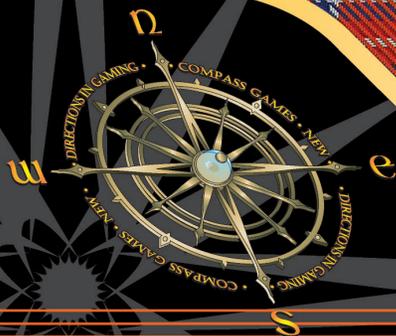


Jacobite Rising



COMMANDS
& COLORS
TRICORNE

by RICHARD BORG



Compass Games
New Directions in Gaming

COMMANDS & COLORS TRICORNE JACOBITE RISING

INTRODUCTION

By design, Commands & Colors Tricorne - The Jacobite Rising is not overly complex. The game is based on the highly successful Commands & Colors Tricorne game system, where the Command cards drive movement while creating a “fog of war” and the battle dice resolve combat quickly and efficiently. In a Jacobite Rising Tricorne battle, unit morale is one of the main thematic concepts, as it was historically. With the possibility that an entire unit that has only taken minimal losses, when forced to retreat, may actually break and rout from the battlefield, which will definitely keep players on the edge of their command chairs during an entire battle.

To further emphasize the differences in battlefield doctrine between the Highland Clans and Government forces, each army has its own unique deck of Combat cards.

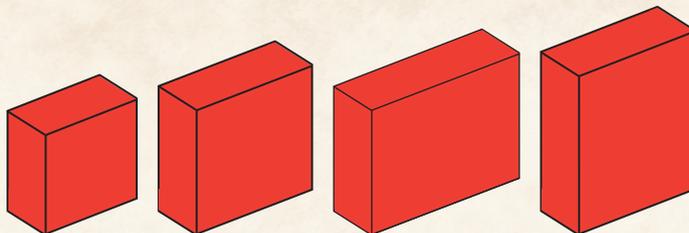
As with other Commands & Colors games, the scale of the game fluctuates, which allows players to effectively portray some of the larger historical Rising battles like Culloden and Falkirk, as well as smaller size skirmish actions. The 13 battles showcased in the scenario section of this booklet feature a stylized battlefield map that emphasize the important terrain features and highlight the historical deployment of forces in scale with the game system. Still the tactics of the period, that you will need to execute to gain victory, conform remarkably well to the advantages and limitations inherent to the various armies of the day and the battlefield terrain features on which they fought.

Owners of Compass Games The American Revolution - Commands & Colors Tricorne will find many familiar game mechanics in this stand-alone game product, but there are also plenty of new and interesting play concepts. Concepts that add historical depth and will provide even the most veteran Commands & Colors players new experiences and challenges as they are introduced into the world of the Highland Clans in the time of the Jacobite Risings.

Welcome and Enjoy!
- Richard Borg

CONTENTS

- 1 Rule and Scenario Booklet
- 1 Battlefield Game Board
- 4 Terrain and Accessories punchboards containing:
 - 60 Double-sided Terrain Tiles
 - 18 Double-sided Victory Banner counters
 - 6 Double-sided Clan Chief / Chief Officer Markers
- 52 Command cards
- 58 Combat cards (29 Government, 29 Jacobite)
 - 8 Engraved Battle Dice
 - 6 Block Label sheets
 - 2 Double-sided Unit & Terrain Effects Summary Cards
- 283 Blocks: blue Jacobite units, red Government units comprising:
 - 176 small, blue and red blocks for infantry units
 - 68 medium, blue and red blocks for cavalry units
 - 39 rectangular, blue and red blocks for leaders and artillery



Infantry Cavalry Artillery Leader

Infantry blocks are 18x18x8mm in size.

Cavalry blocks are 22x22x8mm in size.

Artillery blocks are 22x28x8mm in size and are placed so the 28mm edge runs horizontally.

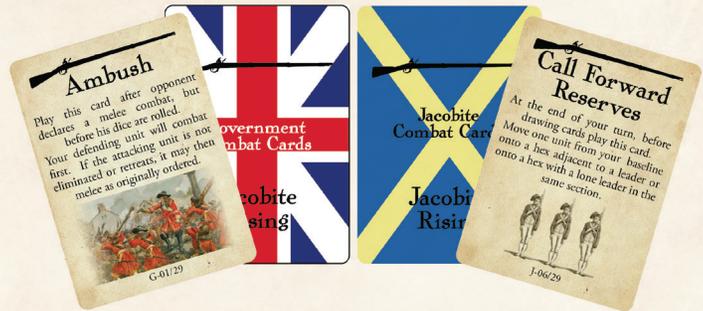
Leader blocks are 22x28x8mm in size and are placed so the 28mm edge runs vertically.

