.2.1. Artillery Support Effect

Each player obtains a **+2 modifier** per Artillery Support card used in support of the combat. A player can use multiple Artillery Support cards for a single combat and the modifiers are cumulated.

The use of at least one Artillery Support card also increases the chances of inflicting an **Attrition** result (see **XI.5.1.**) on the opponent. Artillery Support cards beyond the first one bring no additional benefit to the chances of inflicting Attrition.

3.2.2. Artillery Support Eligibility

In addition to actually having one or more Artillery Support cards available in the matching Support Area, Artillery Support may only be used against an enemy unit, whether offensively or defensively, if the player's own (attacking or defending) unit is in proximity of other friendly units. To claim Artillery support, Austrian units must be **within two hexes of one other friendly unit**. Prussian units must be within two hexes of **two other friendly units**.



The Prussian Grenadiers in C3 are attacking the Austrian Line infantry in D4. Both have only one other unit within two hexes. So the Austrians are eligible for Artillery Support while the Prussians are not.

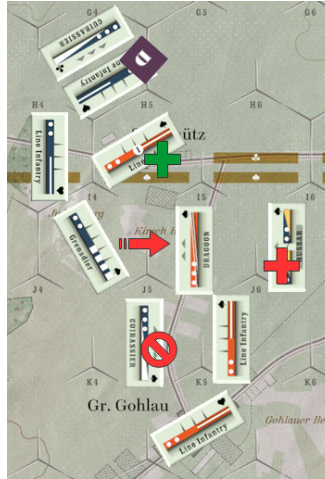
Prussian **Horse Artillery** Exception: One Prussian artillery support card is marked as "Horse Artillery". It is used only if specified in the scenario instructions. Horse Artillery Support is treated as a regular Artillery Support card, except its use is not limited by the restrictions above regarding prerequisite proximity of friendly units.

3.3. Flank Support

Both the attacking and the defending unit may benefit from the support of nearby friendly units. Rear units – whether in the hex of the attacking unit itself or an adjacent hex – never count for flank support.

The attacking player obtains a **+1 modifier** to his die-roll for each friendly (front) unit in addition to his attacking unit that is also adjacent to the defending unit, and the defending player obtains a +1 modifier to his die-roll for each friendly (front) unit in addition to his defending unit that is also adjacent to the attacking unit, provided these friendly unit are:

- Good Order
- not adjacent to two or more Good Order front enemy units (excluding the attacking/defending unit). The number of units is counted at the moment of combat (retreats, advances and eliminations resulting from previous combats may thus affect the number of units eligible for support).



The Prussian Grenadiers attacking from I4 receive only +1 flank support from the Hussars in I6. The Cuirassiers in J5 can't support, because they are adjacent to two Good Order Austrian units. The Austrian Dragoons defending I5 receive +1 support from H5. They are adjacent to two additional Prussian units, but the front unit in G4 is Disordered.

3.4. Disorder Effect on Combat

In general the defending player suffers a **-1 modifier** if the defending unit is Disordered.

The defending player suffers a **-2 modifier** instead if the defending unit is disordered **infantry attacked by cavalry**.

3.5. Terrain Effect on Combat

3.5.1. Towns and Woods

The defending player obtains a **+1 modifier** if the defending unit is a Line Infantry or Grenadier unit occupying a Town or Woods hex. If the defending unit is Light Infantry and/or the attacking unit is cavalry, the modifier is increased to **+2**.

When a Light Infantry unit attacks an enemy unit occupying a Woods or Town hex, the defending player obtains **no modifier** for defending in that type of terrain.

3.5.2. Elevation

The defending player obtains a **+1 modifier** if the defending unit, regardless of type, is attacked from a lower Elevation level **[III.2.3.]**.

3.5.3. Entrenchments

The defending player obtains a **+1 modifier** if a defending infantry unit is attacked through an Entrenchment hexside.

Units in Entrenchments may also receive additional benefits by the means of scenario-specific Asset cards.

3.5.4. Rivers

The attacking player suffers a **-1 modifier** if the attacking unit, regardless of type, is attacking across a River **[III.2.4.]**.

Bridges have no effect on combat.

3.6. Situational Effects

3.6.1. Advancing Infantry

The attacking player suffers a **-1 modifier** if the attacking unit is an infantry unit that has moved at least one hex during the current Orders Execution segment.

3.6.2. Rolling Volleys

When multiple activated infantry units are adjacent to an enemy unit, instead of attacking separately one after the other they also have the option of one unit assisting the other's attack under the Rolling Volleys rule.

