COMMAND AND COLORS NAPOLEONICS PLUS


RULES

Version 3.01

2019-01-03

GAME-MECHANICS

Facing

Units should be placed in the hex so as to face a vertex of the hex (one of the points). The front two sides of the hex are then the unit's front-facing, the back two its rear facing and the side two its flank facing. The units facing can affect how the unit may move, retreat or battle. Infantry in square or built-up area and Light infantry type units in forest, sand quarry or marsh are the exception to this; all hex sides are front facing. A unit that has both its front facing hexsides covered by field works may count all field works hexsides as front for battle.

Facing diagram: Front: Green hexes.
Flank: White hexes
Rear: Pink hexes.
Behind: Yellow hexes.
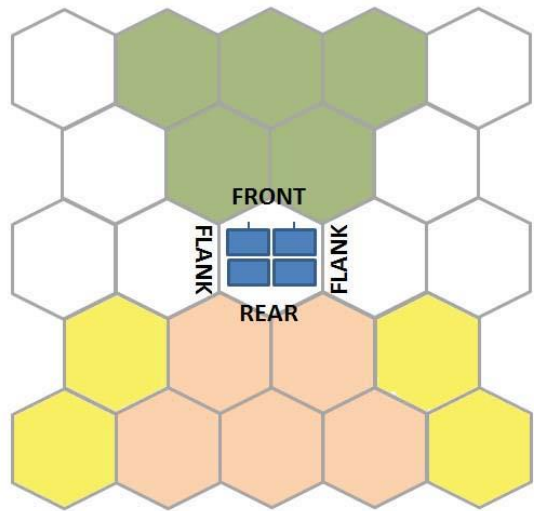
Artillery may only fire though its front facing and infantry only through its front or flank.

A unit may change facing as a part of movement. It may change facing within its hex or upon entering another hex. Cavalry moving to battle in melee may change facing in the initial hex by one hex side, but no more during movement. Infantry coming out of square may choose their new facing. Units may not change facing when retreating.

Command Range

Each leader on the board is considered to have a command range of 3. Units within command range of a friendly leader are considered to be in command. Other units are Out-Of-Command. The command range is not affected by terrain other than that it may not be traced through prohibited terrain.

Command Points (CPs)

At the start of each player's turn, they draw a command card to determine the number of Command Points (CPs) that they receive. CPs are then used to order their units.

Commander-in-Chief (CinC)

Each commander in chief will receive a rating between 1 and 4 representing the quality both of the General as a commander and of the Army staff and organization:

1. Poor. E,g Cuesta
2. Average. E.g. Dupont, Reding
3. Good. E.g. Ney, Crauford
4. Excellent. E.g. Napoleon, Wellington

The command rating determines the number of CPs received when a face card is drawn from the Command Deck and the number of CPs that can be saved.

At the start of the game, each player has the number of CPs equal to his CinC rating which can be saved on any leader.

Special Action Cards

There are three different types of Special Action Cards (SACs). There are:

- Basic SACs – marked with a ●
- Additional Basic SACs – marked with a ○
- Additional Extra SACs – marked with a ◊

At the start of the game, each side can have a number of Special Action Cards of each type in his hand. These can be assigned scenario specific.

Basic SACs

Unless otherwise specified by the scenario, each side starts with the Basic SACs as follows:

CinC	Cards
British	1 x Fire and Hold, 1 x First Volley, 1 x Rally, 1 x Leadership, 1 x Impetuous Cavalry
French	1 x Cavalry Charge, 1 x Bayonet Charge, 1 x Bombard, 1 x Rally, 1 x Leadership
Spanish	0 x Guerrilla Action, 1 x Stubborn Artillery, 1 x Bombard, 1 x Rally, 1 x Leadership
Austrian	1 x Battle Back Revenge, 1 x Bayonet Charge, 1 x Bombard, 1 x Rally, 1 x Leadership

Additional SACs

Each side creates its own deck of Additional SACs by taking the Additional Basic SAC corresponding to each Basic SAC and adding the Additional Extra SACs. From this deck the player draws cards equal to their CinC command rating at random. One of these cards may be replaced by drawing a replacement card at random from the deck. These are then added to the player's hand.

The player draws a new SAC from his deck of Additional SACs every time he gains a victory banner. If the SAC cannot be used it may be discarded and a replacement drawn (e.g. a cavalry card if the player has no cavalry units or a sapper card if the enemy holds no BUA).

Using SACs

The text on the SAC explains when they can be played. No unit may gain advantage from multiple SACs during the game turn. A maximum of one SAC can be used per unit.

GAME-TURN (SEQUENCE OF PLAY)

The battle notes state which player goes first. The active (attacking) player, on his turn, orders the forces under his control into movement and battle with the play of a Command card and its associated effects. The active player's opponent is considered the defending player during the turn. Players alternate taking turns, until one of the players achieves the victory conditions indicated in the scenario.

During your turn follow the sequence shown below:

1. COMMAND phase: Draw and play a Command card.
2. ORDER phase: Announce all units and leaders you intend to order, using either Command Points from the command card, Saved Command Points or Special Action Cards.
3. MOVEMENT phase: Move all ordered units and leaders, one at a time.
4. COMBAT phase: All movement must be completed before any combat is fought. Battle one ordered unit at a time and each unit's combat must be fought to completion including any additional combat actions before another unit's combat is begun.
5. END phase: Save any unused Command Points up to the CinC's rating by assigning them to a leader. Replace lost leaders.

PHASE 1. COMMAND

At the start of your turn, draw and play a Command card from your deck.

Unless otherwise specified by the scenario, each player will have his own deck of cards as follows:

Number	Card	Effect
4	Ace	Receive 1 Command Point. In addition all leaders are ordered automatically (but not the units to which they are attached). **OR** One 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.
4	2	Receive 2 Command Points
4	3	Receive 3 Command Points
4	4	Receive 4 Command Points
4	Jack	Receive the number of Command Points equal to the CinC's rating.
4	Queen	Receive the number of Command Points equal to the CinC's rating.
4	King	Receive the number of Command Points equal to the CinC's rating.
1	Joker	Return drawn cards to the deck, reshuffle and draw another card.

PHASE 2. ORDER YOUR UNITS & LEADERS

After playing a Command card, announce which corresponding units and leaders you choose to order. Only those units and leaders that are issued an order may move, battle, or take a special action during your turn. You may only give one order to each unit or leader during the course of a single game turn.

A leader in the same hex as a friendly unit is considered "attached" to the unit and must move along with the unit unless the leader is ordered to detach. Note it only costs one command to order a unit and its attached leader to move and/or battle together.

