Manoeuvre – Detailed Sequence of Play

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

3. Movement phase

- **Must move 1 Unit**
  - Play Supply card?
    - No
    - Yes
      - Defender plays Guerrilla card?
        - No
        - Yes
          - Play Forced March card on a Unit?
            - Yes
              - Unit moves normally
            - No
              - Unit moves 1 more square
            - Defender plays Guerrilla card?
              - No
              - Yes
                - Must another moving Unit still move?
      - Defender plays Guerrilla card?
        - No
        - Yes
          - Unit moves 1 more square

4. Combat phase

- **Does Defender want to Withdraw?**
  - Yes
    - Defender may play:
      - ≥ 1 Unit card(s) matching defending Unit to increase Defense total
      - 1 Leader card and add its Command value to Support 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)
    - **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.
  - No
    - Defensive Unit within range and LOS of attacker
    - Play a Unit card matching attacking Unit
      - Name defending Unit adjacent to attacker
      - If withdrawing defending Unit
        - Defender wants to Withdraw?
          - Yes
            - Defender may play:
              - ≥ 1 Unit card(s) matching defending Unit to increase Defense total
              - 1 Leader card and add its Command value to Support 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)
            - **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
          - No
            - Defender plays Guerrilla card?
              - No
              - Yes
                - Play a Unit card Withdrawal value = success)
      - Go to RESTORATION PHASE
    - **Resolve Ambush/Assault combat**

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

- **ATTACKER TOTAL**
  - Applicable to [Ambush only]: Ambush card die roll
  - Applicable to [Assault only]: Attacking Unit’s Unit card (d6) roll + 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 Maneuvre 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.

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