

Maurice

War in an Age of Gentlemen and Philosophers: 1690-1790

Free "Lite" Introductory Version

A Game by Sam A. Mustafa



1. Bases and Units

Basing

Bases for infantry (INF) and cavalry (CAV) figures should be roughly “squarish,” that is: not too much wider than they are deep. If your bases are very shallow and rectangular, you may wish to double-rank them and call two of them a single base for purposes of this game. Any bases from a square to a 3:2 rectangle should work fine.

Artillery (ART) bases should be the same width as infantry or cavalry bases, and as deep as needed for the artillery model. (With large figures, this can mean that artillery bases are long, deep rectangles.)

Base Widths (BWs)

All game measurements are made in BWs. One BW should be approximately the frontage of one of your INF or CAV bases. You may round or adjust as needed. (For example, if your INF bases are 40mm X 30mm rectangles, then you could establish a BW as 40mm, or perhaps round-up to 50mm or 2”, or round-down to 1.5”, etc.)

You should make some measurement sticks, marked in BW. There are no “half” BWs or fractional measurements. If a rule ever requires you to halve an odd number of BW, then round up to the nearest whole number.

The game is designed to be played on a standard rectangular table. When using base-widths of 40mm (1.5 inches) or smaller, a 6’ X 4’ table will do nicely. When using large figures or base-widths of 50mm (2 inches) or more, an 8’ X 5’ or 8’ X 6’ table may be necessary.

Markers

A base is a stand of miniatures with infantry, cavalry, or artillery figures. All other figures used in the game are **Markers**.

The players will need to create some **Disruption Markers**, that can show levels of disruption between 1 and 4.

The players will need some **Smoke** markers. A typical cotton “puff” is ideal for this purpose.

Each player will need one marker for his army commander (**CinC**). It should be @1BW square.

Markers are not bases; they do not exist for purposes of combat, shooting (they can’t be targets), distance to the enemy, etc. It is necessary to measure the distance from the CinC to his units, so is he is “there.”

Active and Passive

The game is played in rounds. In each round, one side is **Active** and the other side is **Passive**. The active side makes things happen: activating units, moving, resolving actions, etc.

Generally the rounds follow an IGO/UGO pattern, alternating so that Player A is active, then Player B is active, then Player A again, and so on. In these rules, references to “your round” or “you have the round” mean: you are the active player. (For example: *the British player is active in this round. The French player will “have” the next round.*)

Unit Sizes and Formations

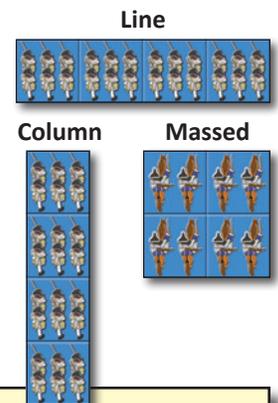
INF and CAV units always have four bases. ART units are always one base each.

INF and CAV units are always in one of three formations: line, column, or massed.

A unit in line has all of its bases abreast, in flush contact as a single line. A unit in column has all of its bases lined up one behind the other in a single column. A unit in massed has two bases in the front rank and two precisely behind them in the second rank.

The massed formation is used only by cavalry.

Because it has only one base, an artillery unit does not change formation. It is always in “artillery” formation.



What's in the Full Game

The complete *Maurice* game features both regular and irregular units (the latter being typical of middle-eastern or east-European armies). Players can choose “National Advantages” that enhance the capabilities of their units in various formations, for example adding an ability for infantry to use Massed formation. Units also have different “qualities” ranging from green conscripts to elite guards.

In the complete game, the CinC is not the only officer on the table; the army also has “Notables” that represent aristocrats whose high social rank entitles them to certain kinds of subordinate commands, where their skills may or may not be to your liking. If they prove too troublesome, you can expend some of your political influence to sack them and hopefully replace them with more agreeable fellows.

The game scale is flexible, so the rulebook offers guidelines for scaling up or down, to represent different sorts of historical scenarios, from the small engagements of the American Revolution, to the huge struggles of the War of Spanish Succession, the Austrian Succession, and the Seven Years’ War.

Near the Enemy and In Contact

“Near the Enemy” means: **any portion of your unit within 4BW of any portion of an enemy unit.** Being near the enemy is measured “as the crow flies” in a direct line through any kind of terrain except impassable, and even though other enemy or friendly bases.

A unit that touches any enemy unit, is “in contact” with the enemy. Likewise, a rule that requires “contact” between friendly units, means: touching in some way.

Front, Flanks, Rear

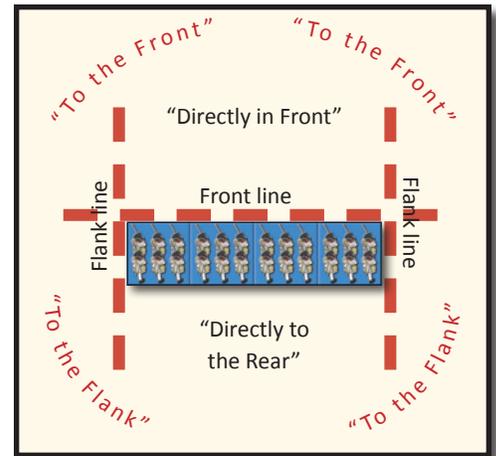
Trace imaginary lines parallel to a unit’s front and flanks, called the “Front line” and “Flank Lines.” Something forward of your front line is “to the front” of your unit. A reference to something “directly in front” of your unit means something to the front, which is also inside the two flank lines. If a rule requires you to move only “directly forward,” then it means: straight ahead without turning in any way.

Something behind your front line is considered “to the flank” of your unit. If it is also inside the two flank lines, it is “directly to the rear.” Moving “directly backward” means backing up, perfectly straight, without any turns.

“Flanked”

An enemy unit that has *half or more of its bases completely behind your front line and no part of any base directly in front*, is “to your flank.” Otherwise, the unit is “to your front.”

A unit is “flanked” if it has an enemy unit in contact and to its flank. There is no functional difference between being attacked in the flank and in the rear.



Disruption (DISR) and Broken

During the game, usually as a result of enemy fire or combat, units acquire **Disruption** (hereafter **DISR**). This is marked upon a unit by placing a DISR marker, showing the appropriate level (i.e., number) of DISR for the unit. If, for example, a unit acquired one DISR, and then was fired upon again and acquired another, the DISR marker is changed to show “2.”

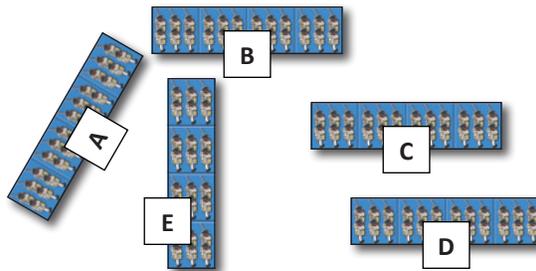
When a unit’s level of DISR exceeds its number of bases, that unit is **Broken**. It is removed from the table. That means that an infantry or cavalry unit breaks when it acquires its fifth DISR. An artillery unit breaks when it acquires its second DISR. Units may sometimes break as a result of combat, regardless of their level of DISR.

Forces

Every unit in the army belongs to a **Force**, even if that force is just a single unit.

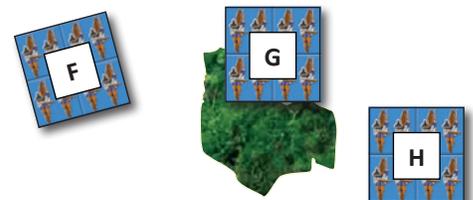
A force is a grouping of units legally linked together, that the active player has chosen to do something with. There is no limit on the number of units that may comprise a force, however there are several limits on how units may be linked as a force.

- **Units must be in forces that are homogenous.** That is: all-INF, or all-CAV, or all-ART.
- **Units may be linked as a force only if they are in the same formation.** (All in columns, for instance, or all in lines, etc.)
- **All units of a force must be in terrain that has the same effect upon their movement.** (All in open terrain, for example, or all in difficult terrain.) They do not have to be in specifically the same terrain type; two units in woods and one in rocky ground, for example, could be a single force, as all are in “difficult” terrain.
- In order to be legally linked as a force, units must be within **2BW** of any other unit that they may legally form a force with.



Units A-D may comprise a single force. They are all INF units in line formation, and all within 2BW of another unit of the force. Unit E is an INF unit, and within 2BW, but in a different formation, and thus may not be part of the force.

Within the limits described above, a force’s composition can change throughout the game. A player might break off a single unit from a force and act with it as an individual, one-unit force, and then he might end a round with that unit linked to other units and thus now part of a new force.



If it weren’t for the bit of woods, these three CAV units could comprise a force. They are all CAV, all in the same formation (massed), and all within 2BW of one other unit in the force.

But unit G is partially in woods, while F and H are in open terrain. And units F and H are too far from each other to form a force together. So the player is stuck with three one-unit forces.

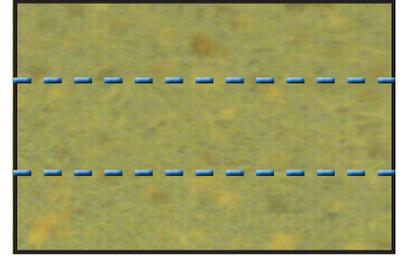
2. Prepare for Play

Setup

For this “lite” version of the game we recommend a very simple setup process. Each player rolls a die, and any ties are re-rolled. The higher player will set up the board. He may set up a number of terrain features up to the combined number of their two die rolls, but at least as many as the higher of those two rolls. (*So if the players rolled a 4 and a 3, then the winning player sets up anywhere from 4 to 7 terrain pieces.*) The size and shape of terrain pieces will be dictated by the players’ collections. Let good sportsmanship prevail.

We recommend that you do not set up any towns or cities, nor any major rivers, on your table. The full *Maurice* game has rules for fighting in urban areas, crossing bridges, etc., but these “lite” rules do not.

After one player has set up the board, the other player may then choose which side of the board he wants for his setup area. Draw two lines parallel to the “long” edges of the board, thus dividing the board into three equal regions. The players each set up their armies in one of the areas close to a long edge, leaving the middle region without troops from either side. The player who rolled higher may choose whether he sets up first or second.



Army Size and Army Morale

For this “lite” version of the game, players must decide for themselves how many units of each type they wish to play with, and how they shall balance the opposing sides. A typical game might consist of 2-5 artillery units, and then perhaps a dozen units of infantry or cavalry, divided as the players prefer and their collections permit. This introductory game is intended to teach you the basic game mechanics, not to manage tournament play. So just discuss it with your opponent and arrive at a good number of units.

Each player counts the number of units in his army and divides it by two, rounding up any fraction. The result is his army morale number. During the game, each time he loses a unit (each time a unit is broken), he subtracts one from this number. When the number reaches zero, his army morale has broken, and he has lost the game.

Deal the Action Cards

When using this “lite” game, players should download the free set of action cards available from the HONOUR website. These cards are more limited in number and scope than the cards available for purchase for the full game, but they are entirely sufficient to play the lite game. The two players will need only one set of cards. Print them out to cardstock and prepare the deck.

Having set up the table and the armies, remove the *Reshuffle* card from the deck, then shuffle the action cards and deal **six** cards to each player. Roll a die to determine which side will play the first round. Re-roll ties.