A leader in the same hex as a unit may be ordered to detach from the unit and move by himself. It costs one order for an attached leader to detach from its unit and moved separately.

Units can be ordered by a Special Action Card or by using 1 CP. An additional CP must be used in the following cases:

- A unit that is Out-Of-Command.
- A unit that is being commanded by a leader that was replaced during the previous turn.
- A Cavalry or Artillery unit in difficult terrain (see Terrain Reference sheet).
- An Infantry unit that comes out of square but not battalion masse.

PHASE 3. MOVEMENT

Movements are announced and made sequentially, one ordered unit or leader at a time, in the sequence of your choice.

- A unit or leader may only be ordered to move once per turn.
- A unit or leader that is ordered does not have to move.
- A unit or leader's movement must be completed before beginning the movement of another unit or leader.
- A unit may change facing as a part of movement. It may change facing within its hex or upon entering another hex.
- Two leaders may not occupy the same hex, though one leader can pass through a hex containing another friendly leader.
- Two units may never occupy the same hex.
- A unit may not move onto or through a hex occupied by an enemy unit, enemy leader, or friendly unit.
- A unit may move onto a hex occupied by a friendly leader when the leader is alone in a hex. The unit must stop and move no further on that turn. The leader is considered attached to the unit.
- A unit may only move off the battlefield's baseline edges when explicitly allowed by the scenario's battle notes.
- Some terrain features affect movement and may prevent a unit or leader from moving its full distance or battling. Terrain rules are explained in detail in the Terrain rule section.
- A unit or leader may not move onto or through a hex with impassable terrain.

Retreat movement rules vary slightly from regular movement. Retreat rules are explained in detail in the Retreat rule section.

Infantry Movement

- An ordered line, grenadier, Old Guard, guard grenadier or militia infantry unit may move 1 hex and battle.
- An ordered light infantry type unit may move 1 hex and battle or 2 hexes and not battle.

Cavalry Movement

- An ordered light or guard light cavalry unit may move 1, 2 or 3 hexes and battle.
- An ordered heavy, cuirassier or guard heavy cavalry unit may move 1 or 2 hexes and battle.

Artillery Movement

- An ordered foot or guard foot artillery unit may move 1 hex and not battle or not move and battle.
- An ordered horse or guard horse artillery unit may move 1 hex and battle or 2 hexes and not battle.

Leader Movement

- An ordered leader (either alone in a hex or ordered to detach from the unit it is with) may move up to 3 hexes.
- A leader may only be ordered to move once per turn. A leader that is ordered does not have to move (unless attached to an ordered unit that is moved).
- A leader may retreat voluntarily off his side of the battlefield to avoid being eliminated. When attached to units, retreat off the side may be mandatory. See Leader Retreat rule section.

- A leader may move through a hex with a friendly unit, a hex with a friendly unit and an attached leader, or another friendly leader that is alone in a hex, but may not end movement in a hex containing another friendly leader.
- A leader that moves onto a hex with a friendly unit may stop as long as the unit does not already have an attached leader. The leader is then considered attached to the unit.
- A leader may not move onto or through a hex occupied by an enemy unit or enemy leader, unless the leader is attempting to escape through the occupied enemy hex.
- A leader may not battle when alone.
- A leader in the same hex as a friendly unit is considered "attached" to the unit and must move along with the unit unless the leader is ordered to detach. Note does not cost extra CPs to order a unit and its attached leader to move and/or battle together.

Forced March

An ordered unit or leader that stays its whole movement more than 2 hexes from an enemy may force march and increase its movement by 1 hex. It may not then battle. When force marching, a unit or leader may move through a hex occupied by a friendly unit.

Cavalry Moving Into Combat

Cavalry moving to battle in melee may change facing in the initial hex by one vertex right or left. They must then move the shortest possible distance to contact the target unit without further change of facing. They must start in a clear, hill, stream, fordable river or bridge terrain hex (Cossacks may even start in Forest).

Phase 4. COMBAT

Combat is a term that is used for both ranged combat (fire) and melee combat. To fire, a unit must be within range and have a line of sight to the target unit. To melee, a unit must be in an adjacent hex to the target unit. An ordered unit may only engage in one type of combat when ordered, even if it is capable of both types of combat.

Combat is resolved, one ordered unit at a time, in the sequence of your choice. You may switch between ranged combat and melee combat from one unit to the next; however, you must announce and resolve one unit's combat, including all related additional combat actions stemming from that battle entirely, before proceeding to another ordered unit's combat.

- A unit that is ordered does not have to battle, even when adjacent to an enemy unit.
- A unit may not split its battle dice between several enemy targets during the same combat dice roll.
- A unit may only be ordered to battle once per turn; in some instances after a successful melee a cavalry unit may have the opportunity for a bonus melee as part of additional combat actions. For additional combat action details refer to the Breakthrough and Bonus Melee rule sections.
- Normally, the base number of Battle Dice rolled in a combat is equal to the number of blocks present in the ordered unit. Therefore, the number of casualties (lost blocks) a unit has suffered affects the base number of battle dice the unit will roll in combat.

Ranged Combat (Fire)

Only infantry and artillery units may engage in ranged combat. Cavalry units and leaders may not engage in ranged combat.

A unit with ranged weapons battling an enemy unit more than 1 hex away is said to conduct ranged combat (fire) at that enemy unit ("target unit.") In ranged combat the target unit must be within both range and line of sight of the firing unit.

- Ranged combat may not be used against an enemy unit in an adjacent hex.
- A unit adjacent to an enemy unit may not fire on another, more distant, enemy unit. If the unit chooses to battle, the unit must melee combat the adjacent enemy unit.
- A target unit may not Battle Back after a ranged combat attack.
- A target cavalry unit may not Retire and Reform before a ranged combat attack.

Ranged Combat (Fire) Procedure
1. Announce firing unit
2. Check Range
3. Check Line of Sight and Firing Arc
4. Determine Strength of the Attack
5. Apply Special Action Battle Dice Additions
6. Apply Terrain Battle Dice Reductions
7. Resolve Combat
8. Score Hits
9. Apply Retreats

1. Announce Firing Unit: Announce the ordered unit you want to fire with and the enemy unit it is targeting. Each Ranged Combat attack is declared and resolved one ordered unit at a time, in the sequence of your choice. You must announce and resolve one unit's Ranged Combat entirely before beginning the next unit's battle. Regardless of the number enemy units in range, each Ranged Combat is conducted by one eligible, ordered unit against one enemy unit in line of sight and in range. Ranged Combat by several friendly units against one enemy unit must be made and resolved one at a time.