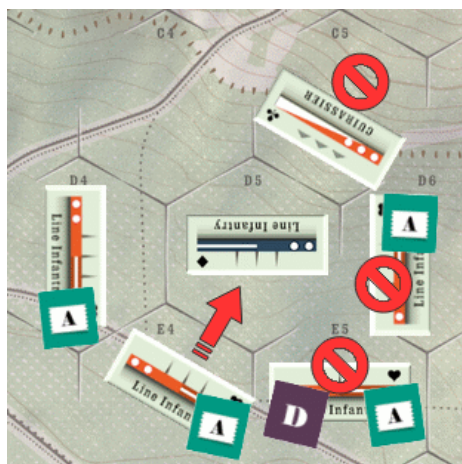
To be eligible to provide Rolling Volleys to another infantry unit's attack, an infantry unit must

- have been activated in this Round and not yet attacked or provided Rolling Volleys to another attack,
- be a front unit adjacent to both the attacking and the defending unit,
- be in Good Order,

In case of **Austrian** infantry units, neither the attacking nor the unit providing Rolling Volleys may have moved in the preceding movement sub-segment to benefit from this modifier. Prussian infantry can benefit from it irrespective of whether they have moved or not.

This modifier reflects one infantry unit supporting the other by longer ranged volleys and fire from intrinsic battalion guns.

Note that a single unit may count for Flank Support and Rolling Volleys if the requisites for both modifiers are met.



When the Austrian Line Infantry in E4 attacks the Prussian unit in D5, only the unit in D4 may provide Rolling Volleys. The unit in E5 is disqualified because of being Disordered. D6 is adjacent to the defending, but not to the attacking unit. C5 is disqualified for three separate reasons: it's cavalry, not adjacent to the attacking unit and not activated. Note that as the units are Austrian they are eligible for Rolling Volleys only if neither E4 nor D4 has moved in the preceding movement sub-segment. Note also that D4, E5 and C5 will provide Flank Support in this situation.

4. Combat Dice-Rolls

In order to resolve a combat, the attacking player and the defending player both **roll a six-sided die**. The **natural results** of these die-rolls determine if this combat incurs Attrition [XI.5.1.].

If a player has a Combat Bonus (see XI.3.) he adds this number to his die-roll. The results of the die roll + the Combat Bonus (if any) produces the Attack Value (AV) and the Defense Value (DV), respectively, which are compared to determine the outcome of the combat (Clash of Arms, XI.5.3.).

Example: An Austrian Cuirassier (CS: +3) attacks a disordered Prussian Line Infantry using artillery support (+2). The Prussian Line Infantry (CS: +3) is defending a town hex against cavalry (+2) but disordered (-2). The Austrian Player has total modifiers of +5, the Prussian player of +3. Therefore the Austrian player has a Combat Bonus of +2. Rolling a 4, the Austrian AV is 6. The Prussian player rolls a 5 which equals his DV.

5. Combat Outcome

Determining the outcome of a combat is a two-step process, the **Attrition step** and the **Clash of Arms step**. First both sides simultaneously (under some circumstances: only one of them) may suffer Attrition losses. The chances of suffering such losses

is increased when facing enemy artillery support. Subsequently, the Attack Value and Defense Value for that combat are compared, in order to determine which side loses the combat (if the result is not a standoff). The losing side will be further penalized, to a degree depending on the severity of its defeat.

5.1. Attrition

5.1.1. Attrition Occurrence

The first step of the resolution of a combat consists in determining whether or not that combat generates Attrition.

If the **natural (unmodified) results** of the attacker and the defender's combat dice-rolls are **both even numbers**, both sides suffer Attrition.

If the natural (unmodified) results of the attacker and the defender's combat dice-rolls are **both odd numbers**, the side or sides that face enemy Artillery Support suffer Attrition (so if only one side uses Artillery Support, only the opposing side will suffer Attrition, and if both sides used Artillery Support, both sides will suffer Attrition, as if both dice-roll results had been even numbers).

In other words: The Combat Bonus is ignored for determining Attrition!

5.1.2. Attrition Effect

A side that suffers Attrition must immediately, depending on which set of conditions is met, implement one of the following effects:

- If the corresponding wing cohesion level is superior to 0, the **Wing Cohesion** of the wing involved in the combat is **reduced** by one level.
- If the corresponding wing cohesion level is already 0, the unit involved in the combat is **Disordered** instead.
- If wing cohesion level is already 0 and the unit is already Disordered, it is **eliminated**.

Note that unlike with Absorbing Hits [XI.5.4.] there is no player choice involved here. If the conditions for the first option are met (i.e. Wing Cohesion is still above 0), this option must be taken.