What's in the Full Game

Maurice includes a very full-featured setup system. The players draw a “battlefield card” that gives them the general terrain type of the region in which they are fighting. That card informs them of the types of units that give them a scouting advantage in that environment (cavalry on the open plains, for instance, irregular infantry in the mountains, etc.) Each army calculates its scouting score and then rolls to determine who has out-scouted whom. The player who won the scouting has advantages in the choice of terrain, and in the order and parameters of setting up the battle.

One player is the “invader” and the other is the “defender.” The choice of these roles has a great impact upon your starting hand of action cards, as well as the size of your setup zone and the options you have within it.

During the setup, both sides place objective markers to represent their army’s line of communications. The defender must also place a “battlefield objective” that he must defend. Control of these objectives is crucial to army morale and thus victory.

The full game features a more detailed system in which units of different types have different effects upon the army’s morale. Events also occur, resulting from card-play, that can affect army morale.

Once broken, a unit can be replaced only as green conscripts in future battles, although all units have the chance to be “promoted” in quality for their service on the battlefield. Thus the army changes slowly from game to game as some units improve, some are shattered and replaced by conscripts, and some new units are recruited.

Finally, the scouting units and the particular terrain environment will have an effect upon pursuit after the battle, thus determining whether a victory translates to some decisive moment in the campaign.

3. The Action Cards

Most game activities are performed by players using **Action Cards** (often simply referred to as “cards.” Players should print out the free action cards from the HONOUR website; these are enough to create one deck for a two-player game.

Action Cards are drawn from a deck by players and kept in each player’s **hand**, concealed from his opponent. The enemy always has a right to know how many cards you have, but not their contents. When action cards are played, they are **discarded**, face-up. There is a single discard pile for both players.

Unless otherwise specified by scenario or national advantage, a player may never end a round with more than **ten** cards in his hand. He may draw cards during the round that put him over this limit, but before the round ends, he must choose cards to discard, to bring himself back under the limit.

Banners and Effect Text

Every card has a “banner” with the card’s title. Beneath the banner is a block of text explaining the card’s specific effects, when played for modification or interrupt, or in some cases, when played for some other event.

Span

In the upper left corner of each card is a purple box with a number. That is the card’s **Span**: the maximum distance in BW from the army commander that this card may be used to activate a force. *(For example, a card with a span of 8 could be used to activate a force up to 8BW from the CinC.)*

A player may use multiple cards for a single activation, adding together their Spans until his activation is legal. *(For example: the active player wishes to activate a cavalry force to March. That force is 17BW from the CinC. The active player could declare an activation and then play a card with a Span of 12, followed by a card with a Span of 6. Their total, 18, is sufficient to activate the cavalry force.)*

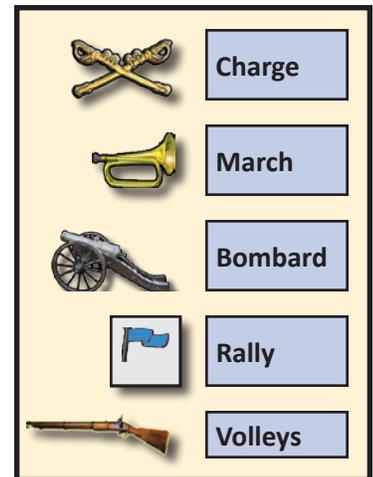
Modifier Symbol

If a card has a modifier symbol in the right of its banner, then it may be played as a **modifying card**. There are five modifying symbols:

- The crossed swords modify a Charge action.
- The bugle modifies a March action.
- The cannon modifies a Bombard action.
- The blue flag modifies a Rally action.
- The musket modifies Volleys.

Each player may play a maximum of one modifying card of each symbol in a round. He may only play a modifying card if it has the correct symbol for the type of action that he has chosen, or that the enemy has chosen. *(For example, only cards with the crossed-swords symbol may be played to modify in a round in which the active player has declared that he will charge.)*

Not all cards have modifier symbols. Only those which have a symbol may be played for modifiers. A player may never play more than one modifier card in a round.



Interrupt

A card with the tricorne symbol in its banner is an **interrupt card**. It may be played by the active player as a normal activation card, using its span. But it may also be played by the passive player, interrupting some action or activity in the active player’s round. In that case, it is played for its effect, as described in the text. *(For example: the Unexpected Delay card can be played as an interrupt by the passive player, to complicate the active player’s activation.)*



What’s in the Full Game

The full card deck includes all the “Notable” cards, the “Battlefield” cards, and the “National Advantage” cards, by which players can customize their historical or fictional armies. There are also advanced action cards for things like variable weather, engineering, reinforcements, and so on.

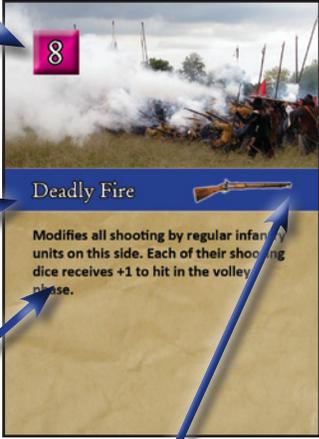
The Anatomy of the Cards

Span
If played for Activation, this card has a Span of 8.

The Banner
The card's title is written in the banner.

The Effect Text
If you use this card for its effect (in this case, as a modifying card), then the text here explains the effect of the card.
If you use this card for **Activation**, then the effect is irrelevant.

Modifier Symbol
The musket symbol indicates a modifying card; one whose effects may be used to modify volleys.
If the active side declared volleys for this round, then either player could play this card to modify.



An Interrupt Card
The passive player may interrupt the active player's round by playing this card for its effect.



An Event Card
If the active player chooses to play this card as an event, he acts upon the effect text.
Or he could opt to use this card for a different purpose, such as its Span of 12.

4. The Basics of Play

The game is played in alternating **Rounds**, with side A playing the first round, side B playing the second, side A playing the third, and so on. There is no set limit to the number of rounds in a game. Rather, the players play rounds until they run out of cards, at which point — if neither side's army morale has yet broken — **Nightfall** has occurred, and the game has ended in a draw.

In each round, one side is **Active**, and the other is **Passive**. When you see a reference to “your round” or “having” or “playing” a round, it means: you are the active side.

Volley Phase

The active player begins the round by declaring whether or not there will be a volley phase. If he opts *not* to have one, then there will be no small-arms or canister fire in this round. If he does invoke the volley phase, then eligible active-side units will fire, and eligible passive-side units will return fire, in that order.

Command Choice

After resolving any volleys for both sides, the active player declares his command choice for the round. He may **Pass**. He may play an **Event**. Or he may play an **Action**.

A player may opt to pass his round. Doing so allows him to draw three new cards from the deck, then his round is over. A player may pass even when there are no cards left in the deck. If there are no action cards left in the deck and the two opposing sides pass, one after the other in two consecutive rounds, then night has fallen and the game ends, regardless of how many cards remain in their hands.

A player may play a card with the “E” event symbol as an event, and thus follow the action described on its text. After that, his round is over.

The Sequence of a Round:

1. **Volley Phase**
 - if active player chooses, resolve volleys
2. **Active player picks one Command Choice**
 - choose Pass, Event, or Action
 - draw card(s), if eligible
 - resolve the event or action
3. **Active side may move the CinC**

What's in the Full Game: Multi-Player Options

Although your friends can help, this introductory version of the game is designed as a simple 1-on-1 experience. The full *Maurice* offers three ways to do multi-player games: (1) A “doubles” option allows for two complete allied armies on each side, thus a four player (2-on-2) game. (2) The “Succession Wars” campaign system allows any number of players to divide into “camps.” Your camp plays the enemy camp, in a variety of configurations. (3) The simplest ad-hoc way of doing it - which was frequently done during play testing - is to have two have two players on each side, rather than one, running the army together in a way that they can agree upon.

Play an Action

Most commonly, the active player will choose to play an action. There are four types of action: **Charge**, **March**, **Rally**, and **Bombard**. The active player chooses a single force, declares that he will activate it to do one of those actions, and then plays the appropriate card(s) to activate it. A player may not choose an action if there is no way for his army to do it. (He may not choose to “Bombard,” for example, if he has no artillery, etc.)

Action / Choice	Card Draw	Notes	Card Play
Charge	none	One force is activated.	Play card(s) whose Span \geq distance to the CinC.
March	1		
Rally	2		
Bombard	2		
Pass	3	No action.	
Play an Event	none	Play card for the Event.	

Draw New Cards

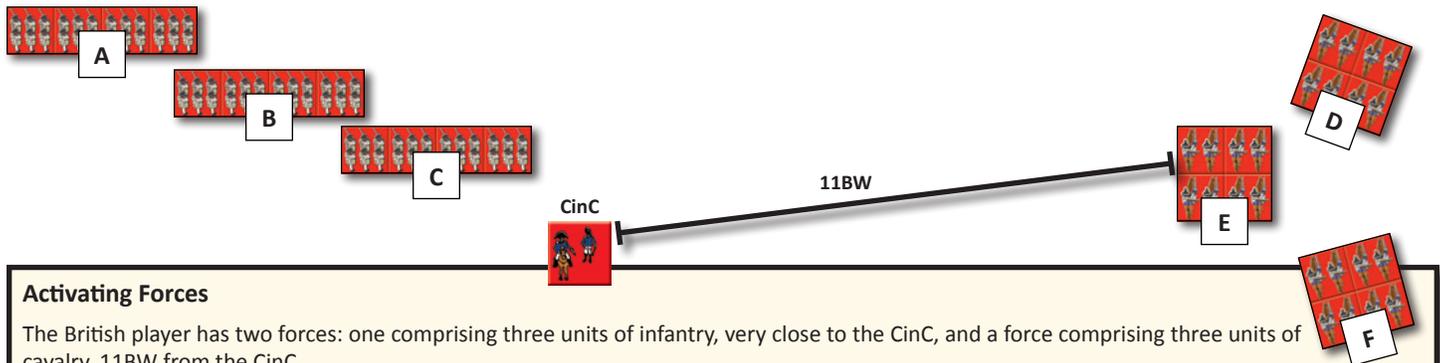
The active player declares his command choice for the round, then - if eligible - he draws more cards from the deck. He then carries out his choice of activity. He may use cards that he just drew, as part of that activity, if he wishes, but having drawn new cards he may not change his mind about his choice.

A player who chooses to pass his round draws three cards. Choosing to Rally or Bombard allows the player to draw two cards. Choosing to March allows the player to draw one card. A player who chooses a Charge action, or an Event, draws none.

Activating a Force

When a player declares that he will be playing an action, he draws new card(s) from the deck, before he has to say, specifically, which of his forces will be activated, or what cards he will use to do it. *For example: he says “I am going to March,” and then draws a card. He then declares which force will march, and he can use the card he just drew, if he wants, to activate that force.* That means that he can use the new cards for activation, but not for anything else in this round. *(For example: if he declared a Rally action, drew two cards, and suddenly found he had the excellent Valeur et Discipline card, he could not play that card for effect, because it is an Event, and he already committed to an activation instead. He could of course use that card for its span, in his rally activation.)*

The active player designates a legal force, declares that he will activate it to do one of the four actions (Charge, March, Rally, or Bombard), and then must play a card or cards from his hand, whose Span equal or exceed the distance of that force from the CinC. The distance from the CinC to a force does not have to be a straight line. The active player may trace the line so as to avoid enemy units, but the line may not pass within 1BW of any enemy unit. (Imagine the line to be the width of any handy piece of string.)