2. Check Range: Verify that your target is within range. The range is the distance between the firing unit and the target unit, measured in hexes. When counting the range in hexes, include the target unit's hex, but not the firing unit's hex.

Weapon Ranges:
- Rifle Light Infantry units fire at a range of 3 hexes with half effect or range 2 with full effect.
- All other infantry units have a range of 2 hexes.
- Foot Artillery units have a maximum range of 5 hexes
- Horse Artillery units have a maximum range of 4 hexes

3. Check Line of Sight and Firing Arc: Verify that your target is within line of sight. A unit must be able to "see" the enemy unit it wants to fire at. This is known as having Line of Sight.

Imagine a line drawn from the center of the hex containing the firing unit to the center of the hex containing the target unit. This line of sight is blocked only if a hex between the battling unit and the target hex contains an obstruction. Obstructions include a unit or leader (regardless if friend or foe)

or some terrain features and the side edge of the battlefield. The terrain features that block LOS are defined in the Terrain Reference sheet and include Forest, Hill and Built-up Areas.

The terrain in the target unit's hex does not block line of sight. If the imaginary line runs along the edge of one or more hexes that contain obstructions, line of sight is not blocked unless the obstructions are on both sides of the line.

A Hill hex blocks line of sight to units behind a Hill hex. A unit on a lower level has line of sight onto the first Hill hex and vice versa. A unit on a lower level does not have line of sight through one Hill hex onto a second Hill hex with a unit and vice versa (i.e. a unit at a lower level is not able to see, or be seen, if at least one other Hill hex is in between the two units).

Line of sight is not blocked between units on the same hill looking across connected Hill hexes. The units are considered to be on a plateau. Line of sight is not blocked between units on Hill hexes separated by one or more intervening hexes of lower elevation unless those hexes contain a unit or terrain that blocks line of sight.

An artillery unit on a Hill hex may fire over a friendly unit or leader that is on an adjacent lower hex as long as that hex has no other terrain feature that would block the artillery unit's line of sight. An Artillery unit on a hill, however, may not do a combine arms combat if it has to fire over the heads of a friendly unit on a lower adjacent hex, see Combined Arms rule section.

The Firing Arc of an artillery unit is its front facing.

The Firing Arc of an infantry unit is its front or flank facing. All hex sides are considered front facing when:
- Infantry in square or in a built-up area hex.
- Light infantry type units in a forest, sand quarry or marsh hex.
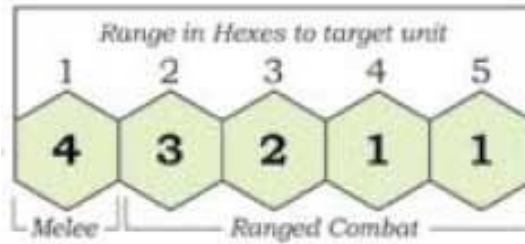
4. Determine Strength of the Ranged Attack:

Infantry - An ordered infantry unit may target an enemy unit two hexes (three hexes for rifle light units) away in any direction, subject to being in line of sight of the firing unit. The base number of battle dice rolled in ranged combat when the infantry unit does not move is equal to the number of blocks in the infantry unit. When an infantry unit moves, the base number of battle dice rolled is equal to 1/2 the number of blocks in the unit, rounding up for the French and British armies and rounding down for the Portuguese army. For other armies, see their National Unit Reference Card to determine if the infantry will round up or down when moving.
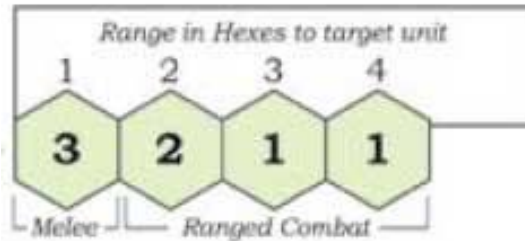
- A light infantry type unit that moves two hexes may not engage in ranged combat.
- A light (except Spanish), rifle light, British grenadier and any guard infantry unit will engage in ranged combat with 1 additional battle die.
- British line infantry will engage in ranged combat with 1 additional battle die if it has not moved.

Foot Artillery - An ordered foot artillery unit, which does not move, may target an enemy unit 5 or fewer hexes away, subject to being in line of sight and firing arc. The number of blocks remaining to the Artillery unit and the distance to the target determines the number of battle dice to roll. An ordered foot artillery unit that moves may not battle.
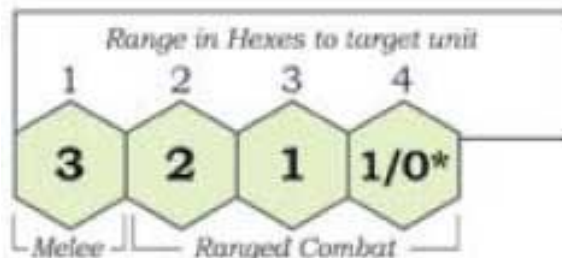
2 or 3 Blocks

Range in Hexes to target unit

1	2	3	4	5
4	3	2	1	1

Melee — Ranged Combat

1 Block

Range in Hexes to target unit

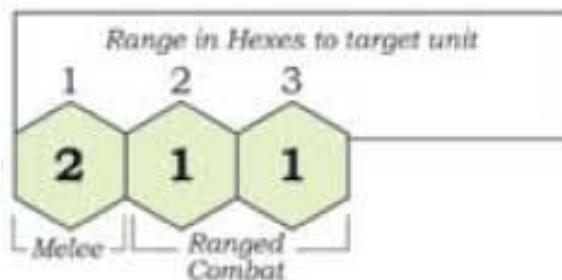| 1	2	3	4
3	2	1	1

Melee — Ranged Combat

Horse Artillery - An ordered horse artillery unit, which does not move, may target an enemy unit 4 or fewer hexes away in any direction, subject to being in line of sight and firing arc. The number of blocks remaining to the Artillery unit and the distance to the target determines the number of battle dice.

- A horse artillery unit that moves 2 or more hexes may not battle.
- A horse artillery unit that moves may not battle at range 4.
- A horse artillery unit that only has one block remaining may not move and battle.

2 or 3 Blocks

Range in Hexes to target unit

1	2	3	4
3	2	1	1/0*

Melee — Ranged Combat

1 Block

Range in Hexes to target unit

1	2	3
2	1	1

Melee — Ranged Combat

5. Apply Special Action Battle Dice Additions: Some Special Actions will increase the number of battle dice that a unit will roll in ranged combat.

6. Apply Terrain Dice Reductions: The terrain which the target unit is on and in some cases the terrain the attacking unit is on, may reduce the number of battle dice rolled in ranged combat. Reduce the number of battle dice rolled accordingly.

