

## Free Basic Action Cards for *Maurice*

This free lo-res, printer-friendly set of the basic action cards will enable you to play the basic rules (chapters 1-7) of *Maurice*. If you enjoy the game, we encourage you to buy the complete set of 108 cards. They are full-color professional linen-finish playing cards, and include not only the action cards, but also all the national advantages (for army building), the notables (for adding subordinate officers and personalities, as well as random events), the battlefield cards (for fictional battlefield creation), and the army morale cards.

The complete *Maurice* card set is available for sale in the HONOUR online store, or at your favorite game retailer.

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12

### Rogues! Do you want to live forever?

E

An impromptu display of fierce courage and a great speech lifts spirits.  
Roll a die. On an odd result, your army morale increases by one. On an even result it increases by two.  
Army morale may never exceed 18.

Option to Remove from Game After Use



16

### Valeur et Discipline

E

When played as an event, this card removes all DISR from any one unit on the active side.



16

### Captured Intelligence

E

Play as an event, to see all the cards in the enemy's hand, and then to pick one to steal for yourself.  
That concludes your round.  
May not be played if the enemy has one or fewer cards.



16

### The Heat of Battle

E

Play as an event to Charge with one enemy unit that is *not* in or behind cover. Move it in any legal charge but *without wheeling* (i.e. only directly forward.) Resolve the combat. That unit is the attacker and your unit(s) are the defender(s). No modifying cards may be played by either side.

Option to Remove from Game After Use



12

### Confusion!

E

Play this card as an event, to March one of the enemy's units, yourself, in any legal way, up to 4BW (if it is permitted that much.) You may not change its formation. It may not Charge.  
Because it is an event, this move may not be interrupted or modified.

Option to Remove from Game After Use



12

### That's Not on the Map!

E

If you play this card as an event, you may place on the table an area of marsh or rocky ground (your choice) up to 4BW in diameter. It must be placed in open ground. When placed, no unit may be even partially in/on it. It may not be placed within 4BW of a table edge.

Option to Remove from Game After Use



12

### Death of a Hero

E

One of your sharpshooters or just an unfortunate accident carries off a beloved hero in the enemy's army.  
Roll one die. On an odd result, the enemy loses one morale point. On an even result, he loses two.

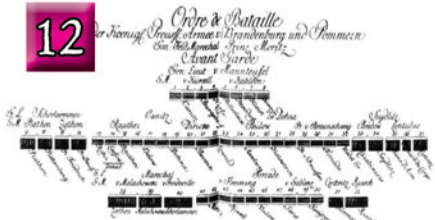
Option to Remove from Game After Use



### Reshuffle

When the first action deck runs out, add this card to the discard pile, and then reshuffle all discards into a new deck.  
When this card comes up, remove it from the game, and reshuffle the discards into the deck again, thus creating a final deck.  
The player who drew this card may draw another card.

12

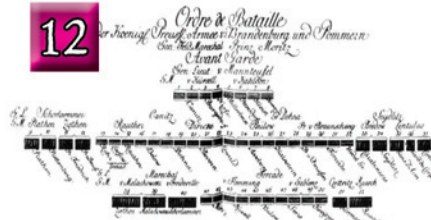


Coordinated

E

If played as an event, this card may be used to activate *two* forces to March or Rally, one after the other, in a single round. Both forces must be within 12BW of the CinC. You may March both forces, Rally both, or do one of each.

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If played as an event, this card may be used to activate *two* forces to March or Rally, one after the other, in a single round. Both forces must be within 12BW of the CinC. You may March both forces, Rally both, or do one of each.

8



Attack Falters



The passive side may play this card at any point after the active side declares a Charge action, but before any combats are resolved.

One enemy unit of the passive player's choice receives a -2 combat modifier.

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One enemy unit of the passive player's choice receives a -2 combat modifier.

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Rough Going



Play after the active side declares a March action, and before they move any units. No active units may move in difficult terrain in this round, not even to change formation or about-face.

The active side may negate this effect by playing *Find the Way*, if he has not already played a modifying card.