Activating Forces

The British player has two forces: one comprising three units of infantry, very close to the CinC, and a force comprising three units of cavalry, 11BW from the CinC.

Activating the cavalry force would require a card or cards with a span of more than 11. Note that the cost to activate a force is measured from the CinC to the closest unit in that force.

He decides instead to activate the infantry force to March, and plays a card with a span of 4, to do so. He could choose to activate just part of a force. For instance, he could activate units B and C together as a force, and march them somewhere else. That would leave A behind, as its own force for some future activation.

Playing Modifying Cards

After having declared an action and played a card or cards to make it happen, each player may play an additional card to modify that action. Unless otherwise specified by the card, the active player must declare whether or not he will play a modifying card for his action, before the passive player has to decide whether or not he will do so.

A player must play a modifying card before either player takes any action that would be affected by that card. *For example: the active player played a card to activate a cavalry force to Charge. He then played the Stirrups In card to modify his charge action. The passive player waits until just before the active player begins rolling to resolve combats, and then he plays the For the King card to modify one of his defending infantry units.*

If the card permits, players may play modifying cards in the volley phase (cards with the musket symbol.)

Each player may play **only one modifying card of each symbol** in a round. *For example: the active player might invoke a volley phase, then play a card to modify it, then choose a March action, and play a card to modify that. But he could not play two modifying cards for his volley phase, or for his march action.*

An Event may not be modified.

Playing to Interrupt

During the active player's round, the passive player may have an opportunity to play a card to interrupt him. Any card with the interrupt (tricorn) symbol can be played as an interrupt. In most cases the effect of playing the card for interruption is described in the effect text, as are the instructions for when exactly the card may be played. *For example: if he plays the Rough Going card as an interruption, the passive player must do so before the active player moves any units, and then the active player's units will treat difficult terrain as impassable in that round.*

The passive player may never play more than one interrupt card in a round. (If he chooses to interrupt the active player's volley phase, for instance, then he can't also interrupt his action.) He may, however, play both an interrupt card, and modifying cards, if the situation permits.

If the passive player plays an interrupt card that allows him to do something out of the normal sequence, such as playing *First Fire* to "steal" the order of the volley phase and shoot first, then he would have to play any modifying cards for his shooting, if he wanted to, before the active player modified his own shooting.

An Event may not be interrupted.

No Cards?

If he starts his round with no cards, then the active player must pass. If he starts his round with no cards, and there are no cards remaining in the deck, then the player's round consists of deciding whether or not to invoke volleys, followed by passing (without drawing cards.)

Activation Foiled by the Enemy

It is possible that the active player might attempt to activate a force, but then be prevented by the passive player. *(For example: he might activate a force in difficult terrain to march, but be interrupted by the Rough Going card, which forbids any movement in difficult terrain in that round.)*

In such cases, the active player's activation attempt fails. He loses whatever card(s) he already played for the failed activation and modification. The cards he already played, and the passive player's interrupt card, are all discarded.

Minimum Activation Cost

The advanced rules introduce notables, staff officers, and other things that can reduce the distance between the CinC and the force he wishes to activate. It could even theoretically reduce that distance to zero or less. Nonetheless an activation always costs at least one card. (Obviously if the distance is effectively zero, then a card with any span number will suffice to activate.)

Option to Remove

Some event cards have a green banner across the bottom with the words: "Option to Remove from Game After Use." When one of these cards is played *as an event*, either player may then choose to remove it from the game, rather than placing it in the discard pile. If neither player wants to remove it, then it is placed in the discard pile like any other used card.

If the card is played for activation (rather than as an event) it is placed in the discard pile, as normal, without any option to remove it from the game.

The Reshuffle Card

The game includes one *Reshuffle* card. When starting the game, do *not* include it in the action deck.

When a player draws the last card from the action deck, he must add the *Reshuffle* card to the discard pile, and then reshuffle the discards into a new action deck. If he still has cards to draw, he does so at that time.

For example: the Austrian player chose to Pass, and thus may draw three cards. But there are only two cards left in the deck (the rest are in the discards). So he draws the two remaining cards from the deck. The Reshuffle card has not yet been used, so he adds it to the discards, and then reshuffles the discards into a new action deck, and places it face-down. He still has one card to draw, so he does so now, from the new deck.

As play continues, using this reshuffled action deck, one player will eventually draw the *Reshuffle* card. When that happens, he removes that card from the game (it does not go into the discards.) Then he reshuffles the discard pile together with the remaining action cards in the deck, into a new deck. He may then draw however many remaining cards he is entitled to.

The players continue, using cards from that last reshuffled action deck, until the cards run out, or one army breaks.

To summarize: the players play through one complete action deck, then add the reshuffle and play through the second deck until the reshuffle comes up. Then they combine the discards and remaining deck and shuffle to create one last action deck.



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.

The Smoke Marker on Artillery

Artillery units may fire when activated by a bombard action, or during a volley phase, but not both in the same round. In either case, when artillery units fire, players should place smoke markers on them. A cotton “puff” works nicely.

The smoke “puff” marker serves to remind the player that he may not move the artillery unit. If the artillery fires again in a subsequent round, the smoke marker simply remains in place. The presence of the smoke marker does not hinder the artillery from shooting. It has no effect on the artillery’s ability to rally, or to defend itself in combat. It only prevents the artillery from moving.

The active player may remove the smoke markers from any/all artillery units in a force by activating it to March. The artillery force does not move, but its “march” removes the smoke markers. With no smoke marker, the artillery may now be activated to march again in a *later* round, and may thus move.

An artillery unit may thus fire canister during a volley phase, then be activated to march in that same round, and thus remove its smoke marker. In the player’s *next* round, he could once again activate it to march, and then move it. (Unless it acquired smoke again, by shooting again in the volley phase.)

5. Terrain

For purposes of these “lite” rules, players should agree before setting up their units, on the types and effects of terrain: which types of terrain will be difficult for movement and “bad terrain” for combat, which will offer cover, and so on.

Difficult Terrain and “Bad Terrain”

If a terrain type is “difficult” for certain unit types then it affects the movement of those units if they move even a tiny portion of their bases through or into it. If any portion of a base passes through difficult terrain, then the entire unit is considered to be moving through difficult terrain, and its movement is penalized accordingly.

Typical examples of difficult terrain are: rocky ground, forest, marshes, being on or crossing over trenches, sunken roads, or other linear obstacles, and streams and small rivers.

If a base is in a type of terrain that is unsuitable for its doctrine or training, then the unit is said to be in “bad terrain” in the event of shock combat. If any fraction of a base is in bad terrain, then the whole unit is considered to be in bad terrain. Any type of terrain that would be difficult for a unit’s movement, is considered bad terrain for it, in combat. (For example, forest or marsh for an infantry unit.)

Cover

When fired upon by the enemy, or attacked in combat, a unit has cover if all of the enemy’s fire or attack comes through or across terrain that gives cover. If it is not clear whether the enemy fire or attack is coming “through” or “across” the cover, then ask: is it possible to draw a straight line from any point of the enemy unit’s front, to any point of my unit, without passing through cover? If the answer is Yes, then your unit does not have cover.

Typical examples of terrain that provide cover are: forests, walls and trenches.

“In Water”

A unit is said to be “in water” if any portion of its bases are in a river or stream, marsh, pond, or any other body of water, including a ford. A base on a bridge is not in water.

What’s in the Full Game

Maurice includes a more sophisticated look at terrain, including towns and man-made structures, and provides rules for “hard” cover as opposed to “soft” cover.

6. Movement

When a player activates a force to March or Charge, the units of that force may move. The specific additional rules for charging will be addressed in Chapter 8. This chapter will explain how to move units in general.

Movement and Formations

A unit's movement depends first upon its formation. All units have a basic **Movement Allowance**, based upon the formation in which they begin the round. That allowance is expressed in base widths, and represents the ability of the unit to move that distance. (For example: if your movement allowance is 4, then your unit can move 4BW.) A unit may opt not to move at all, or opt to spend less than its full movement allowance, unless it charges.

Movement and Terrain

Infantry and cavalry units that move through difficult terrain are not slowed by it, but rather suffer 1 DISR for moving through it. An infantry or cavalry unit acquires a DISR no matter how much difficult terrain it passes through in its move, even if only a bit of one of its bases passes through it. The DISR is applied at the moment in the round that the unit first enters or moves through the difficult terrain.

A unit that is only one DISR from breaking may not move through difficult terrain. (It may never be broken by moving.) If a unit has reached the point where it can not move through difficult terrain due to disruptions, then you will have to find another solution: leave it behind and move the rest of its force on, or Rally the force, or find an easier path in open terrain.

An artillery unit that moves through difficult terrain does not acquire a disruption.

Interpenetration

No unit may ever move through enemy bases. In some cases, however, units may move through friendly bases. This is called "interpenetration," and it may involve a penalty. Any unit may move through *markers* on the table, whether friendly or enemy, without penalty.

Artillery units, and all units in columns, may interpenetrate, and be interpenetrated, without penalty to themselves. They might still cause disruption, however, to other units, if they interpenetrate those units.

Infantry and cavalry units in line or massed formations acquire a DISR each time they interpenetrate, or are interpenetrated. As with difficult terrain, a unit may not be broken by interpenetration. If either the moving unit or the stationary unit would be broken by the DISR caused by interpenetration, then the interpenetration is not permitted.

In any case, a unit must have enough movement allowance remaining to carry it completely through the friendly unit. A player may not "stack" units, or leave any base "sitting on" any friendly base.

Examples of Interpenetration:

A regular infantry unit in line formation passes through a regular cavalry unit in column. The infantry acquires a DISR. The cavalry, being in column, does not.

A regular infantry unit in massed formation passes through a regular infantry unit in line. Both acquire a DISR.

An artillery unit passes through a cavalry unit in massed formation. The artillery unit suffers no penalty. The cavalry unit acquires a DISR.

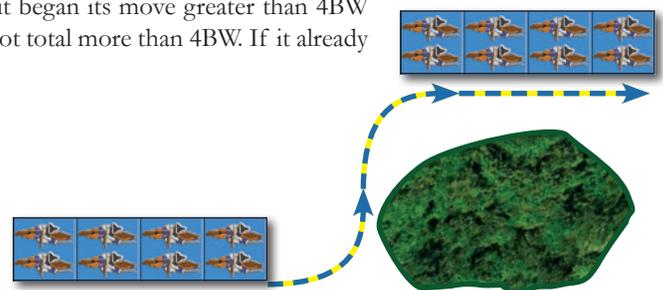
Moving in Columns

A unit moving in a column is always only one base wide (either a single-based artillery unit, or a column.) If players need to determine whether a moving unit passes through terrain or has enough space to move around or between other bases, they should imagine a movement **path** for that base. The unit moves only in the direction of its front base edge, but that base may twist or turn in any direction, any number of times. Imagine a "snaking" path, always 1BW wide.

A column that moves near the enemy may not move more than 4BW. If it began its move greater than 4BW from the enemy, and moved near the enemy, then the column's move may not total more than 4BW. If it already moved more than 4BW, then the column can't come near the enemy.

Movement Allowances		
CAV	INF	Formation
16	12	In Column
4	4	Column near the enemy
8	4	In Massed or Line
(Halved)		In retrograde

Artillery Movement Allowance	
6	In open terrain
2	In difficult terrain
2	End its move near the enemy



Movement in Line and Massed Formation

Units in these two formations are strictly limited to only four kinds of movement. They may move directly forward. They may move directly backward (known as “retrograde” movement.) And they may **Wheel** while moving, either while moving forward or backward.