Refer to the section on Terrain for battle dice adjustments.

7. Resolve Combat: Roll the resulting number of battle dice against the target; hits are resolved first, followed by retreats.

8. Score Hits: In ranged combat, the attacker scores 1 hit for each troop symbol rolled that matches the target unit. Other symbols rolled are a miss.

Ranged Combat Roll

	Score 1 hit on Infantry unit. Cuirassiers ignore 1 infantry Fire hit.
	Score 1 hit on Cavalry unit
	Score 1 hit on Artillery unit
	No effect in ranged combat except vs unattached leaders.
	Does not cause a hit, but may cause the unit to retreat

For each hit scored, 1 block is removed from the target unit. If more hits are rolled than the number of blocks in the enemy unit, these additional hits have no effect.

Hitting a Leader: See Leader Casualty Check rule section.

9. Apply Retreats: A flag does not cause a hit, but may cause the unit to retreat. See rule section Retreats.

Melee Combat

All units may engage in melee combat. An unattached leader may not engage in melee combat. A unit attacking an adjacent enemy unit is said to be engaging that enemy unit in melee. Targets engaged in melee are always considered within range and in line of sight of their attacker.

A unit adjacent to an enemy unit may not use ranged combat (fire) against the adjacent enemy unit or target another enemy unit within fire range. The unit must melee combat the adjacent enemy unit if it chooses to battle.

Melee Combat Procedure

1. Announce Melee Combat
2. Defending Cavalry Retire and Reform
3. Defending Infantry Form Square
4. Determine Strength of the Attack
5. Apply Special Action Battle Dice Additions
6. Apply Terrain Battle Dice Reductions
7. Resolve Combat
8. Score Hits
9. Apply Retreats
10. Additional Combat Actions; Taking Ground, Breakthrough, Bonus Melee Attack
11. Battle Back (Defending unit's Battle Back, apply hits and resolves retreats)

1. Announce Melee Combat: Announce the ordered unit you want to melee with and the enemy unit it is targeting. The unit must be adjacent to the targeted enemy unit to engage in melee combat. Each melee combat is declared and resolved one ordered unit at a time, in the sequence of your choice. You must declare and resolve one unit's melee combat entirely, including any additional combat actions: Taking Ground, bonus close combat, and the defender's Battle Back, before beginning the next unit's combat.

If the defender wants to declare a First Strike, it must be done when the melee combat is declared, before attacker battle dice are rolled.

Melee Combat by several friendly units against one enemy unit must be made and resolved one at a time. (Exception: Combined Arms Attacks).

2. Cavalry Retire and Reform: When being attacked in melee by an enemy infantry unit, a cavalry unit may choose to Retire and Reform instead of staying and fighting in the melee. See Cavalry Retire and Reform rule section.

3. Defending Infantry Form Square: An Infantry Square is a defensive formation used by infantry units to counter an enemy cavalry attack. An infantry unit may choose to form square during the opponent's turn when a cavalry unit is about to melee attack the infantry unit. See Infantry Square rule section.

4. Determine Strength of the Attack:

Infantry - An ordered infantry unit may stay in position or move one hex and melee an enemy unit on an adjacent hex. In melee combat, the base number of battle dice rolled is equal to the number of blocks in the unit, even if the infantry unit has moved prior to the melee combat.

- A light infantry type unit that moves two hexes may not engage in melee combat.
- A grenadier unit or most guard infantry units will melee with 1 extra battle die. French Old Guard melees with two extra battle dice.
- French line infantry will engage in melee with 1 additional battle die against enemy infantry.
- Prussian line infantry that unit doesn't move or is battling back, will roll 1 additional die in melee.
- A militia infantry unit does not score a hit when it rolls a saber in melee combat.
- An infantry unit that battles through its rear facing will have a base number of battle dice rolled equal to 1/2 the number of blocks in the unit (rounding up), unless the enemy started in or moved through the infantry's flank facing when moving so as to initiate the melee. All hex sides are considered front facing when:
    - Infantry in square or in a built-up area hex.
    - Light infantry type units in a forest, sand quarry or marsh hex.

Cavalry - A light cavalry unit may stay in position or move up to three hexes and melee combat an adjacent enemy unit. A heavy cavalry unit may stay in position or move up to two hexes and melee combat an adjacent enemy unit. Normally the base number of battle dice rolled for a cavalry melee combat is equal to the number of blocks present in the attacking cavalry unit.

- A heavy, cuirassier or guard heavy cavalry unit will battle with 1 additional battle die in melee combat.
- Ordered Lancer units in combat with enemy to their front reroll all dice with flag results one time for additional unit hits, sabers or flags against any defending unit except Cuirassiers. Note the number of initial flags rolled in the initial melee and add this number to the number of flags rolled on the re-roll. Total number of flags rolled, plus all unit hits and sabers rolled are then applied to the defending unit. Defending Lancers do not re-roll flags unless a First Strike is declared.
- A militia cavalry unit does not score hits when it rolls sabers in melee combat.
- A cavalry unit that battles through its flank or rear facing will have a base number of battle dice rolled equal to 1/2 the number of blocks in the unit (rounding up), unless the enemy started in or moved through the cavalry's front facing when moving so as to initiate the melee.

Foot Artillery - An ordered foot artillery unit, which does not move, may target an enemy in the adjacent hex in melee. A foot artillery unit rolls 4 dice in melee combat.

- An ordered foot artillery unit that moves may not battle on this turn.
- A foot artillery unit that only has one block remaining will roll 3 dice in melee combat.
- A guard foot artillery unit will melee with 1 additional battle die.
- A militia artillery unit does not score a hit when it rolls a saber in melee combat.
- An artillery unit that battles through its flank or rear facing will have its base number of battle dice rolled reduced to 1, unless the enemy started in or moved through the artillery's front facing when moving so as to initiate the melee.

Horse Artillery - An ordered horse artillery unit may target an enemy in the adjacent hex in melee. A horse artillery unit normally rolls 3 dice in melee.

- A horse artillery unit that only has one block remaining will roll 2 dice in melee combat.

- A guard horse artillery unit will melee with 1 additional battle die.
- A horse artillery unit that moves 2 hexes may not melee.
- A horse artillery unit that moves 1 hex may melee. Exception: A horse artillery unit that only has one block remaining may not move and melee.
- An artillery unit that battles through its flank or rear facing will have its base number of battle dice rolled reduced to 1, unless the enemy started in or moved through the artillery's front facing when moving so as to initiate the melee.