A few extra blocks and labels for each unit type are supplied as spares.

Battlefield Game Board

The battlefield game board (hereafter referred to as the battlefield) has a hex grid, 13 hexes wide by 11 hexes deep. The battlefield is divided into three sections by two dotted lines, giving each player a Left Flank Section, a Center Section and a Right Flank Section. Where the dotted line cuts through a hex, the hex is considered to be part of both the flank section and the center section.

Note - Left Flank Section, Center Section and Right Flank Section will often simply be denoted as section or sections in these rules.



Note - Government Combat cards may be played on all Government units, leaders and their historical Allies. The Jacobite Combat cards may be played on all Jacobite units, leaders and their historical Allies.

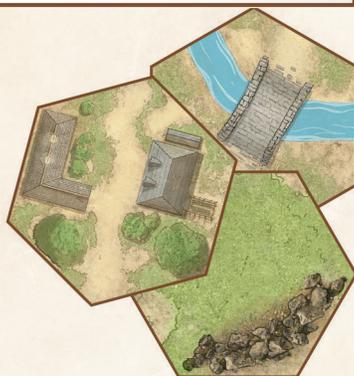
Battle Dice

Each battle die has six engraved sides. Each side will have the following engravings on its faces.

- one side has an Infantry symbol - black symbol on blue background
- one side has a Cavalry symbol - black symbol on yellow background
- one side has an Artillery symbol - black symbol on red background
- two sides have a Flag symbol - white symbol on black background
- one side has a Saber symbol - white symbol on black background

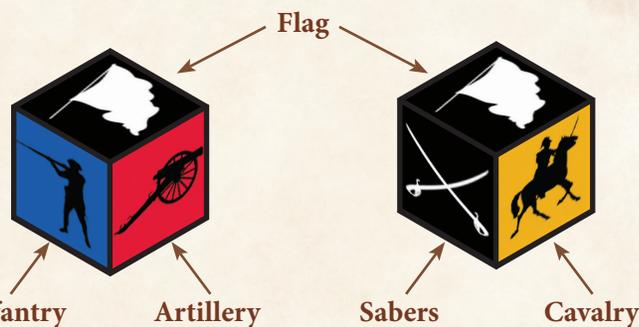
Terrain Tiles

The Terrain Tiles represent a range of terrain features and are placed on the battlefield to recreate the historical scenario setting. For a description of all terrain: see "Terrain" rules section.



Command Cards

Command cards are used to order troops on a player's side to move, battle, or do something special. Units and leaders may only move and battle when given an order.



Summary Cards

The double-sided Unit Reference Chart has a recap of all Jacobite and Government units and on the other side is a summary of terrain effects.

Combat cards

In the Tricorne - Jacobite Rising game, there is a deck of Combat cards for each side, Jacobite and Government. These cards represent a mix of unit training, abilities or unexplainable actions that take place during the course of a battle.

Victory Banner Counters

The 24 Double-sided Victory Banner counters will track a player's quest for victory. When the last block of an enemy unit or leader block is eliminated, gain one Victory Banner. Also, gain a Victory Banner when completing a scenario specific objective.



Clan Chief & Chief Officer Markers

In the Tricorne - Jacobite Rising, each army may field in some

scenarios special units that have a Clan Chief marker for the Jacobite army or a Chief Officer marker for the Government army. These units are special in that a unit with a Clan Chief or Chief Officer marker represents a unit that historically performed exceptionally well in battle. Perhaps this is due to training, battle experience or having an inspiring person in charge. Whatever the reason, when a Clan Chief or a Chief Officer marker is marking a unit in a battle scenario, the unit's abilities are enhanced: see "Clan Chief & Chief Officer Markers" rules section.



UNITS & LEADERS

Each Jacobite Rising unit is composed of four blocks. Blocks grouped together on a hex, form a unit. The soldier images, unit name and color band on the blocks will indicate the troop type, making it easier for both players to rapidly identify each unit in play.

Infantry unit blocks show a number of foot soldiers and the unit name printed on a color band at the bottom of each block.

- Red band - Government Grenadier, Government Highland and Jacobite Highland
- Blue band - Government Regular and Jacobite Regular
- Brown band - Government Lowland and Jacobite Lowland
- Yellow band - Government Militia

Cavalry unit blocks show a single mounted trooper

- Blue band - Government Battle Cavalry and Jacobite Battle Cavalry
- Green band - Government Light Cavalry and Jacobite Light Cavalry

Artillery unit blocks show a cannon with an artillery crew figure

- Blue band - Government trained Artillery
- Green band - Government Light Artillery and Jacobite Light Artillery

A Leader block is a rectangular block with an image of a mounted leader.