Retrograde

A unit that moves backwards in line or massed formation has only **half** of its normal movement allowance. A unit may never combine both forward and backward movement in the same round.

Wheeling

Wheeling can be done while moving either forward or backward. It has no special “cost” in movement allowance; the distance traveled by the unit while it wheels is simply counted as movement spent. A unit wheels forward when one corner of its forward edge remains stationary while the other corner moves, measuring the distance of movement as it goes. A unit wheels backward when one of its rear corners remains stationary while the other end of the unit moves backward.

A unit may combine wheeling with forward movement in any number of ways and any sequence. It could wheel, then move forward, then wheel some more, and move forward some more, etc, as long as the unit never spends more than its movement allowance. It may do the same with wheeling and retrograde movement. (But may never move in such a way that it combines forward and retrograde movement.)

Artillery Movement

Artillery units may always move in any direction, regardless of their facing. They do not “wheel” or retrograde, etc. Their movement allowance is constant, regardless of direction.

Either Six, or Two

An artillery unit has a movement allowance of 6BW under ideal circumstances. However, two conditions might apply, either of which would reduce its movement allowance to 2BW: difficult terrain, or ending a move near the enemy.

Artillery units do not acquire DISR when moving through difficult terrain. However, if the artillery unit will move through any difficult terrain, then its movement allowance is limited to 2BW. If it has already moved more than 2BW, it cannot enter any difficult terrain.

If the artillery unit begins the round near the enemy, the active player may move it up to 6BW, as long as it *ends* no longer near the enemy. If, however, he wants to move the artillery in a way that would result in it *still* being near the enemy at the conclusion of its movement, then its total movement may not exceed 2BW.

If the artillery unit begins the round *not* near the enemy, and the active player wishes to move it near the enemy, then its total movement may not exceed 2BW.

Artillery forces may never be activated to charge.

Smoke

When artillery shoots, it must be marked with smoke. The smoke marker may be removed by activating the artillery specifically for that purpose, as a March action just to remove the smoke.

For example, a player fires canister with his artillery in the volley phase. He thus marks the bases with smoke. He may activate the artillery force to march in that same round, but doing so only removes the smoke marker. In a later round - assuming they don't shoot again - he may then activate them to march, at which point they may move.



Wheeling

The cavalry unit spends the first 1BW wheeling to the right, and then moves forward two more BW. Then it wheels for one more BW, this time to the left. Note that although it wheeled from two different corners, the cavalry unit always used forward movement. It never combined forward and retrograde movement. It has used a total of 4BW of its 8BW movement allowance.

The infantry unit wheels 2BW backwards. Even though its right rear corner did not move, it has covered 2BW because of the movement of its left corner. The movement is measured by the portion of the unit that moves the most.

What's in the Full Game

The complete game includes irregular units with special abilities in rough ground (although they are very vulnerable in the open.) Armies may have certain “national advantages” that permit them to move in additional ways, such as Oblique Order, or the “Cadence” advantage, which permits units to move first, and *then* deploy into a new formation.

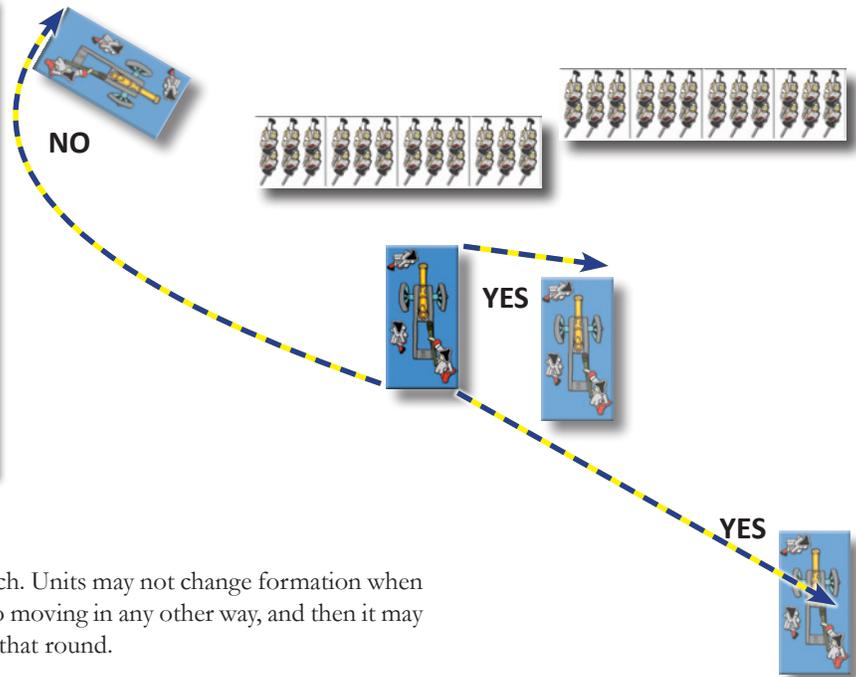
Artillery Near the Enemy

The French artillery unit began its round only 1BW from the Austrians. The French player wants to move it.

He may move up to his full 6BW, as long as he ends no longer near the enemy. Thus he can retreat in the face of the enemy.

He may move up to 2BW, if he wants to stay near the enemy. Thus he could slide to his right, as shown.

But he could not move around the enemy's open flank, and end still near the enemy, since that requires more than 2BW of movement. Note that he could make a move of that nature, if the Austrian flank really was that wide-open, but he could not end with the artillery near the Austrians.



Changing Formation

A unit may change formation only when activated to march. Units may not change formation when activated to charge. A unit may change formation, prior to moving in any other way, and then it may move. It may not change formation *after* it has moved in that round.

There is no cost in movement points for a formation change **from** a column; only the restriction that it must be done before the unit moves. Any other kind of formation change requires **all** of a unit's movement points: the unit may change its formation, but then not move for the rest of the round.

Armies marched to the battle in long columns, and then turned those columns into lines by means of a series of platoon wheels, so that men ended facing perpendicular to their original line of march. You will use the same procedure to change from columns to lines, or vice-versa.

The rules for formation changes depend upon the size of bases that you use. If your bases are perfectly square, then it is very easy. Each base turns 90 degrees left or right to face the new direction, and the column becomes a line. When changing from line to column, the process is reversed.

If your bases are wider than they are deep, then the line will end up having a longer footprint than the column had. Turn one base in the column 90 degrees to the left or right. It must end perfectly perpendicular to the other bases. Then you will have to line up the rest of the bases, extending the direction and footprint of the unit accordingly. If there is no space to extend the unit's footprint, then it can't change formation.

When changing from line to column, this process is reversed, by choosing one base in the line, turning it 90 degrees, and then "accordioning" the other bases to form it into a column.

If your bases are drastically wider than they are deep, then you may have some problems when a long series of units in columns wishes to form a line of battle abreast. Ideally, each unit can move, change into a line, and then the next unit would move to follow it, change into a line, and so on, until the line of battle is formed flush. But if your bases do not permit this with ease, then you should consider rebasing your figures. (There, I said it...)

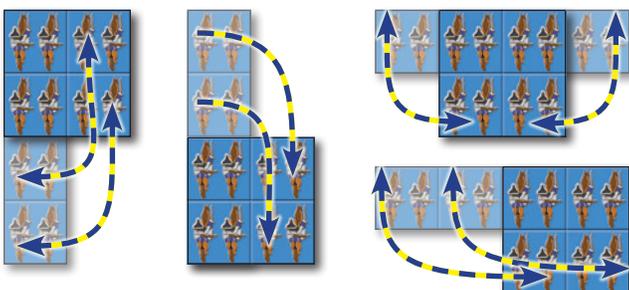
Changing Formations: Moving Bases

A column changes to a massed formation by either (A) taking the two rearmost bases of the column and moving them up flush, alongside the two forward bases, either to the right or to the left, or (B) doing the same with the forward bases, alongside the rear bases.

A massed formation changes to a column by placing two bases either on the left or the right *behind* the two others.

A unit in line formation may change to massed formation by choosing either two bases to the left, two to the right, or one from each end, and then placing them *behind* the other two.

A unit in massed formation may change to a line by taking its two rear bases and moving them alongside its two front bases, either one on each side, or two on one side. It could alternatively choose its two front bases, and move them alongside the rear ones.



Some Examples of Formation Changes involving Massed formation.

Changing Formation in Difficult Terrain

If a formation change requires bases to enter or leave difficult terrain, then a unit acquires 1 DISR for moving in difficult terrain. No unit may be broken by changing formation in difficult terrain. If the disruption would break any unit, then the change of formation may not be done. Remember that the DISR is applied at the conclusion of all movement for that unit; thus a unit that changes formation in one bit of difficult terrain, and then moves through another bit, suffers only 1 DISR.

Bases may interpenetrate their own, or other friendly units while changing formation, as long as they end in a formation that is not overlapping any friendly units. Interpenetration might also result in disruption, as described on page 10.

About-Face

Units that are activated to march may about-face. Every base of the unit is turned 180 degrees to face backwards, with no change in the unit's formation or footprint. A unit may not about-face if it has already moved in any way in the round. No unit may about-face and change formation in the same round.

Regular infantry units that about-face may not make any other movement in the round; the about-face uses all of their movement allowance. **Cavalry and irregular** units may about-face and then move, but if they do move, they may not end the round near the enemy. If there is no way for them to about-face and move so that they end no longer near the enemy, then they must choose either not to about-face, or not to move.

Artillery units do not about-face because they always move in any direction, regardless of their facing.

Moving the CinC

The CinC has no movement allowance. He may be moved any distance and direction, as long as he does not move through any enemy bases.

The active player may move his CinC at the conclusion of his round, after passing or completing the action he has chosen. Thus: after marching all his units, or after all fire is resolved, or after all combats are resolved, or after all rallies are resolved, etc.

The army headquarters is a ponderous affair. It does not just pick up and move. Aides must roll up maps and paperwork, servants must transport the Great Man's personal effects, mistresses must be provided for, hunting dogs, musical instruments, and the culinary staff must all be in their proper places. As a result, whenever he wishes to move the CinC, the active player must discard any one action card, with any span.

The CinC marker may not move until the proper time in the phase's sequence. However, since he is a marker and not a base, you may leave units "sitting on" him temporarily - assuming your figures permit the indignity. You must end the round, however, with no units sitting on the CinC, otherwise he is **displaced**. Since you may move the CinC until after all other units in the round have moved, there is no reason he would be displaced by your own units, unless you deliberately allow it to be so, by choosing not to move him (or by not having a card to spend, to move him.)

Displacing the CinC

The CinC marker is displaced if a round ends in which friendly units are sitting on him, or at any time when enemy bases move through him.

A displaced marker is moved 1BW in any direction, to any place not overlapping any bases, friendly or enemy. If there is no such safe spot, move it another 1BW. Keep moving the marker in 1BW increments until it finds a safe spot. A CinC may be displaced any number of times in a round.

These "lite" rules have no officer casualty tests. However, at the end of any round - friendly or enemy - in which the CinC is displaced, the owning player must discard one card from his hand. If he has no cards, then his army loses one morale point instead.

The March Action

The active player designates a force, declares that he wants to activate it to march, and plays a card or cards whose span is sufficient for the CinC to activate it.