5. Apply Special Action Battle Dice Additions: Some Special Actions increase the number of battle dice that a unit rolls in melee combat (See National Unit Reference cards).

6. Apply Terrain Battle Dice Reductions: The terrain on which the target unit is on and in some cases the terrain the attacking unit is on may reduce the number of battle dice rolled in melee combat. Reduce the number of battle dice rolled accordingly.

Refer to the section on Terrain for battle dice adjustments.

7. Resolve Combat: Roll the resulting number of battle dice against the target; hits are resolved first, followed by retreats.

8. Score Hits: In melee combat, the attacker scores 1 hit for each troop symbol rolled that matches the target unit and 1 hit for each saber symbol rolled. A saber symbol scores 1 hit regardless of the troop type being targeted. Other symbols rolled are a miss.

Melee Combat Roll

Score 1 hit on Infantry unit

Score 1 hit on Cavalry unit

Score 1 hit on Artillery unit

Score 1 hit in melee on any unit or an unattached leader.
Note: Some units such as militia do not score a hit against enemy units in melee, but will eliminate an unattached leader. (See National Unit Reference cards).

A flag does not cause a hit, but may cause the unit to retreat.
Note: Ordered Lancer units reroll all dice with flag results one time for additional unit hits, sabers or flags against any defending unit except Cuirassiers.

For each hit scored, 1 block is removed from the target unit. If a player rolls more hits than the number of pieces in the enemy unit, these additional hits have no effect.

Hitting a Leader: See Leader Casualty Checks rule section.

9. Apply Retreats: A flag does not cause a hit, but may cause the unit to retreat. See Retreats rule section. A unit unable to retreat for any reason will lose blocks, and may trigger loss checks for attached leaders.

10. Additional Combat Actions: See rule sections for Taking Ground, Cavalry Breakthrough and Bonus Melee Attack.

11. Battle Back: The defending enemy unit may Battle Back against the attacking unit, if one or more of the defending unit's blocks survived the melee combat attack and the defending unit did not retreat from its hex. The attacking player's unit, that conducted the initial attack, is now considered in a defending posture.

During a Battle Back the unit calculates its strength, any terrain battle dice reduction, rolls the battle dice, determines hits and retreats, and applies them in the same manner as the attacker.

After the defending player's Battle Back, the melee will stop; i.e. there is never any Battle Back on a Battle Back.

- If the defending unit is forced to retreat out of its original hex, it may not Battle Back, even if its retreat move places the unit in a hex that is still adjacent to the attacking unit.
- If the defending unit was unable to fulfill a required retreat, it may Battle Back as long as it still has one or more blocks remaining on the battlefield after taking block losses for not completing its retreat.
- A defending unit that is Battling Back may not Take Ground, conduct Cavalry Breakthrough or take a Bonus Melee Attack.
- A First Strike may not be declared against a unit that is Battling Back.

First Strike
Immediately after your opponent declares a melee attack, but before the dice roll, the defending unit may declare a First Strike. This can be done if permitted by terrain or by playing an appropriate card. The defending unit will battle first. If the opponent's unit is neither eliminated nor retreats it may then battle as originally ordered.

Leader Casualty Check
Your opponent will always roll for your Leader Casualty check. When a leader is hit, remove the leader block from the battlefield.

 Attached Leader: When a leader is attached to a unit and the unit loses one or more blocks without being eliminated, there is a chance that the leader may also be hit. Make a leader casualty check by rolling 2 battle dice. To hit the leader two sabers must be rolled.

A leader casualty check must be made when a unit loses a block from:

- Ranged Combat
- Melee Combat
- Failure to complete a retreat move

Only one leader casualty check is required from a single combat dice roll.

Attached Leader's Unit Eliminated: When a leader is attached to a unit and the unit loses one or more blocks, eliminating the unit and leaving the leader alone in the hex the leader casualty check is made with 1 battle die. To hit the leader a saber symbol must be rolled. If the leader is not hit, the leader must retreat 1, 2, or 3 hexes. If the leader is on a friendly map edge hex, he must retreat off the map.

When a leader is attached to a unit that is forced to retreat and the unit has all of its blocks eliminated because it could not complete its retreat movement, the leader must retreat from the hex where the last unit block was removed.

When a unit's retreat is blocked by enemy units and the unit loses its last block, the leader must use "Escape" rules to move through one of the enemy units and reach an open or friendly hex.

When a unit loses its last block at the map edge because it cannot retreat further, the leader must retreat off the map edge. A leader that retreats off a friendly map edge hex is not eliminated and thus does not give your opponent a Victory Banner.

When a unit loses its last block because its retreat path is occupied by impassable terrain hexes, the attached leader is also eliminated if it too cannot retreat into the hex.

When a unit is eliminated any flags rolled against an eliminated unit have no effect on the leader, however the leader, after the leader casualty check, must retreat 1, 2, or 3 hexes.

When a leader's unit is eliminated in melee combat, the attacking unit may Take Ground into the vacated hex after the leader retreats from the hex.

Unattached Leader alone in a hex: The attacking enemy unit rolls its normal melee battle dice. One or more saber symbols rolled will score a hit and eliminate the leader, even from a unit that normally does not score a hit on a saber roll in melee combat. 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. The attacking unit may Take Ground into the vacated hex, after the leader retreats from the 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.

Retreats

After all combat hits have been resolved and blocks removed, retreats are resolved. The number of hexes retreated is determined as follows:

- One hex for each flag rolled
- Militia units must add 2 hexes.
- Other units with poor morale must add 1 hex (See National Unit Reference cards).
- Cavalry units may add 1 hex.

The player controlling the retreating unit decides which hex the unit retreats onto, using the following rules:

- A unit attacked from the front must retreat through its rear facing. If attacked from the flank it must retreat through either the rear hexside furthest away from the attacker or the opposite flank. Units attacked from the rear cannot retreat. Units with all-round front facing will retreat through the three hexsides furthest away from the attacker. Units may not retreat in any other direction.
- Terrain that is not impassable has no effect on retreat moves, therefore a retreating unit may move onto or through a forest, a fordable river, etc., without stopping. Impassable terrain features will prevent a unit's retreat, resulting in block loss, possible elimination, and possible leader loss.
- A unit may not retreat onto, or through, a hex already containing an enemy unit or leader.
- If no other retreat path is possible, a unit may retreat through one (and only one) hex already containing another friendly unit. Infantry and Artillery may add 1 hex if required to do so. Retreating through a unit's hex does not affect that unit.
- An attached leader must retreat with its unit when the unit is forced to retreat.
- **Leaders Stop Retreats:** A unit without an attached leader may retreat onto a hex that contains an unattached friendly leader (i.e. a leader alone in a hex). The leader is immediately attached to that unit and the unit's retreat stops in the leader's hex. The retreating unit will ignore any additional retreat movement.
- If the unit cannot retreat, because its retreat path is occupied or it is forced to retreat off the limits of the battlefield, one block must be removed from the unit for each retreat hex of movement that cannot be completed.