- A leader block does not have a color band.

Applying the Stickers: Apply appropriate unit stickers to

the front and back of the blocks for each unit. Place the Jacobite unit labels on the blue blocks, Government unit labels on the red blocks. We suggest that you separate the blocks by color, then sort blocks by size. Start with the Jacobite units. Pull out 40 small blue blocks. Find the Jacobite Highland infantry stickers on sheet 1 of 6. Peel and place stickers on the front and back of the 40 small blue blocks. When you run out of 40 blocks, move on to the Jacobite regular infantry. Pull out 8 small blue blocks. Find the Jacobite regular infantry stickers on sheet 2 of 6. Peel and place a sticker on the front and back of the 8 small blue blocks. When you run out of the 8 blocks, move on to the Jacobite Lowland units that need 28 small blocks. Keep going in this fashion until all the Jacobite units are completed. Then move on to the Government unit red blocks. It will take a little time, but it will be worth the effort!

A few extra blocks and stickers are supplied as spares.

ARMY UNIT ROSTER

The following army roster highlights each unit's game stats.

Unit Name: Next to the unit name on the unit block is an illustration of the unit block.

Class: In the Tricorne - Jacobite Rising there are four basic infantry unit classes.

- Elite units are well equipped and experienced in battle. Highland clan units are considered elite because of the way they conducted themselves in battle, namely the use of the Highland charge.
- Regular unit formations have some training and battle experience.
- Lowland units, with their background linked closer to English Government doctrine of formation and fire power over the headlong charge of their highland kinfolk, most Lowland units have limited military training and battle experience.
- Militia units have almost no military training and their equipment tends to be meager.

In the 1700's there were two distinct societies in Scotland. In the lowlands, the people were a mixture of all the races that had invaded England and the Isles. Lowlanders spoke a version of English and lived in a society based on the emerging mercantile economy. The Highlanders, on the other hand, were largely Celtic in ancestry with a sprinkling of Viking and a few other races. The Highlanders lived in a largely feudal society based on loyalty and power, not money.

In the Tricorne - Jacobite Rising there are two classes of cavalry, battle and light.

Historically cavalry units throughout this period can at best be classed as light, but in some battle scenarios cavalry

Jacobite Units



Highland Infantry
10 units
40 blocks



Regular Infantry
2 units
8 blocks



Lowland Infantry
7 units
28 blocks



Battle Cavalry
4 units
16 blocks



Light Cavalry
2 units
8 blocks



Light Artillery
2 units
8 blocks



Leaders
5 blocks



Grenadier Infantry
1 unit
4 blocks



Regular Infantry
12 units
48 blocks



Highland Infantry
4 units
16 blocks



Lowland Infantry
6 units
24 blocks



Militia Infantry
2 units
8 blocks



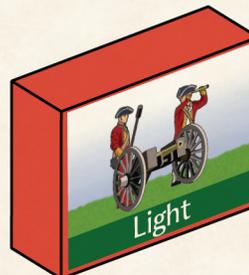
Battle Cavalry
7 units
28 blocks



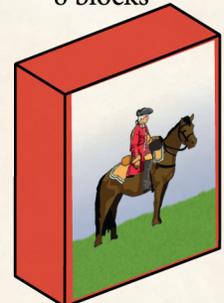
Light Cavalry
4 units
16 blocks



Trained Artillery
3 units
12 blocks



Light Artillery
2 units
8 blocks



Leaders
6 blocks

Government Units

actions did impact the battle's outcome and in these special cases the game has stylized the cavalry units and classed them as battle cavalry.

In the Tricorne - Jacobite Rising there are two classes of artillery, trained and light. Both Jacobite and Government armies throughout the period suffer from the lack of trained artillery and the lack of equipment, especially for the Jacobite army. The Government

army would finally field units of trained artillery at the Battle of Culloden, which help gain a victory and put an end to the risings.

In the Tricorne - Jacobite Rising, in addition to leaders that are pictured as mounted, each army may field in some scenarios special units that have a Clan Chief marker for the Jacobite army or a Chief Officer marker for the Government army.

Movement in Hexes: Is the number of hexes a unit may move when ordered.

Battle: The number of hexes to the enemy unit being targeted determines the base number of battle dice rolled in combat.

The number in () is the base number of dice a unit will roll in melee combat, followed by the base number of dice the unit will roll as range increases.

For example, a Regular Infantry unit battle at: (2), 2, 1:
The unit's base number in melee (adjacent hex) is 2 dice.
In ranged combat at a range of two hexes to target, the unit's base number is 2 dice.
In ranged combat at a range of three hexes to target, the unit's base number is 1 die.