Wing Integrity (XI.5.6.) does not apply to Attrition. Wing cohesion reduction resulting from Attrition is applied even if

there is no adjacent unit from the same Wing.

If Attrition eliminates the defending unit, any further hits inflicted upon it are void and the attacker may/must advance after combat [XI.5.8.5.].

If Attrition eliminates the defending unit, all hits suffered by the attacker as a result of the Clash of Arms are still applied.

Attrition can never eliminate an attacking unit, as Disordered units are not allowed to attack.

5.2. Heroic Commanders

Certain wings are led by Heroic Commanders, as indicated in the scenario instructions and on the Army Displays. After attrition has been resolved, any players whose attacking or defending unit belongs to a wing with an **active Heroic Commander** must **declare** whether they use their commander to re-roll their combat die. The attacking player declares first.

After both players have declared their decision, the dice are **re-rolled**. If only one player declares to re-roll, only this player's die is re-rolled. Players who have used the re-roll flip the Heroic Commander marker to its spent side. This commander can now no longer be used for the remainder of this turn.

Use the re-rolled numbers to resolve the Clash of Arms [XI.5.3.]. The re-roll has no effect on the occurrence of Attrition.

5.2.1. Heroic Commander Casualties

When personally leading an attack, Heroic commanders are more exposed to enemy fire than ordinary commanders.

If the result of the re-rolled combat die **exactly matches** the original roll by that player (i.e. after a roll of 3 another 3 is re-rolled), the Heroic Commander becomes a **casualty**. Remove the marker from the Army Display. This Heroic Commander can no longer be used for the remainder of this scenario.

5.3. Clash of Arms

Once Attrition, if called for, has been applied, the **Attack Value (AV) and Defense Value (DV)** – which consist of the attacker and defender's combat dice-rolls modified by the Combat Bonus if applicable – are compared.

If the AV and DV are **equal**, combat produces a standoff and both units are unaffected.

If one value is higher than the other, the **difference** determines the number of hits suffered by the side with the lower value, as shown on the table below:

Higher Value -Lower Value	
0	No Hits
1 – 2	1 Hit
3 – 4	2 Hits
5 – 6	3 Hits
7 – 8	4 Hits
9+	Elimination

5.4. Hits

When a unit suffers hits, the controlling player is given the **choice** as to how to absorb them. If all hits cannot be absorbed, the **unit is eliminated**.

One hit may be absorbed by:

- Reducing **Wing Cohesion** of the unit's wing by 1 if wing cohesion is higher than 0 and the unit can claim Wing integrity (see below).
- **Disordering** the unit.
- **Retreat one hex**, if the unit is the defending unit and there is an adjacent hex it can legally retreat to.
- **Retreat a second hex** after retreating one hex, if the defending unit is disordered and has more MP than the attacking unit. (The defending unit may have just been disordered by absorbing a hit resulting from the same combat or may have been disordered during Attrition or during a previous combat.)

Each of these options may be taken only once per individual combat.

A unit may thus, depending on the situation, absorb up to four hits. Units eligible for retreating a second hex are all cavalry attacked by infantry (3 or 4 MP vs 2 MP) and Hussars attacked by all other types of units (4 MP vs 2 or 3 MP).

Wing Cohesion reduction caused by Attrition does not prevent Wing Cohesion reduction to be selected again in the subsequent Clash of Arms step.

5.5. Elimination

If a unit suffers **more hits** than it can absorb or the controlling player **chooses**

not to absorb the hits, the unit is eliminated. In this case, any negative effects caused by Attrition [XI.5.1.2.] are still suffered by both sides.

Elimination can also occur as the result of Attrition.

An eliminated unit is immediately removed from play and placed to the side. The opposing player is immediately awarded **1 VP**.

5.6. Wing Cohesion reduction and Wing Integrity

In order to absorb a hit by reducing Wing Cohesion, the current Wing Cohesion of the corresponding wing must be higher than 0, and the unit absorbing the wing must be able to claim **Wing Integrity**.

A unit can claim Wing Integrity if:

- There is a **unit belonging to the same wing** in the same hex or occupying the front position of an adjacent hex. If the unit in the adjacent hex is still Hidden, the controlling player simply certifies it belongs to the same wing. The unit does not have to be revealed.
- The unit is a **Hussar** or **Light Infantry** unit. These units are always considered to benefit from Wing Integrity regardless of their situation on the map.
- The unit is the **only remaining unit** of the wing (or the wing consisted of only one unit to begin with).

Wing Integrity is checked before any hits are absorbed and cannot be obtained by using the Retreat option to move to another position.