When a player activates one of his forces to march, he may move any and every unit in that force, in any sequence he wishes. He may not, however, move them into contact with the enemy (i.e., they may not charge.) There is no precise limit regarding how close opposing bases may come, when they are not allowed to touch. As long as both players are clear that there has been no contact, then the active base may stop a couple of millimeters away from the point at which it would be prohibited. Good sportsmanship should prevail!

An artillery unit that has a smoke marker may not move. The active player may remove the smoke marker from all the artillery units in one force by activating that force to march. In this case, however, the artillery force does not move, but in fact its "march" is simply to remove the smoke.

The active player may modify his march action by playing a card with the bugle symbol.



7. Volley and Bombardment

The words “shooting” and “fire” are used interchangeably in this book. Fire can occur at either of two times in any given round.

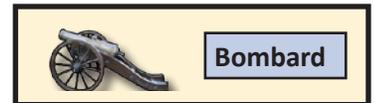
The Volley Phase

At the beginning of his round the active player can decide whether or not to invoke a volley phase. If he does, then any/all of his eligible infantry and artillery units - anywhere on the table - may fire. The fire is never mandatory; he may always pick and choose which units he wants to shoot.

The active side’s units shoot first and resolve the effect of their fire. Then the passive player may do the same, firing any of his eligible infantry and artillery units. (If the passive player uses the *First Fire* interrupt card, he can reverse this sequence and shoot first.) If the active player chooses *not* to invoke a volley phase in his round, then no passive units may fire.

In the volley phase, artillery units fire at short range (“canister”) only. If not already marked with smoke, then they must be, after firing. Artillery units that fire in the volley phase may not be activated to bombard in that same round.

Shooting in the volley phase may be modified by either or both players, using cards with the musket symbol.



Bombardment

A player may choose a Bombard action, which activates a force of artillery to fire at long range (“bombardment”) only. He may modify the fire of his bombarding units, using cards with the cannon symbol.

Note that a player may invoke a volley phase in his round, in order for his infantry units to fire, and then choose a bombard action, so that his artillery units can bombard. He may not, however, activate any artillery units, if they already fired in the volley phase. He could potentially shoot with some of his artillery in the volley phase, and then activate others in the round. The artillery force that he activates, however, may not include any units that fired in the volley phase.

Volleys and bombardment use the same procedure. They differ only in sequence, the limitation of range, and the fact that bombardment is an action, for which a force must be activated, whereas volleys are a “free” phase that occurs across the whole table.

Who May Fire?

Infantry and artillery units that have a valid target, may fire. The enemy unit being fired upon is called a **target** unit. Each firing unit counts the number of bases that may fire upon any given target.

No **base** may fire if any portion of that base is in water. No artillery base may fire if it is even partially in woods.

Each active unit may shoot only once per round. Units in column formation may not fire.

The Sequence of Fire

The shooting player declares the sequence in which his units may fire. He should choose either Left-to-Right, or Right-to-Left, moving across the board, and trying as faithfully as possible to proceed in that order. All of his shooting units roll against their targets, trying to score **hits** on them. As hits are scored, mark them temporarily with dice. Then after all the shooting units of that side have rolled to hit, go back - in any order the shooting player desires - and re-roll those hits, attempting to convert them into **disruptions**. Units that take sufficient DISRs might break.

In a volley phase, the active player fires first, and then passive player shoots back. He also chooses a direction, and proceeds in the same manner, although his units might be a little beat-up, given that they have taken some disruptions, or perhaps even been broken before he gets his chance to shoot.

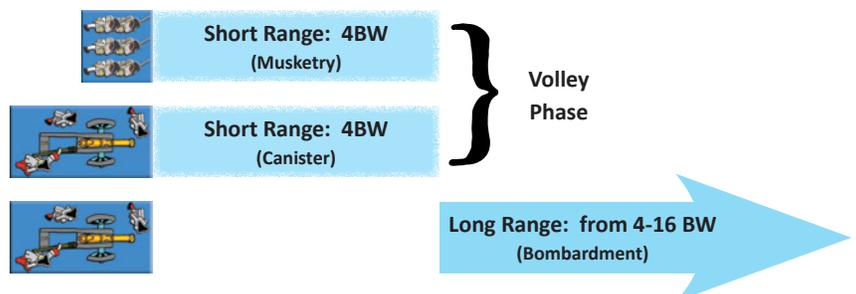
If firing artillery at long range on a Bombard action, only the activated units on the active side may shoot.

The Range of Fire

All volley fire is done at “short range”: up to 4BW from the front of the shooter’s base. This is the range at which infantry fire musketry and artillery fires canister.

All bombardment is done at “long range,” which begins after 4BW from the front of the shooter’s base, and extends out to 24BW.

Infantry bases always fire only at short range. Artillery bases fire with different effect, depending upon whether they are firing in the volley phase, or being activated to bombard.



Fire Zones and Prioritizing Targets

Each base of a firing unit has a **fire zone**. This is the area, 1BW wide, and extending a distance equal to the shooter's range, in which it may attempt to hit an enemy base, as long as at least a fraction of that enemy base is in the zone. If you have a ruler as wide as one of your bases, it will make a handy template for artillery fire. Otherwise, you could make a cardboard template 1BW wide and up to 24BW in length.

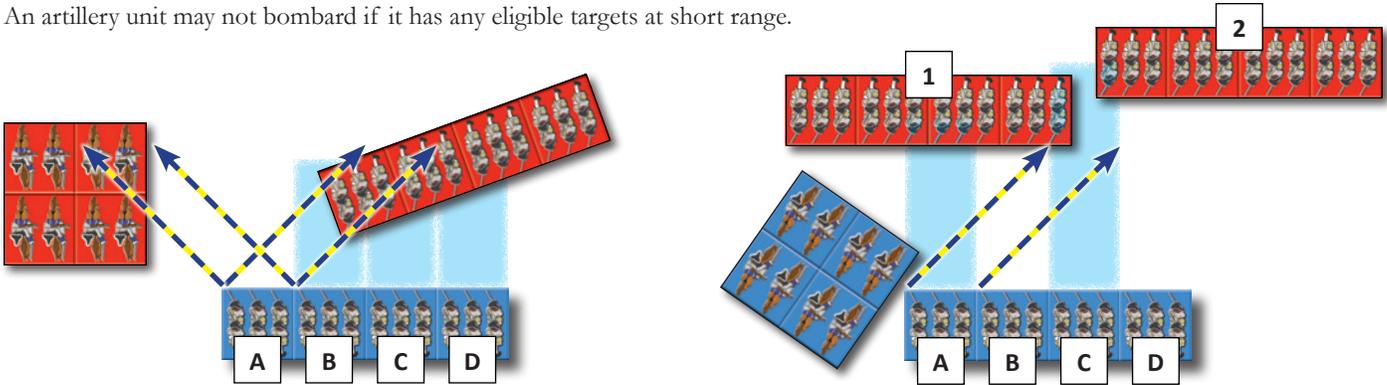
Priorities for Firing:

1. Short range directly ahead.
2. Other short range target within 45°.
3. Long range (artillery only).

If there is any question about which bases fire upon which targets, the active player should lay down the template for his fire zone so that it lies perfectly to the front of his shooting base. The first base that the template falls upon, even fractionally, is either a friendly base or an enemy base. If it is a friendly base, then the shooter may not fire directly ahead. Otherwise, the closest enemy base that falls even partially under the template is the unit which must be the target of the fire.

If the shooter either can't fire directly ahead, due to the presence of a friendly base, an obstruction, or simply a lack of targets, then he may angle the fire zone template up to 45 degrees to the left or right.

An artillery unit may not bombard if it has any eligible targets at short range.



The French unit is firing upon the British unit. French bases B, C, and D all have a base within range and directly in front, so they have no difficulty determining their targets. French base A has no enemy base directly in front, so it can angle its fire up to 45 degrees. Thus it could choose to fire either upon the cavalry, or on the infantry.

The French player could therefore shoot at both targets (one die against the cavalry and three against the infantry), or concentrate all four of his dice against the British infantry.

The French are resolving fire from Left to Right.

French base A has a friendly unit (the cavalry) intruding a bit into its fire zone. Since a friendly is directly in front of it, closer than the enemy, French-A can't shoot straight ahead. It may, however, angle its fire a bit to the right and still hit British unit 1.

French base B fires straight ahead to hit British-1

Note the fire zone for French base C. A portion of British-1 is directly to C's front, and is closer than any portion of British-2. Thus base C must fire at British unit 1.

French base D fires straight ahead to hit British-2.

Thus the French player rolls three dice against British-1 and one die against British-2.

Obstructions

Certain types of terrain constitute obstructions if they appear in the shooter's fire zone. They may or may not also give cover to the target. Woods, entrenchments, and walls are obstructing terrain.

A unit on a hill is not obstructed as long as the shooter can see it. If the shooter can't see a base, because it is on the opposite side of a hill, then he can't shoot at that base. Players will need to specify prior to the game, whether and where hills have crest lines, behind which units are concealed, or whether a unit just behind the crest can be seen.

The presence of any friendly infantry, cavalry, or artillery base in the fire zone, closer than the (enemy) target, prevents fire.

If any portion of obstructing terrain, no matter how small, is in the shooter's fire zone, prior to the target, but does not completely block the fire zone, then it is considered a **"partial obstruction."** The fire zone ends 1BW after the obstructing terrain appears.



Partially Obstructed

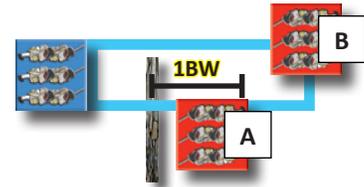
The French artillery fires at the British infantry. A portion of woods appears in the French fire zone, partially obstructing it. From the first point at which those woods appear, the fire will only penetrate another 1BW, and therefore the French player can not shoot the British.

There is no way for the French to change the angle of their fire zone to avoid the woods altogether, and still hit the British.

Fire and Cover

A target “has cover” if it is completely in terrain that provides cover, or if it is behind cover that stretches across the entire fire zone of the shooter. A unit does not have to be perfectly or directly “behind” terrain in order to get cover from it; it only needs for the covering terrain to block the shooter’s entire fire zone, prior to reaching it.

When you lay down your fire zone to determine which enemy base is the first target in that zone, you will note at that time whether or not that base has cover. It is possible that a unit might be shooting at an enemy unit, and some target bases have cover, while others don’t. The shooter’s dice should be rolled separately (instead of just as a handful) if different To-Hit numbers result.



Shooting from Behind Cover

A base may be *in* open terrain while shooting from *behind* a linear obstacle like a stone wall. If we were able to scale the wall properly, it would be only paper thin. But most players’ miniatures collections have walls that are at least several millimeters thick, meaning that we have to imagine that the shooter is simply “behind” the cover, and the fire is not really passing through the wall. In other words, the shooter’s own wall is not an obstruction in his fire zone.

Rolling To Hit

An artillery unit firing canister rolls two dice when shooting. In all other circumstances, a unit rolls one die per shooting base.

In each case, a die that scores equal or greater than its **To Hit Number**, scores a hit on the target. The basic To Hit number is 4+. However, certain conditions can modify a shooting die. Although modifiers are cumulative, a natural roll of **six always hits**, and a **one always misses**.

A die is modified with +1 for each of the following that apply:

- if the target is a “dense target” - a unit in column or massed formation.
- its fire enfilades the target (the entire shooting base is behind the front line of the target base.)