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16



Clear Instructions

E

When played as an event, this card automatically activates any one force on the active side, anywhere on the table, for any action, as long as the CinC can trace a legal command path of any length to that force.

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4

### Caught!



The active player may use this card to modify a Charge action. No passive irregular units may attempt to evade in this round.



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### Caissons Depleted



Play this card to interrupt an active player's Bombard action. All active artillery units suffer a -1 to hit penalty.



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### Grenadiers Forward



All regular infantry units on the active side add +2 to their combat scores.



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### Retrograde



Modify a March action so that all active units in massed or line formation may move in retrograde without halving their movement allowances.



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**For the King!**



Play after all charge moves, before any combats have been resolved.

Infantry units on this side may ignore their DISRs when calculating their combat values. (DISRs still exist; they just don't modify the combat values.)

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Infantry units on this side may ignore their DISRs when calculating their combat values. (DISRs still exist; they just don't modify the combat values.)

**Stirrups In**



All regular cavalry units on this side receive +2 to their combat scores.

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All regular cavalry units on this side receive +2 to their combat scores.



**Whiff of Grape**



Artillery units on this side, firing canister during a volley phase, add +1 to all rolls to hit.

**Whiff of Grape**



Artillery units on this side, firing canister during a volley phase, add +1 to all rolls to hit.

**Well Laid Guns**



All artillery firing on a Bombard action may add +1 to their rolls to hit.

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### Deadly Fire



Modifies all shooting by regular infantry units on this side. Each of their shooting dice receives +1 to hit in the volley phase.



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Modifies all shooting by regular infantry units on this side. Each of their shooting dice receives +1 to hit in the volley phase.



### Firefight



If the active player does *not* invoke a volley phase, the passive side may play this card to force him to invoke one.

OR: if the active player invokes a volley phase, the passive side may play this card to prevent it from happening.

If the volley phase proceeds, it may be modified by either side.



### Firefight



If the active player does *not* invoke a volley phase, the passive side may play this card to force him to invoke one.

OR: if the active player invokes a volley phase, the passive side may play this card to prevent it from happening.

If the volley phase proceeds, it may be modified by either side.



### First Fire



Play this card after the active player declares a volley phase, but before he has resolved any fire.

The passive side's units may shoot first.



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Play this card after the active player declares a volley phase, but before he has resolved any fire.

The passive side's units may shoot first.



### Thick Smoke



Playing this as a modifying card for a volley phase causes all of your *opponent's* units to apply a -1 penalty to hit on all their shooting dice.



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Playing this as a modifying card for a volley phase causes all of your *opponent's* units to apply a -1 penalty to hit on all their shooting dice.



### Show No Fear



Modify a Rally action, giving all units of that force +1 on each rally die.



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### Find the Way



Modify a March action. Active units may pass through difficult terrain without suffering DISR.

Artillery units may pass through difficult terrain at their full movement rate of 6.

This card negates the effect of *Rough Going*, if the passive side interrupts with that card.



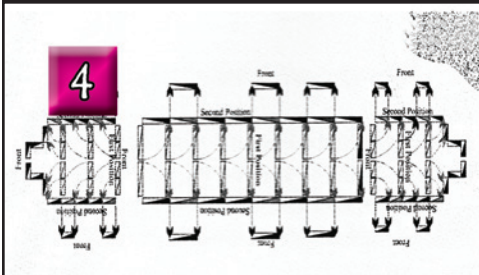
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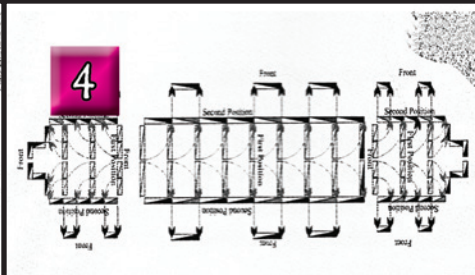
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### Passage of Lines



Modify a March action. All active units that move in this round may interpenetrate friendly units without DISR to them or to themselves.



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Modify a March action. All active units that move in this round may interpenetrate friendly units without DISR to them or to themselves.



### Hold the Line!



All defending infantry units receive +2 to their combat scores.



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