Note - The number of block losses a unit has suffered does not affect the number of battle dice the unit rolls in combat. A unit with a single block retains the same combat strength as a unit at full strength.

Morale: The number of flags a unit may ignore, and when the unit does retreat, lists the number of hexes the unit must retreat for each flag.

Rally Check: Number of additional dice a unit will roll when making a rally check.

Notes: Lists any unit special abilities.

JACOBITE FORCES

Jacobite Highland Infantry

Class: Elite - "Highland" name on red band

Movement in Hexes: 1 hex combat or 2 hexes when unit moves and can melee

Battle: (*2), 1, 0

- Sabers rolled in melee combat will score hits.

Morale: When unit starts a combat phase at full strength, it may ignore one flag. The next combat after taking a hit the unit may not ignore a flag.

- Retreat 1 hex for each flag

Rally Check:

Notes: *Highland Battle Bonus: When ordered, a Highland unit will add 1 additional die to its melee combat, including any bonus melee combat. No Highland Battle Bonus is added, when battling back or when using a First Strike or Ambush card.

- After a successful melee, the unit may take ground and may make a bonus melee combat.



Jacobite Allied Regular Infantry

Class: Regular - "Regular" name on blue band

Movement in Hexes: 1

Battle: (2), 2, 1

- Sabers rolled in melee combat will score hits.

Morale: Retreat 1 hex for each flag

Rally Check:

Notes:



Jacobite Lowland Infantry

Class: Lowland - "Lowland" name on brown band

Movement in Hexes: 1

Battle: (2), 2, 1

- Sabers rolled in melee combat will score hits.

Morale: Retreat 2 hexes for each flag

Rally Check: minus 1 Die

Notes:



Jacobite Battle Cavalry

Class: Battle - "Battle" name on blue band

Movement in Hexes: 1 or 2 hexes and melee combat

Battle: (2)

- No ranged combat
- Sabers rolled in melee combat will score hits.

Morale: Retreat 2 hexes for each flag

Rally Check:

Notes: After a successful melee, unit may take ground and make a bonus melee combat.

- May choose to retire and rally when unit is attacked in melee.



Jacobite Light Cavalry

Class: Light - "Light" name green band

Movement in Hexes: 1 or 2 hexes and melee combat

Battle: (2)

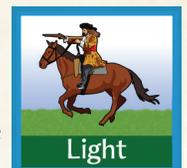
- No ranged combat
- Sabers rolled in melee combat do not score hits.

Morale: Retreat 2 hexes for each flag

Rally Check:

Notes: After a successful melee, unit may take ground and make a bonus melee combat.

- May choose to retire and rally when unit is attacked in melee.



Jacobite Light Artillery

Class: Light - "Light" name on green band

Movement in Hexes: 1, if unit moves, it may not combat

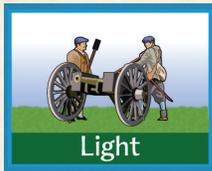
Battle: (2), 2, 1, 1, 1

- Sabers rolled in melee combat will score hits.

Morale: Retreat 1 hex for each flag

Rally Check:

Notes:



Jacobite Leader

Class: Leader

Map ID Code: Star (leader's name near star)

Movement in Hexes: 1, 2, or 3 hexes

- May move through friendly units.

Battle: A lone leader may not engage in combat.

- When attached to unit, unit combats with 1 additional die, except artillery range combat.

Morale: A lone leader may retreat up to 1, 2, or 3 hexes.

- When attached to unit, unit may ignore 1 flag.
- When alone in hex, adjacent units without a leader may ignore 1 flag.

Rally Check: A lone Leader does not have to make a rally check after he retreats

- When attached to unit, unit rally check with 1 additional die.

Notes: When attached to an infantry unit, after a successful melee, unit may take ground and make a bonus melee combat.



when unit moves and can melee

Battle: (*2), 1, 0

- Sabers rolled in melee combat will score hits.

Morale: When unit starts a combat phase at full strength, it may ignore one flag. The next combat after taking a hit the unit may not ignore a flag.

- Retreat 1 hex for each flag

Rally Check:

Notes: *Highland Battle Bonus: When ordered, a Highland unit will add 1 additional die to its melee combat, including any bonus melee combat. No Highland Battle Bonus is added, when battling back or when using a First Strike or Ambush card.

- After a successful melee, the unit may take ground and may make a bonus melee combat.

Government Regular Infantry

Class: Regular - "Regular" name on blue band

Movement in Hexes: 1

Battle: (2), 2, 1

- Sabers rolled in melee combat will score hits.