5.6.1. Inferior Units

Inferior units may not use wing cohesion to absorb the **first hit** suffered in any single combat.

The first hit absorbed must be absorbed by either disordering the unit or by retreating it, if it can retreat to a legal hex. If these two options are not possible (the unit being already Disordered and unable to retreat), the inferior unit is eliminated.

Inferior units suffering two or more hits in a single combat may reduce Wing

Cohesion in order to absorb a **second or subsequent hit**.

5.7. Disorder

A hit can only be absorbed by Disordering the unit if the unit is in Good Order. A disordered unit cannot be disordered again. A disordered unit is marked with a **Disorder marker** as a reminder.

5.8. Retreat and Displacement

A hit can be absorbed by retreating the affected defending unit. The **defending** player is free to choose any adjacent hex to retreat to as long as he conforms to the following limitations.

Note that attacking units can never absorb hits by retreating.

5.8.1. Retreat and the attacking unit

In any case a retreat (even if retreating a second hex [XI.5.8.4.]) or displacement [XI.5.8.3.] must result in the unit being further away (in hexes [III.2.1.]) from the attacking unit than before.

If a unit retreats from an adjacent enemy unit, it must end up two hexes distant from that unit. If it is a cavalry unit retreating a second hex, it must end up three hexes distant. Displaced units must also end up one hex further away than before the displacement.

The distance is counted before a possible Advance after combat [XI.5.8.5.].

5.8.2. Retreat and ZOC

A Disordered unit may not retreat into a hex that is **occupied** by an enemy unit or in a **ZOC**.

Good Order units may also not retreat into a hex occupied by an enemy unit. They may however retreat into a hex in a ZOC if there is no other legal hex to retreat to, including by displacing a friendly unit (see [XI.5.8.3.]).

The unit retreating into a ZOC is immediately Disordered, and this Disordering does not count as hit absorption.

5.8.3. Retreat and Stacking

The presence of a **single friendly unit** does not inhibit a retreat. The retreating unit may be placed in the new hex in either front or

rear position. A unit cannot retreat off the board-edge or into impassable hexes.

A unit may only retreat to a hex containing **two friendly units** if there is no other legal hex to retreat to. In this case the controlling player must displace one of the two units present in the hex. The displaced unit must conform to the general retreat requirements [XI.5.8.1.], but may neither enter a ZOC nor displace another unit itself. If the displaced unit cannot retreat without entering a ZOC and/or displacing a further unit, the initial retreat cannot be executed. (Displacing a second unit to allow for a second hex retreat is allowed, see below.)

The retreat of a unit in front position does not affect a unit occupying the same hex in rear position. The front unit retreats and the rear unit remains in the hex, and therefore instantly becomes the front unit.

Should any enemy hidden units become adjacent to a retreating unit, **reveal** the Hidden unit immediately after finishing the retreat.

5.8.4. Second Hex retreat

If the defending unit has more MP than the attacking unit, it may absorb an additional hit by retreating second time.

Hussars have more MP than any other unit. Cuirassiers and Dragoons have more MP than all infantry.

An additional requirement is that a unit must be Disordered to be able to perform this second retreat. It may either have just been Disordered by absorbing a hit resulting from the same combat, been Disordered by Attrition in the same combat or already have been Disordered at the outset of the combat due to previous events.

All rules for a retreat described above apply to this type of retreat as well. Note that the retreating unit must end up further away from the attacking unit (in hexes) than it was before retreating that second hex.

5.8.5. Advance After Combat

If the defending unit is eliminated (by Attrition or Clash of Arms) or retreats, and the hex that was attacked contains no other unit, an attacking **infantry** unit may advance into the vacated hex. ZOCs are ignored doing so.

If the defending unit is eliminated or retreats, and the hex that was attacked contains no other unit, an attacking **cavalry** unit must advance into the vacated hex. ZOCs are ignored doing so.

Should any enemy hidden unit become adjacent to the advancing attacking units, immediately **reveal** the hidden unit.

In the case of a defending unit retreating a second hex, the advance after combat only occurs after the unit has retreated its second hex. The attacking unit still only advances into the first hex the defender retreated from. There is no second advance.

There is also no advance after combat in case of an attacking unit being eliminated.

Retreat Priorities

General Requirement: Increase distance in hexes to attacking unit.

Priority 1: Hex free of enemy units and ZOC and not overstacked.

Priority 2: Hex free of enemy units and ZOC but containing two units if displacement is possible.

Priority 3: Hex free of enemy units, but in a ZOC and not overstacked.

Priority 4: Hex free of enemy units, but in a ZOC containing two units if displacement is possible.

Note: The shaded options are not available in case of Displacement.

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