Retreating units may not change facing.

Bolster Morale

Some situations allow a unit to disregard one or more flags rolled against it. Disregarding a flag result is optional and the owning player may always decide to accept a flag result. If more than one flag result can be ignored, the owning player can choose to ignore one (or more) and accept one (or more). A unit may choose to disregard flags rolled against it each time it is attacked. If more than one of the following situations applies, the effects are cumulative.

- A unit may disregard one flag when a leader is attached to the unit. If the unit loses one or more blocks in combat, the leader must survive the leader casualty check for the unit to ignore the flag.
- A unit may disregard one flag when supported by two or more friendly units. Support units may be on any hexes that are adjacent to the unit.
- A square may act as one adjacent support unit for units not in square, however a unit in square may not receive support from friendly units/leaders in adjacent hexes.
- A leader when alone in a hex may act as one adjacent support and can provide support just as a friendly unit does.
- Some terrain features will allow a unit defending on the terrain to ignore one flag. See Terrain rule section.
- A Grenadier unit may ignore one flag.
- A Cuirassier cavalry unit may ignore one flag.
- A Guard unit may ignore one or two flags.

- Attacking cavalry can never ignore a bounce flag result from infantry in square regardless of how many retreat flags they normally could ignore.

Leader's Retreat

Leaders retreat somewhat differently from units. A leader's retreat movement is 1, 2, or 3 hexes back towards its own side of the battlefield, the owning player's choice.

- A leader, attached to a unit that must retreat, will retreat to the same hex as the attached unit.
- When a leader is attached to a unit and the unit loses its last block by ranged combat, melee combat, or because the unit cannot complete its entire retreat move, if the leader is not eliminated on the leader casualty check, the leader must retreat 1, 2, or 3 hexes.
- When an unattached leader is attacked in melee combat, if the leader is not eliminated, he must retreat 1, 2, or 3 hexes.

When a leader retreats he must follow these rules:

- A leader's retreat movement is 1, 2, or 3 hexes through the three hexsides furthest away from the attacker. The player who controls the leader determines the number of hexes he will move, and the path he will take as he retreats.
- Terrain that is not impassable has no effect on retreat moves, therefore a retreating leader may move onto or through a forest, a fordable river, etc., without stopping. Impassable terrain will prevent a retreat movement, and a leader unable to retreat one hex due to impassible terrain will be eliminated.
- A leader may not end his retreat movement in a hex that contains another friendly leader, an enemy unit or enemy leader.
- A leader may retreat through a hex that contains only a friendly unit or choose to stop his retreat in the hex and attach to the unit.
- A leader may retreat through a hex that contains a friendly unit with a leader or an unattached friendly leader.
- A leader retreating through a unit's hex does not affect a unit.
- You may choose to retreat your leader off your side of the battlefield. This saves the leader from becoming a Victory Banner for your opponent, but you lose a strong command piece by doing so.
- A retreating leader may move through an enemy unit, but this is governed by the rules for Leader Escape.

Leader Escape

When enemy units occupy a leader's designated retreat path, the retreating leader must attempt to escape through the enemy occupied hex.

Leader Escape Procedure: Move the leader onto the enemy hex and allow the enemy unit in the hex to battle the leader. The attacking unit uses its normal number of melee combat dice. The leader does not benefit from terrain in the hex. One or more saber symbols rolled will score a hit and eliminate the leader, even from a unit that normally does not score a hit on a saber roll in melee combat.

If the leader is not hit, his escape is successful and he continues with his retreat move. Should an enemy unit also occupy this hex, the leader must again undergo the Escape procedure. Should the third hex also be occupied by an enemy unit, the leader is eliminated.

Additional Combat Actions

During the combat phase, after a melee combat an attacking unit may be entitled to take one or more additional actions. These actions are defined below.

Infantry Taking Ground

When an ordered infantry unit attacks in melee combat and eliminates or forces the defending enemy unit or leader to retreat from the hex it occupies, the infantry unit has conducted a successful melee combat. The victorious attacking infantry unit may advance (move) onto that vacated hex. This is referred to as Taking Ground.

- Taking Ground is never mandatory; it remains the attacking player's choice.
- Taking Ground is subject to normal terrain movement restrictions.
- Infantry that take ground may change facing.
- An infantry unit that attacks a cavalry unit may Take Ground after the cavalry unit chooses to Retire and Reform.
- An infantry unit that attacks a leader alone in a hex may Take Ground after the leader retreats or is eliminated.
- A unit in square cannot Take Ground after a successful melee combat.
- An Artillery unit may not Take Ground.

Cavalry Breakthrough

When an ordered cavalry unit attacks in melee combat and eliminates or forces the defending enemy unit or leader to retreat from the hex it occupies, the cavalry unit has conducted a successful melee combat. The victorious attacking cavalry unit may advance (move) onto the vacated hex, after advancing onto the vacated hex, the cavalry unit may then move one additional hex. The advance onto the hex and the additional hex of movement is referred to as a Cavalry Breakthrough.

- A Cavalry Breakthrough is not mandatory; it remains the attacking player's choice.
- The one additional hex of movement, after the cavalry unit moves onto the just vacated enemy hex, is not mandatory.
- The Cavalry may change facing by one vertex right or left during cavalry breakthrough movement. It may change its facing by more than one vertex if such is required to frontally contact the enemy unit that retreated.
- A cavalry unit that only moves onto the just vacated enemy hex is still considered to be on breakthrough.
- A cavalry unit that moves onto the just vacated enemy hex and then returns to its original hex is still considered to be on a Cavalry Breakthrough.
- The movement on a Cavalry Breakthrough is subject to normal terrain movement restrictions.
- A cavalry unit that attacks a leader alone in a hex may breakthrough onto the vacated hex after the leader retreats or is eliminated.

Cavalry Bonus Attack

After a successful melee combat a cavalry unit that makes a breakthrough is eligible to battle in melee combat a second time. This second melee is called a Bonus Attack.

- Only cavalry units, after a successful melee, are entitled to a Bonus Attack. An infantry or artillery unit may not make a Bonus Attack.