A die is modified with -1 for each of the following that apply:

The shooter applies a -1 modifier to his roll if his shooting unit has DISR equal or greater than half his number of bases. That means that an infantry unit with 2 or more DISR, or an artillery unit with one DISR, suffers this “**disrupted shooter**” penalty.

The shooter applies a -1 modifier to his roll if the target base has cover.

Roll to Disrupt

As he fires and scores hits on enemy units, the shooting player should mark those hits temporarily with dice. After he has finished all of his rolls to hit, he then goes back, in any order he wishes, to re-roll all the hits on each target unit to determine whether or not they cause disruptions. This second roll is called “rolling to disrupt.”

The roll to disrupt an infantry or cavalry unit is 4+. The roll to disrupt an artillery unit depends upon what kind of fire it was hit by. If the hits were caused by musketry or canister (i.e., in the volley phase), then they disrupt on rolls of 4+. If they were caused by long-range bombardment, then they disrupt on rolls of 6.

Disruptions are placed on the target unit immediately. In some cases this might break the unit.

Disruptions are cumulative. A unit that already had one DISR and suffered two more from shooting, would now be marked with three.

British-A is the closest target directly to the French shooter’s front, and therefore must be the target. He is behind the stone wall (note that he doesn’t have to be perfectly flush behind the wall), and thus the French shoot with the penalty for firing upon a target with cover.

If A did not exist, the wall would still be a partial obstruction, and thus the French fire penetrates only another 1BW, and can’t quite reach British-B.

If B had been a little closer (less than 1BW behind the wall), and there was no British-A, then the French fire could reach B. Since B is not entirely behind the wall (i.e., the wall does not completely intervene between shooter and target), then B would **not** have cover.

Finally, consider that if the British were shooting, A would apply a penalty because he is not perfectly behind the wall. The wall intervenes across his entire fire zone, before reaching the French, and thus the French would have cover, too. If the British moved up to be perfectly flush behind the wall, they would have cover, and the French wouldn’t.

Shooting	
2 dice per base	Canister
1 die per base	All Others
Basic To Hit 4+	

Modifiers	
DISR shooter vs Cover	-1
Dense Target Enfilade	+1

Roll To DISR	
<i>INF or CAV target is:</i>	
4+	To Disrupt
<i>ART target hit by:</i>	
4+	Musketry, Canister
6	Bombardment

What’s in the Full Game

Maurice differentiates between the fire abilities of different “quality” units, with elites being more able to withstand punishment than green conscripts. Irregular units are dangerous in rough terrain and towns, where regular units’ firepower is greatly compromised, but they are no match for a regular unit, trading volleys in the open. Artillery units are best-suited for bombarding enemies with cover or in built-up areas, but also have certain considerations, given the terrain and ground condition.

8. Charge

Charging is the only way for the active player to bring his units into contact with the enemy. The active player designates a force, declares that he wants to activate it to charge, and plays a card or cards whose span is sufficient for the CinC to activate it. At least half of the units in the force must be able to charge (i.e., it must be possible for them to contact the enemy with a charge move.)

He then moves all the units of the force. The charging units must adhere to the additional restrictions imposed upon charge moves. Having moved all of his units, there are now opposing units in contact. The players resolve combats. Units can take disruptions or break, and some active units might fall back.



Limitations on Charging Units.

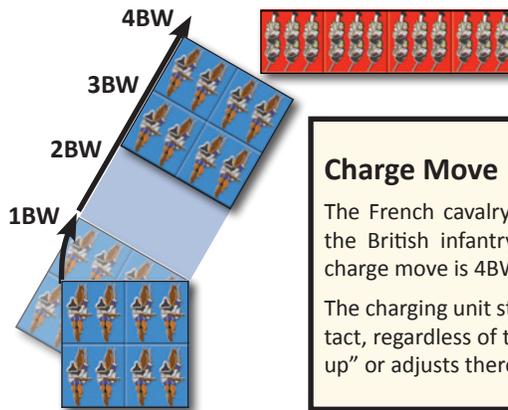
Prior to moving a unit, the active player must determine whether or not the unit is eligible to charge. Infantry and cavalry units may charge, with the following limitations:

- A unit that has been activated to charge may not change formation. No unit may charge in a column formation.
- Cavalry may not charge into woods, nor charge any base that is completely in woods, nor contact an enemy base if doing so contacts that base on an edge that is completely in the woods.
- Infantry may not charge enemy cavalry.
- A unit may not charge if it has **four** disruptions.
- An active unit may not charge an enemy unit that was not visible to it, at the start of the active player's round.

If a unit charges through difficult terrain, then it acquires 1 DISR, applied prior to resolving the combat.

A unit may not interpenetrate any unit while charging.

Charging the enemy is also called “**attacking**” him. The enemy unit defending against the charge is the **target** of the charge. The result of each charge will be a **combat**, in which the charging unit is on the **attacking** side, and the target unit is on the **defending** side.



Charge Move

The French cavalry wheels 1BW and charges the British infantry. The total length of the charge move is 4BW.

The charging unit stops at the moment of contact, regardless of the angle. It never “squares up” or adjusts thereafter.

A charging unit must move its full movement allowance until it contacts the enemy. A charge must end in contact with a target unit. If the active player desires, a charging unit may begin its move by making a limited wheel forward, no more than 1BW. After this wheel, the remainder of the charge move may only be directly forward to contact.

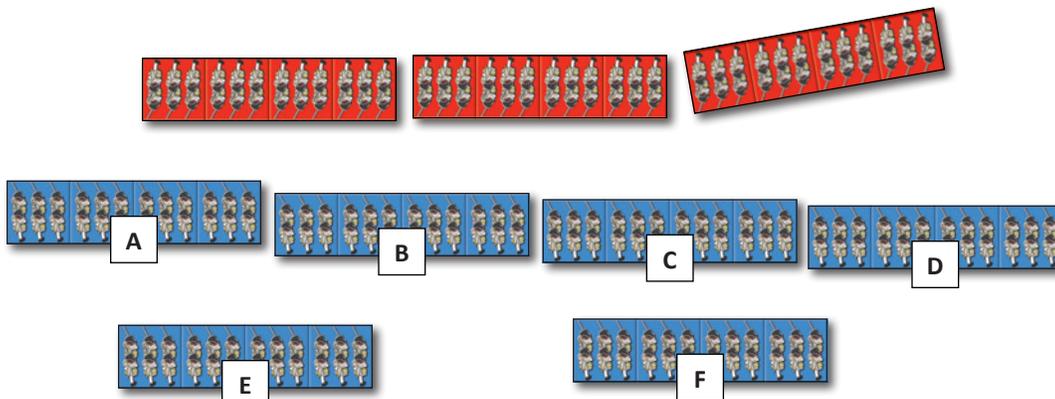
As with normal movement, any distance traveled in the wheel is subtracted from the remaining movement allowance for the charge move.

The wheel itself is not “the charge.” A unit can't contact the enemy while wheeling. It may only contact the enemy with straight-ahead movement, after completing any wheel.

The Non-Charging Units in a Charging Force

When a player activates a force to Charge, at least half of the units of that force must be able to charge the enemy, and must charge the enemy. Other units in the force may move, without charging, but those units may not number more than half of the total number of units activated. Typically, other units move so that the force is not broken up, and that units can remain close and in mutually-supporting positions.

The non-charging units of a charging force must obey all normal movement rules, and may not come into contact with the enemy. In addition, they **may not use any retrograde** movement at all.



The French player wants to activate this large force of six infantry units to Charge.

Four of the French units (A-D) have enemy directly in front of them and within 4BW, and are eligible to charge. The French player could activate this entire force of six units to charge, and units E and F could still move up in support, because they - as non-charging units in a charging force - are not more than half of the total number of units activated.

Contacting the Enemy

A charging unit may only contact the enemy with its (the charging unit's) front edge. It may never charge in a way that its flank or rear edges come into contact with the enemy. If its charge move would bring it into contact in that way, then it may not charge.

In a situation where multiple defenders can be physically contacted by the same attacker at the same moment, the active unit may charge them all. Otherwise, the active unit must stop at the moment it contacts the first enemy unit in the path of its charge move.

It is possible for more than one charging unit to contact the same defender, even on the same side of the defending unit. There is no limit to the number of attackers on one defender.

Engagement

An attacking unit is "engaged" with every defending unit that contacts its front edge. If - and only if - it contacts at least one enemy on its front edge, then it is **also** considered to be "engaged" with every other enemy unit that is directly to its front and within 1BW. An active unit is "attacking" every passive unit that it engages.

A defending unit is **engaged** with every unit that is attacking it.

The French activated a force of four cavalry units to Charge.

Units A, B, and C, all charged British unit 2. They all contact it.

French-A is engaged with British-2. And because he is in contact with one defender to his front, French-A is also considered to be engaged against British-1, who is directly in front of him and less than 1BW away.

French-B is engaged only with British-2.

French-C is engaged with British-2, and also with British-3, who is directly in front of him and less than 1BW away.

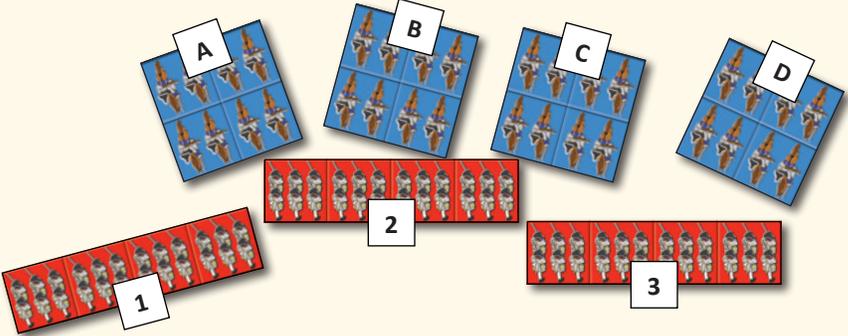
French-D is not in physical contact with any enemy units. Therefore he is not engaged with anybody, even though British-3 is directly in front of him and less than 1BW away.

From the British perspective...

British-1 is engaged with French-A.

British-2 is engaged with French A, B, and C.

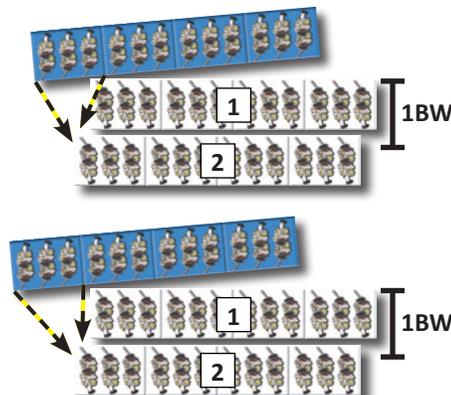
British-3 is engaged with French-C.



Some Quirks of Engagement

Occasionally you will encounter situations where an attacker is within 1BW of a passive unit that it obviously could not engage. Differing base sizes can also create some odd engagements. The examples in these illustrations have assumed a square figure base, or at least one that is as deep or deeper than it is wide. If you play with bases that are wider than deep, you will have to adopt a house rule that covers the situation when two passive units are packed tightly, one perfectly behind the other, and the one in front is attacked. (The one in the rear is within 1BW, but obviously not engaged.)

