

# Manoeuvre - Detailed Sequence of Play

**1. Discard any number of cards**  
**2. Draw cards until hand contains 5 cards**

*Scout or Spy card can be played by Active Player anytime during turn*

**3. Movement phase**

Must move 1 Unit **Play Supply card?** **Yes** **Defender plays Guerrilla card?**

**No** **Must move 2 Units** **Yes** **Must move 1 Unit**

**Play Forced March card on a Unit?**

**Yes** **Unit moves normally**  
 No Forced March for that Unit this turn  
**Must another moving Unit still move?**  
**No** **4. Combat phase**

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**Decide the Combat type**

**AMBUSH**  
 Play Ambush card  
 Name any defending Unit as target

**Does Defender want to Withdraw?**

**No**  
**Defender may play :**  
 -  $\geq 1$  Unit card(s) matching defending Unit to increase Defense total  
 - 1 Leader card and add its Combat value to Defense total  
**Attacker may play :**  
 - 1 Leader card, either to use its Combat value, or to use its Command value to add Supporting Units  
 - Unit card(s) matching Supporting Unit(s) ( $>1$  Unit card per Unit allowed)  
 - max. 1 Committed Attack card per Supporting Unit  
 - A Sappers/Engineers card (An Ambush attack originates from defending Unit's square)

**ASSAULT**  
 Play a Unit card matching attacking Unit  
 Name defending Unit adjacent to attacker

**Defender wants to Withdraw?**

**Yes**  
 If Withdraw successful\* :  
**COMBAT ENDS**  
 - Defending Unit retreats  
 - If Assault (only) : Attacker Unit must advance in vacated square (unless the Unit card played has the « Not required to advance » phrase) and if cavalry may Pursuit.  
 \*Withdraw card = automatic success ; US Unit attempt (1d6 roll within die roll range on Unit card Withdrawal value = success)  
**GO TO RESTORATION PHASE**

**Attacker may play :**  
 - 1 Leader card, either to use its Combat value, or to use its Command value to add Supporting Units  
 - Unit card(s) matching Attacking/Supporting Unit(s) ( $>1$  Unit card per Unit allowed)  
 - max. 1 Committed Attack card per Attacking/Supporting Unit  
 - A Sappers/Engineers card

**VOLLEY OR BOMBARDMENT**  
 Play a Unit card matching attacking Unit  
 Name defensing Unit within range and LOS of attacker  
 Ranges : Volley : 1 square ; Bombardment : 1-2 squares  
 LOS blocked by : any Unit, Hill, Town, Woods

**Resolve Volley/Bombardment combat**  
**Attacker's total :** Unit card Bombardment or Volley die roll + 2 if firing from Hill vs non-Hill  
**Defender's total :** Defending Unit's strength + Terrain benefit  
 Attacker's total  $>$  Defender's total : defending Unit hit  
 Attacker's total  $\leq$  Defender's total : no effect

**Defender may play :**  
 -  $\geq 1$  Unit card(s) matching defending Unit to increase Defense total  
 - 1 Leader card and add its Combat value to Defense total

**Attacker plays Skirmish card?**

**COMBAT ENDS**  
 Defender discards the cards he played  
 Active player puts back attacking Unit card in his hand and discards the Skirmish card.  
 Attacking Unit may be moved up to 2 squares

**Resolve Ambush/Assault combat**

**ATTACKER TOTAL**  
**Applicable to Ambush only :** Ambush card die roll  
**Applicable to Assault only :** Attacking Unit's Unit card die roll(s) + Hill (+2) Benefit  
**Applicable to both Ambush and Assault :** + Leader Combat value + Supporting Unit(s) Strength(s) + die rolls of Supporting Units' Unit cards  
**DEFENDER TOTAL (same for Ambush or Assault)**  
 Defending Unit's strength + Defense value of Defending Unit's Unit card(s) + Terrain Benefit + Redoubt Benefit + Leader Combat value

**Result :** see ASSAULT/AMBUSH RESULTS TABLE on Manoeuvre Reference card.  
 If Defender vacates the square : any one attacking/supporting Unit must advance, unless all Units played Unit cards with the « Not required to advance » phrase.  
 If cavalry advanced and had played Unit card(s) with a Pursuit rating, roll a d6 :  
 - if roll within range : withdrawing defending Unit hit.

**5. Restoration phase**  
**TRY TO RESTORE 1 UNIT :**  
 - Play Supply or Regroup card to restore any reduced Unit (Defender can negate this card with a Guerrilla card) OR  
 - Play a Unit card to restore its matching Unit (Defender can negate this card with a Guerrilla card) OR  
 - Play a Leader card : roll a d6. If roll falls within Leader's Rally range, restore any reduced Unit.  
 After any Restoration attempt is made :  
 - Play a Redoubt card and place a Redoubt marker in one of your Units' square