- If a cavalry unit does not move onto the vacant hex, it forfeits the opportunity to make a Bonus Attack, even if it is adjacent to other enemy units.
- A Bonus Attack action is optional. The cavalry unit, after a successful melee, is not forced to breakthrough and attack again.
- The target of the Bonus Attack does not have to be the same unit as the original unit that was attacked in melee, even if the original target is still adjacent. However if the original unit is the target, the cavalry unit may change facing if such a change is required to place the target unit in the cavalry's front facing.
- Terrain movement and combat restrictions apply to a Bonus Attack the same as they do to normal melee attacks.
- A cavalry unit may only make one Bonus Attack on a turn.
- An attacking cavalry unit that eliminates or forces the enemy unit to retreat on its Bonus Attack may move onto the vacated hex changing facing up to one vertex right or left as it does so. It may not move an additional hex nor is it eligible for another Bonus Attack.
- A cavalry unit's initial melee combat, Cavalry Breakthrough and Bonus Attack must all be completed before beginning the next unit's combat.

Impetuous Cavalry
Unless specified otherwise by the scenario, all British (but not KGL or allied nations) cavalry and Cossacks are impetuous.

Impetuous cavalry may charge through a friendly unit. A victorious ordered impetuous cavalry unit that can advance into a vacated hex must do so. Cavalry Breakthrough is mandatory for impetuous cavalry if by doing so it can perform a Cavalry Bonus Attack. However for this purpose, hexes other than open, hill, fordable river, stream, bridge and field works may be ignored.

Defending Unit's Battle Back
In a melee combat, the defending enemy unit may Battle Back against the attacking unit if one or more of the defending unit's blocks survived the melee combat attack and the defending unit did not retreat from its hex.

During a Battle Back the unit calculates its strength, any terrain battle dice reduction, rolls the battle dice, determines hits and retreats, and applies them in the same manner as the attacker.

The attacking player's unit, that conducted the initial attack, is now considered in a defending posture. After the defending player's Battle Back, the melee will stop; i.e. there is never any Battle Back on a Battle Back.

- If the defending unit is forced to retreat out of its original hex, it may not Battle Back, even if its retreat move places the unit in a hex that is still adjacent to the attacking unit.
- If the defending unit was unable to fulfill a required retreat, it may Battle Back as long as it still has one or more blocks remaining on the battlefield after taking block losses for not completing its retreat.
- A defending unit that is Battling Back may not Take Ground, conduct Cavalry Breakthrough or take a Bonus Melee Attack.
- A First Strike may not be declared against a unit that is Battling Back.

Phase 5. END OF TURN & END GAME

After completing all movement and resolving all hits, retreats and additional combat actions for all ordered units, discard the used card.

Save any unused Command Points up to the CinC's rating by assigning them to a leader.

All eliminated leaders are replaced. Any unused Command Points assigned to the eliminated leader are lost. Place the replacement leader in one of the following positions not occupied by an enemy unit or leader.

- In the hex in which the leader was eliminated.
- Any hex directly to the rear of the hex in which the leader was eliminated.
- Any friendly map edge hex.

Your turn is over.

End Game and Victory Conditions

Players alternate taking turns, until one player reaches the number of Victory Banners indicated by the scenario's victory conditions.

One Victory Banner is gained for each leader or each 4 enemy blocks eliminated, in some scenarios capturing certain terrain hexes or accomplishing other battle-specific objectives can win additional Victory Banners. Such victory conditions will be spelled out in the scenario's battle notes.

A game ends the moment a player reaches his required number of Victory Banners, regardless of when this occurs during a game turn. This means that a game might even end on a successful Battle Back with victory for the active player's opponent.

NAPOLEONIC TACTICS AND ACTIONS

Cavalry Retire And Reform

When being attacked in melee by an enemy infantry unit (including Combined Arms attacks), a cavalry unit may choose to Retire and Reform instead of staying and fighting in the melee.

Before an infantry unit is about to melee an enemy cavalry unit, the attacking player must ask if the cavalry unit is going to Retire and Reform. The defending player must then declare that the cavalry unit will Retire and Reform or that the cavalry unit will not Retire and Reform, before the attacking infantry unit rolls its battle dice.

A cavalry unit attacked from the front must retire through its rear facing. If attacked from the flank it must retire either through the rear hexside furthest away from the attacker or the opposite flank. Units attacked from the rear cannot retire.

A cavalry unit may not Retire and Reform if it cannot retire 2 hexes. Occupied hexes, impassable terrain and the edge of the battlefield may prevent the cavalry unit from retiring 2 hexes. Passable terrain that normally halts movement does not prevent Retire and Reform.

When the cavalry unit does not choose to Retire and Reform, or cannot Retire and Reform, the melee is resolved normally.

Before the cavalry unit conducts Retire and Reform, the attacking infantry unit determines and rolls the proper number of melee battle dice against the cavalry unit. Artillery battle dice in a Combined Arms attack are still rolled if the cavalry unit elects to Retire and Reform. Only cavalry symbols will score a hit in any combat against a cavalry unit electing to Retire and Reform. All other symbols, including sabers and flags, are ignored. If the cavalry unit receives a hit and has an attached leader, a leader's casualty check is made normally. After the attacking infantry unit's dice roll, the cavalry unit's Retire and Reform movement of 2 hexes is made.

- The attacking infantry may Take Ground after a cavalry unit vacates the hex.
- A cavalry unit may not Battle Back when it elects to Retire and Reform.
- A cavalry unit may not Retire and Reform when an infantry unit Battles Back.

Infantry Square

An Infantry Square is a defensive formation used by infantry units to counter an enemy cavalry melee attack. While an infantry unit is in square it may not move, but may be ordered to battle. While in square, the maximum number of battle dice an infantry unit may ever roll in ranged combat or in melee is 1 die. Nothing will increase the number of battle dice an infantry unit in square may roll. 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.

Forming Square and Combat

An infantry unit at any strength may choose to form square during the opponent's turn before a cavalry unit is about to melee attack the infantry unit. The attacking cavalry player must ask if the infantry unit is going to form square. The player in control of the infantry must make the choice to form square or take on the full force of the cavalry attack.

An infantry unit may not form square in the following situations:

- When the infantry unit is on certain terrain hexes, see Terrain rule section.
- When a cavalry unit is Battling Back.
- When an infantry unit is attacking a cavalry unit in melee and the cavalry unit plays a First Strike Command card.

If the infantry unit does not choose to form square, the cavalry melee attack is resolved normally.

 When the infantry unit chooses to form square, a Square counter is placed on the infantry unit's hex to indicate the unit is in square.

When a cavalry unit has forced an infantry unit to form square, the infantry unit in square will battle first with 1 die, even though the opponent is the active player (an exception to the normal melee combat sequence).