A simple test involves the attacker choosing any one base from his unit, and then drawing imaginary lines from each of its front corners. Those lines can be at any angle, but must remain directly in front of the base. If **both** lines can touch an enemy unit, without first passing through any other unit from either side, and if the enemy is within 1BW of the attacker's front, then the attacker can engage that unit (assuming he meets the other criteria for engagement).

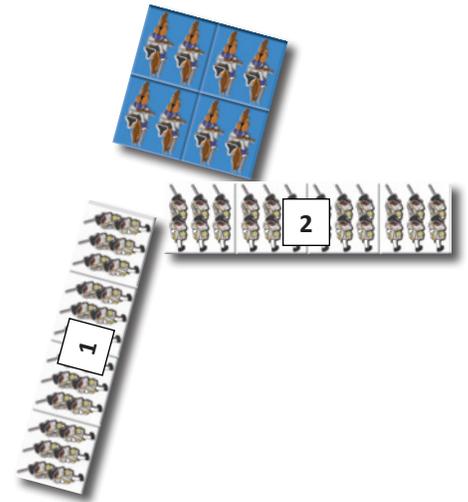


The French unit charged Austrian 1. He is therefore also less than 1BW from Austrian 2. It is impossible to draw lines from any base of the French unit to any part of Austrian 2, without one of those lines first hitting Austrian-1. Therefore Austrian 2 is not engaged.

In this example, the French unit overlaps just enough to engage Austrian-2, as well as Austrian-1.

“Flanked”

A passive unit may be flanked only by an enemy that physically touches its flank or rear edge. An attacker can still *engage* a defender whose flank is within 1BW of the attacker’s front, but the defender is not considered “flanked” unless the attacker *touches* the defender’s flank or rear edge.



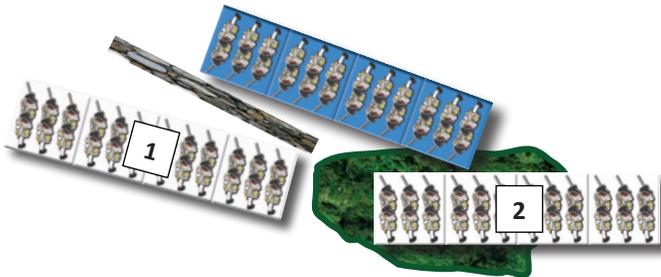
The French cavalry charged into contact with Austrian-2.

Austrian-1 is within 1BW and directly to the front of the French unit. The French unit is also entirely behind Austrian-1’s front line. Nonetheless, the French do not physically contact Austrian-1.

Thus, the French cavalry is engaged with both Austrian units, but neither will be flanked.

Cover

As with shooting, a defending unit can have cover if the terrain in question intervenes completely between the attacker and the defender. That is: it is impossible to draw a straight line from the attacker’s front edge to the defending unit, without passing through that cover. The defending unit doesn’t have to be in perfectly flush or contiguous contact with the cover; the cover merely has to be between him and the attacker.



The French charged into contact with Austrian-2.

Austrian-2 is partly in the woods, but since the portions of his unit that are directly to the front of the French are all in the woods, he gets cover. (The woods intervene between the attacker and defender.)

Austrian-1 is engaged because he is within 1BW of the attacker. There is a stone wall between them. Neither side is perfectly “behind” or in contact with that wall, but because it completely intervenes between the attacker’s front and the defender, it provides cover to the defender, Austrian-1.

Combat Score

Every unit that is engaged in combat must calculate its **Combat Score**. This is done by considering three things:

1. Its basic combat value.
2. Any modifiers, including those from national advantages, notables, or modifying cards.
3. A die roll.

A unit begins with a **basic combat value**, depending upon its type. That value is modified, as follows:

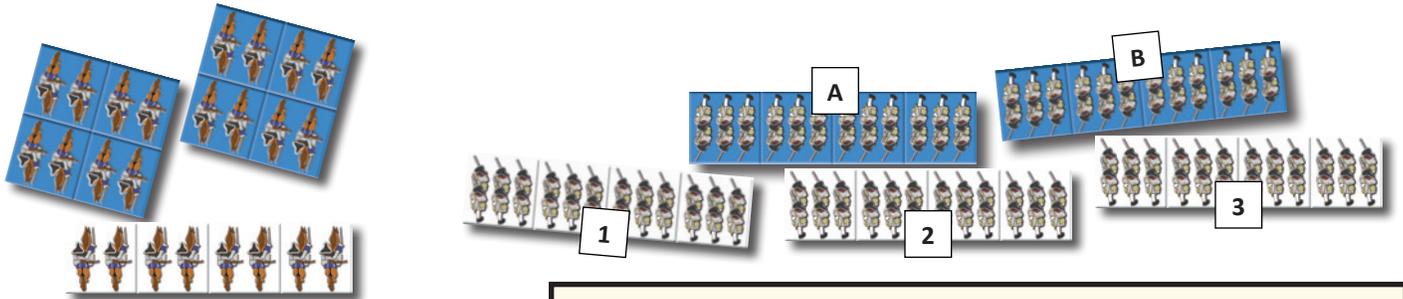
- A unit attacking an enemy that is on a higher elevation receives a -1 modifier, even if it is also attacking other enemies that aren’t higher than it.
- A unit receives a -1 modifier for each disruption marked on it.
- A unit receives a -2 modifier if it is even partially in bad terrain.
- An *attacking* unit receives a -2 modifier if it is attacking an enemy infantry or artillery unit that has cover. It suffers this penalty even if it is also attacking other enemies that do not have cover.
- An infantry or cavalry unit in a column formation, or any unit that has been attacked on its flank/rear - regardless of whether it has also been attacked on its front - is a “**Vulnerable Unit**.” It receives a -6 modifier.
- A unit receives a variable negative modifier for being **outnumbered** (see below.)

Combat Score	
<i>Basic Combat Value</i>	
6	INF or CAV
1	Artillery
<i>Combat Modifiers</i>	
-1	Atk vs. Higher Elevation
-1	per DISR
-2	in Bad Terrain
-2	Atk v. INF, ART w/ Cover
-6	Vulnerable Unit
-?	Outnumbered
?	Modifying Card
 <i>Plus Die Roll</i>	

Outnumbered

Whether attacking or defending, a unit might receive a modifier for being **outnumbered** if it engages multiple enemy units. If it engages more than one enemy, then *for each of those enemies that engages only it*, the unit receives a -1 modifier.

Enemy artillery units do **not** count toward outnumbering your unit. (You may engage any number of them without penalty.) Only enemy infantry and cavalry are counted as “units” for purposes of outnumbering.



The Austrian cavalry charged and contacted one French cavalry unit, thus engaging the second one, too. The Austrian unit is outnumbered and has a -2 modifier, since both enemy units engage only it.

Three Austrian units charged two French units. French-A is engaged with Austrian-1, which engages only it, and with Austrian-2, which engages both French opponents. French-B is engaged with Austrian-2, and also with Austrian-3, which engages only it. Both French units are therefore outnumbered; each is engaged against two enemies, one of which engages only it. Thus each French unit has a -1 modifier.

Other Modifiers

The play of modifying cards by either side can also modify a unit’s combat score. In each case, the card specifies how and under what circumstances its play will modify the combat resolution. The range of effects provided by cards is too broad to be summarized here. It is important, in the interest of clarity and good sportsmanship, for both players to be clear about the potential effects of any cards, prior to rolling any combat dice.

No matter how many negative modifiers apply, a unit’s basic combat value is **never modified below zero**.

Roll a Die and Add

Your unit’s combat score is the total of its basic combat value, its modifiers, and the score of one die.

As each player calculates his units’ combat scores, he should mark those scores on each unit, temporarily, using dice. (For instance, if a unit has a combat score of 8, then he should put two dice, with their total showing 8, beside that unit.) It does not matter which side calculates combat scores first, nor which units. They are all calculated and marked, prior to resolving any combats.

Resolve Passive Units First

In any order he likes, the passive player checks each of his units. He compares the combat scores of his unit to the scores of all active units that are engaging it. If any engaged active units’ combat scores are double or greater than the passive unit’s score, that passive unit breaks and is removed from the table. If any engaged active units’ combat scores are greater than - but not double - the passive unit’s score, then the passive unit suffers 2 DISR. That, also, might break it, in which case the passive unit is removed from the table. All other passive units whose scores are equal or greater than the scores of all the active units that engage them, suffer 1 DISR. If that breaks them, remove them from the table.

Resolve Active Units

After all passive units have been resolved, the active player proceeds in any order he wishes, checking his units. An active unit receives 2 DISR if any defending units engaged against it, *and still on the table*, scored equal or higher than its score. If this breaks it, remove it from the table. Otherwise, an active unit receives 1 DISR. If this breaks it, remove it from the table.

Fall Back

All attackers still in **base contact** with the enemy now Fall Back. If an active unit is no longer in contact with the enemy, it does not fall back, even if it was within 1BW and/or engaged with the enemy.

Combat Results			
1. Resolve Defender		2. Resolve Attacker	
Attacker Doubles	Defender Broken	Defender \geq	Attacker: 2 DISR
Attacker Greater	Defender: 2 DISR	Otherwise	Attacker: 1 DISR
Defender \geq	Defender: 1 DISR	Attackers still in contact Fall Back	

A Complete Example of Combat Resolution

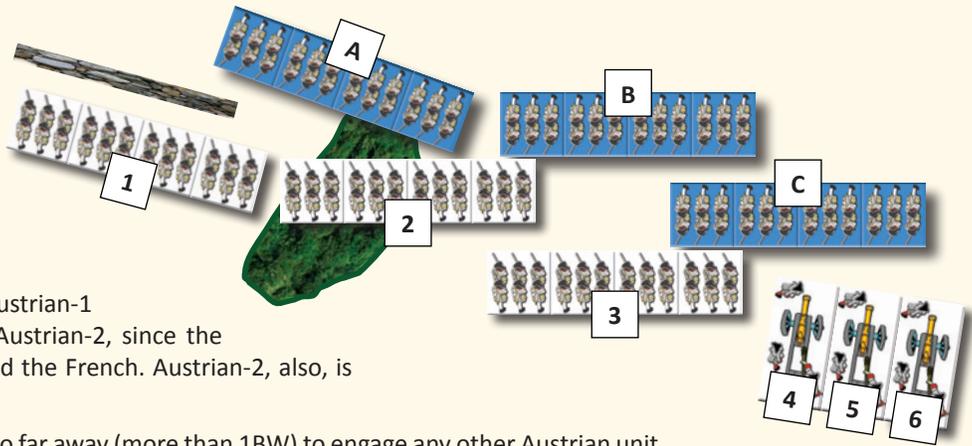
The French charged with three units.

French-A is partly in the woods, and thus in bad terrain. It contacts Austrian-2, and is also engaged against Austrian-1. Note that Austrian-1 is mostly behind a stone wall, but... alas, not entirely. It is possible to draw a straight line between the French front and the Austrians without passing through that wall. Thus, Austrian-1 does not have cover. (Neither does Austrian-2, since the woods are not entirely between it and the French. Austrian-2, also, is in bad terrain.)

French-B contacts Austrian-2, but is too far away (more than 1BW) to engage any other Austrian unit.

French-C contacts Austrian-3, and is engaged against all three of the Austrian artillery units. (Note that C isn't "out-numbered" because he engages only one enemy INF or CAV unit. The ART units don't count.)

The players now calculate their combat scores for each unit.



And the Outcome...

Final combat scores are shown in red.

Austrian-1 easily outscored all enemies engaging it. It takes 1 DISR.

Austrian-2 outscored French-A, but not French-B. Thus it takes 2 DISR.

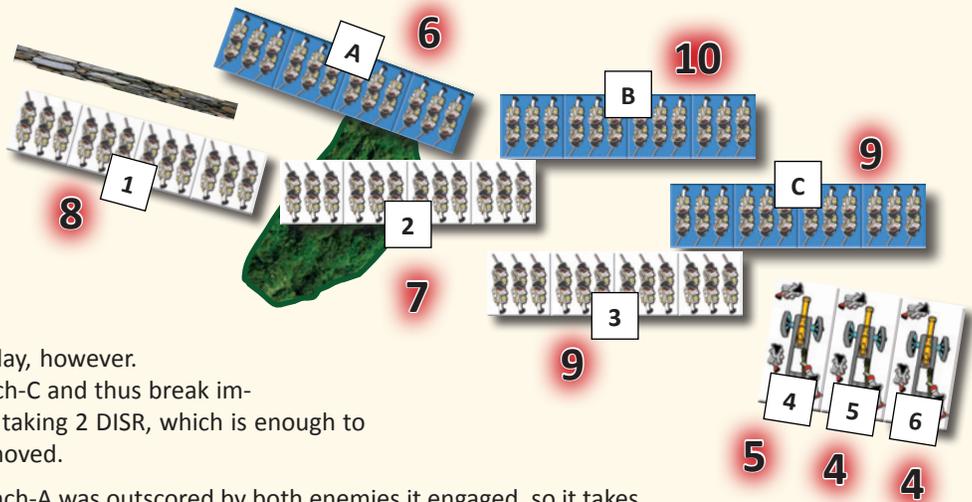
Austrian-3 tied its only attacker, French-C, so it takes 1 DISR.

The Austrian artillery is having a bad day, however.

Austrian 5 & 6 were doubled by French-C and thus break immediately. Austrian-4 was outscored, taking 2 DISR, which is enough to break an artillery unit, so it is also removed.

Now we turn to the French units. French-A was outscored by both enemies it engaged, so it takes 2 DISR. French-B outscored all defenders that it engaged, so it takes 1 DISR. French-C tied Austrian-3, so it takes 2 DISR.

The French managed to sack the Austrian artillery park, but accomplished little else.



What's in the Full Game

Maurice considers a number of possibilities in combat, due to the different qualities of units (Elites are better than Conscripts), and the different types (irregulars are vulnerable in the open, but in their element in rough terrain.) Some units can attempt to *Evade* and avoid combat resolution altogether. There are also provisions for those last armies of the late 17th century that still retained the pike.

Your army's national advantages will have a profound effect upon your combat performance, and your willingness to take risks with units that - if destroyed - return in your next game as green conscripts (having been rebuilt from the cadres.) Finally, the presence of Notables in your army, often commanding various forces, will have an effect upon combat, since their rashness or caution, or their special abilities can mean the difference between victory and defeat.

Tips on Using Cavalry:

New players tend to slam their cavalry into the front of enemy infantry lines, recoil in defeat, get shot, and then exclaim in frustration that, "Cavalry is useless!"

This is not Napoleonic cavalry; it does not have much chance of breaking a line of regular infantry from the front, unless that infantry is already beat-up, or perhaps shaky or in bad terrain. Your cavalry's job is first to defeat the enemy's cavalry on his flank. And then to work around the enemy's position so you can threaten his line of communications or threaten the flanks of his infantry lines.

This game allows a more liberal interpretation of being "flanked" than many others. It is relatively easy to strike the enemy's flank. This is to encourage a defender to deploy in an historical linear formation with anchored flanks. Infantry hit in the flank is very easy to break, whether attacked by cavalry or infantry. Therefore take advantage of your cavalry's superior movement to keep it away from enemy infantry until you have positioned it well to fall upon a vulnerable portion of his line. If your horsemen find themselves in front of a solid line of enemy muskets, get them out of trouble with an About-Face and a move of 8BW, well out of range.

Falling Back

Attacking units have to fall back from combats if they are still in **contact** with a defending unit after all combats have been resolved. If he has multiple units that must fall back, the active player may choose the order in which he moves them. The defender never falls back.

The Distance and Direction of A Fall Back

Units always fall back 1BW directly backwards. The player who charged always controls the order in which his units fall back, so he may arrange their sequence in order to avoid them interfering with each other.

If a unit ends its fall-back move "sitting on" a friendly unit, then it must keep falling back until it reaches open ground.

Falling Back and Interpenetration

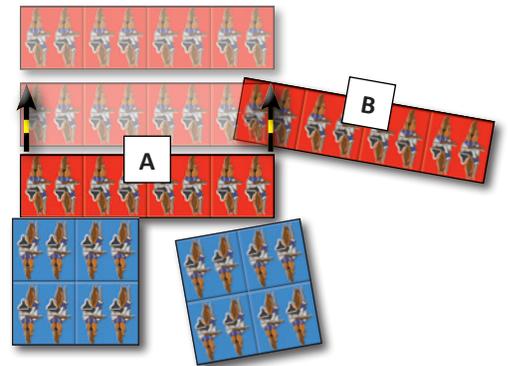
A unit may never fall back through an enemy unit.

Units may (often must) fall back through friendly units. When they do, the normal interpenetration rules apply. The interpenetration caused by the fall back might result in the falling-back unit taking 1DISR, or the stationary unit(s) taking 1DISR, or both.

This could conceivably happen to the same unit more than once, as multiple friendly units fall back through it.

A unit may break as a result of additional disruptions incurred when falling back, or when a friendly unit falls back through it.

For example: a regular cavalry unit is forced to fall back through two friendly units: a regular infantry unit in line formation, and an irregular infantry unit. The cavalry suffers 1DISR because it fell back through the regular infantry. The regular infantry suffers 1DISR because the cavalry fell back through it. The irregular unit is unharmed, since it may be interpenetrated without penalty to itself.



British unit A must fall back 1BW. That would, however, leave it sitting on British unit B. So unit A must keep falling back until it reaches open ground, at which point it stops. In the meantime, it causes an additional DISR to itself and to unit B.

If You Can't Fall Back

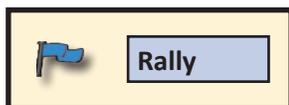
If a unit has to fall back through terrain that is difficult for it, then it suffers an additional 1 DISR. This can break a unit. A unit that can't fall back the full distance due to the presence of enemy units or impassable terrain, is broken. If a unit can't fall back enough to break contact with enemy units at all, then it is broken instead.

9. Rally

A player uses the rally action to remove disruptions from the units in one force.

After activating a force to rally, the active player may now make a rally roll for each unit in the force, in whatever sequence he wishes. For each unit, the player rolls a number of dice equal to its current number of disruptions. Each die that meets the Rally Number, succeeds in removing one DISR.

Each die rolled to rally suffers a -1 penalty if the unit in question is in bad terrain. If the unit is presently not near (within 4BW of) the enemy, then each die applies a +1 modifier.



Cards, officers, and national advantages may provide other modifiers. Regardless of modifiers, rally rolls of 1 always fail, and rolls of 6 always succeed.

To Rally	
4+	Infantry
5+	Cavalry, Artillery

Modifiers	
In Bad Terrain	-1
Not Near Enemy	+1

Frequently Asked Questions (FAQs)

1. What's the Correct Sequence if Both Sides are Playing Modifying Cards?

As a general rule, the active player must play modifying cards for his actions, before the passive player may do so. In every case, a player must play a modifying card before he or the enemy takes *any* action(s) that that card *could* modify - whether or not it will.

For example, if the active player charged, then he may move his charging units first, but prior to resolving **any** combats he must declare whether or not he will play a modifying card with the crossed-swords symbol, modifying the combat results for any unit. After he declares one way or the other, the passive player must now declare whether or not he will play a modifying card for combat. After both sides have declared, then they can resolve the combats.

Another example: the active player invoked a Volley Phase. The passive player wishes to play the *Thick Smoke* modifying card to penalize his opponent's shooting. He asks the active player, "Are you going to play any modifying cards for your shooting?" and then after getting the answer, he says, "I'm playing this card to modify *your* shooting." (Because the *Thick Smoke* card modifies the enemy's shooting, the passive player would have to play it before the active player rolled any dice to hit.)

2. Can the Passive Player Interrupt and Also Play a Modifying Card?

Yes. Remember that a player is limited to only one modifying card of *each symbol* per round. The tricorn symbol that symbolizes *Interrupt*, is different from the other symbols that modify other actions. Thus you can't interrupt the active player more than once in a round, but you could interrupt him, and then also modify the upcoming combat or shooting.

Sometimes the interrupt can change the order in which the players must declare their modifying cards. For example, the active player might invoke a Volley Phase, and then the passive player could immediately interrupt him with the *First Fire* card. That means that the passive side will shoot first, and thus in this rare instance, the passive player would have to declare first, whether or not he will play any modifying cards for his shooting.

3. Whole large forces sit around and do nothing! They should be allowed to move!

Of course they're allowed. You *chose* not to move them.

New players frequently feel "bogged down" by game events, becoming focused on some action in one sector of the battlefield, as events accelerate and consume all their attention and effort, and they feel they can't risk tearing themselves away from that action for a single round, until it reaches a climax, preferably in their favor. As you become more experienced, you will learn to pace actions and manage your army to avoid these traps.

"But it's ridiculous that the cavalry just sits in reserve doing nothing, while the rest of the army is heavily engaged!"

Battles typically saw a portion of the army heavily engaged while other portions were not engaged at all, either deliberately held in reserve or simply not attacked by the foe and not given orders to attack the foe. Wargames, however, typically see every unit of the army moving out to attack on Turn 1. One of the traditional conceits of wargaming is that when you have "your turn," you can do everything, everywhere, simultaneously. If it's the movement phase, then your whole army can move. If it's the combat phase, then you get to resolve all pending combats simultaneously, and so on. We have come to expect that our cavalry on the flank would be able to move, at the exact same convenient time that our infantry was getting into a fight in the center, just because we want it to. And that it would be possible to do both of these things simultaneously before the enemy reacted to either.

I'm not saying that one way of representing battle events is historically superior to another. I'm just saying that constant, predictable simultaneity is not the way that *this* game does it.

4. A unit with 4DISRs is always broken when charged?

Correct. During playtesting we considered whether a very battered unit should have a chance of surviving a charge, but I decided against it. First, I didn't want to introduce another step in the combat process. Second, it raised a logical question about why a unit only has the possibility of avoiding disruption when it was near death (but not before)? And third, the game usually offers a defender a chance to do something about his situation before being charged. You could try to rally, or move out of the way, and so on. For those occasions when you don't have that chance (such as being shot-up badly and then charged in the same round)... *C'est la guerre!*

Thank You For Trying "Maurice Lite"

I hope you have fun and learn the basics of the game. If you enjoyed this introductory version, you will definitely enjoy the full *Maurice* game, available from the online store at: www.sammustafa.com. (COMING IN SPRING 2012).

As well as additional rules and options, as described in these yellow boxes throughout this document, the full game also includes historical scenarios and guidelines for creating your own, as well as the complete *Succession Wars* campaign system, created specifically with *Imagi-Nations* in mind. (Although you can also use it for historical armies.) Be sure to pick up the full *Maurice* card pack, as well, so you can take advantage of all the game's features.