The maximum number of battle dice an infantry unit may roll in melee combat is 1 die. Combat cards and troop type will not increase this number. Terrain modifiers, however, may reduce an infantry unit's battle dice. An infantry unit therefore may not have a die to roll.

Bounce Flag: When the infantry unit in square rolls a flag against a cavalry unit, it will force the cavalry unit to bounce away from the square. A bounce flag rolled against a cavalry unit by an infantry unit in square may not be ignored for any reason. A leader attached to the cavalry unit, the cavalry unit type or friendly unit support will not allow the cavalry unit to ignore a bounce flag. If the cavalry unit cannot retreat, one block is lost for each retreat hex the cavalry unit cannot complete.

If the cavalry unit is not eliminated or forced to retreat from its hex, the cavalry unit may melee against the infantry square with a maximum of 1 battle die. Combat cards and unit type will not increase the number of battle dice the cavalry unit may roll against the square. Terrain modifiers, however, may reduce a cavalry unit's battle dice. A cavalry unit therefore may not have a die to roll. A Combined Arms melee attack may add to the total number of dice rolled by adding in the battle dice of one or more ordered artillery units (See Combined Arms Combat).

A First Strike may be declared by a cavalry unit that is being attacked in melee by an enemy infantry unit in square. The cavalry unit would roll 1 die against the infantry square.

Infantry Squares Facing: Infantry in square do not have flanks or rear; all hex sides are front facing.

Infantry Squares vs. Infantry & Artillery Units: An infantry or artillery unit may engage an enemy infantry unit in square with ranged combat normally. An infantry or artillery unit will also melee normally against and enemy infantry unit in square, battling first against an enemy square. If the square is not eliminated in melee, the square may then Battle Back in melee with 1 die.

Infantry Squares and Retreats: An infantry unit in square, because it cannot move, will lose one block for each retreat hex the unit cannot complete. If the infantry unit's retreat movement is more than one hex for a flag, the unit will take multiple losses for each flag rolled against it. An infantry unit in square may ignore one or more flags when a leader is attached or the unit's troop type allows it to ignore a flag.

Support: A square may act as one adjacent support unit for units not in square, however a unit in square may not receive support from friendly units/leaders in adjacent hexes.

Infantry Squares and Attached Leaders: A leader attached to an infantry unit in square cannot be issued an order to detach. When the unit is ordered to come out of square, the leader may also be ordered to detach on the same turn using an additional command.

Infantry Squares Attacking: An infantry unit in square can be given an order to battle. An infantry unit in square may engage in ranged combat when there are no enemy units in an adjacent hex. The maximum number of battle dice an infantry unit in square may roll in ranged combat is 1 die. An infantry square may also be ordered to melee combat. The maximum number of battle dice an infantry unit in square may roll in melee combat is 1 die. A unit in square cannot Take Ground after a successful melee combat.

Coming out of Square

An infantry unit in square may not be ordered out of square when there is an enemy cavalry unit on any adjacent hex. The cavalry unit prevents the infantry unit from coming out of square.

If there are no enemy cavalry units on an adjacent hex, an infantry unit in square may be given an order and come out of square. When so doing, it may adopt any facing. The order to come out of square costs +1 CP.

The infantry unit may move and/or battle normally. An infantry unit coming out of square that does not move may conduct ranged combat without any movement battle dice reduction.

Coming out of square is considered changing formation and not movement.

Battalion Masse

After 1807, Austrian line and grenadier infantry were trained to form a solid square called Battalion Masse, which differed from the traditional hollow square.

When a player chooses to have such an Austrian unit form Battalion Mass, 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, except that it does not cost +1 CP to order the unit when coming out of square.

Combined Arms Combat

When an ordered infantry or cavalry unit is about to attack an enemy unit in melee, one or more ordered artillery units may combine their battle dice with the attacking unit. A combined arms combat must be declared before any battle dice are rolled.

All ordered artillery units in the combined arms combat must be in range and have a clear line of sight to enemy unit that is being attacked. An Artillery unit on a hill may not combine arms if it has to fire over the heads of a friendly unit on a lower adjacent hex. The artillery unit must have an unobstructed line of sight path to the targeted enemy. No units or terrain may occupy the line of sight path in a declared combined arms combat.

Combined Arms Combat Procedure

The infantry or cavalry unit determines the number of battle dice it will roll in the melee combat including any terrain reductions. The artillery unit determines the number of battle dice it will roll including any terrain reductions. The artillery's battle dice are added to the battle dice of the friendly unit making the melee attack. All the dice are rolled together at the same time. There may be an occasion where the infantry or cavalry unit battle dice is zero. The artillery unit engaging in combined arms may still roll its battle dice.

When an artillery unit engages in combined arms with a unit that does not hit on sabers in melee, the artillery dice added to the melee roll will also not hit on sabers.

When an artillery unit and the attacking unit are both adjacent to the enemy unit being attacked with combined arms, if the enemy unit Battles Back it must fight against the infantry or cavalry unit, not against the artillery.

Any artillery that declares a combined arms attack with a cavalry unit that is fighting an enemy infantry unit in square can lose its combined arms attack. This will happen if the infantry unit in square, when fighting first, either eliminates or causes the cavalry unit to bounce retreat. The artillery unit's combined arms battle dice are lost, because the cavalry attack is repulsed before the cavalry unit could make the melee attack.

If a defending unit declares a First Strike against a combined arms attack and either eliminates the attacking infantry or cavalry unit or forces it to retreat, the artillery's attack dice committed to the combined arms combat are lost because no attacker melee occurs.

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.

Cossacks

When a Cossack unit is eliminated, it does not count towards a Victory banner.

A Cossack unit always costs 0 CP to order or 1 CP if they countercharged in the immediately previous enemy turn.

Cossacks are impetuous.

Cossacks ignore forest terrain melee combat dice reduction.

Garrisons

An Infantry unit with two or more blocks that occupies any built-up-area 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. The departing Infantry unit does not lose a block in order to create the Garrison.

A Garrison in a hex will fulfill a victory objective condition that requires it to be occupied. 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 may not move.
- A Garrison will battle with 1 die. Combat cards can modify its battle dice.
- A Garrison does not receive any National or type modifiers.
- A Garrison can never ignore a flag result for any reason and is eliminated if forced to retreat.
- A Garrison, when eliminated, does not count towards a Victory Banner.
- A friendly unit may enter a Garrison hex. When the unit enters, the Garrison is removed. The entering unit does not gain a block when the Garrison is removed.
- A friendly Leader can be attached to a Garrison.
- A Garrison cannot provide support other units (to ignore flags for those units).