Morale: Retreat 1 hex for each flag

Rally Check:

Notes:

Government Lowland Infantry

Class: Lowland - "Lowland" name on brown band

Movement in Hexes: 1

Battle: (2), 2, 1

- Sabers rolled in melee combat will score hits.

Morale: Retreat 2 hexes for each flag

Rally Check: minus 1 Die

Notes:

Government Militia Infantry

Class: Militia - "Militia" name on yellow band

Movement in Hexes: 1

Battle: (2), 1, 1

- Sabers rolled in melee combat do not score hits.

Morale: Retreat 2 hexes for each flag

Rally Check: minus 1 Die

Notes:

Government Battle Cavalry

Class: Battle - "Battle" name on blue band

GOVERNMENT FORCES

Government Grenadier Infantry

Class: Elite - "Grenadier" name on red band

Movement in Hexes: 1

Battle: (3), 2, 1

- Sabers rolled in melee combat will score hits.

Morale: Retreat 1 hex for each flag

- May ignore 1 flag.

Rally Check: Rally check with 1 additional die.

Notes:

Government Highland Infantry

Class: Elite - "Highland" name on red band

Movement in Hexes: 1 hex combat or 2 hexes



Movement in Hexes: 1 or 2 hexes and melee combat

Battle: (2)

- No ranged combat
- Sabers rolled in melee combat will score hits.

Morale: Retreat 2 hexes for each flag

Rally Check:

Notes: After a successful melee, unit may take ground and make a bonus melee combat.

- May choose to retire and rally when unit is attacked in melee.

Government Light Cavalry

Class: Light - "Light" name green band

Movement in Hexes: 1 or 2 hexes and melee combat

Battle: (2)

- No ranged combat
- Sabers rolled in melee combat do not score hits.

Morale: Retreat 2 hexes for each flag

Rally Check:

Notes: After a successful melee, unit may take ground and make a bonus melee combat.

- May choose to retire and rally when unit is attacked in melee.



Notes:

Government Leader

Class: Leader

Map ID Code: Star (leader's name near star)

Movement in Hexes: 1, 2, or 3 hexes

- May move through friendly units.

Battle: A lone leader may not engage in combat.

- When attached to unit, unit combats with 1 additional die, except artillery range combat.

Morale: A lone leader may retreat up to 1, 2, or 3 hexes.

- When attached to unit, unit may ignore 1 flag.
- When alone in hex, adjacent units without a leader may ignore 1 flag.

Rally Check: A lone Leader does not have to make a rally check after he retreats

- When attached to unit, unit rally check with 1 additional die.

Notes: When attached to an infantry unit, after a successful melee, unit may take ground and make a bonus melee combat.



Government Trained Artillery

Class: Trained - "Trained" name on blue band

Movement in Hexes: 1, if unit moves, it may not combat

Battle: (2), 2, 2, 1, 1, 1

- Sabers rolled in melee combat will score hits.

Morale: Retreat 1 hex for each flag

Rally Check:

Notes:



Government Light Artillery

Class: Light - "Light" name on green band

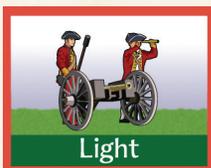
Movement in Hexes: 1, if unit moves, it may not combat

Battle: (2), 2, 1, 1, 1

- Sabers rolled in melee combat will score hits.

Morale: Retreat 1 hex for each flag

Rally Check:



OBJECT OF THE GAME

The object of the game is to be the first to capture a set number of Victory Banners, depending on the selected battle scenario's victory conditions.

A Victory Banner is gained for each enemy leader and enemy unit eliminated. When the last block of a unit, or a leader's block is eliminated, one Victory Banner is gained. In some scenarios, capturing certain terrain hexes, or accomplishing other battle specific objectives can also gain additional Victory Banners.

A scenario's victory is achieved the instant the last Victory Banner required is gained.

SETTING UP THE GAME

1. Select a battle from the scenario booklet. To help introduce players to the basics of the game and tactics of the period, first time players should start with Killiecrankie (Scenario #1).

2. Place the battlefield game board in the center of the table. Each scenario specifies which army is at the top and bottom of the battlefield, and players should sit on the side closest to the army they will command. Each player takes a unit and

terrain summary card.

3. Place the terrain hexes onto the battlefield as indicated by the scenario map.

4. Separate the blocks, Jacobite (blue blocks) and Government (red blocks).

It is recommend that players initially set one block of the required troop type and a leader block on the battlefield, using the board's borders and flank boundaries (dotted lines) to quickly locate the correct hexes. Then fill each infantry, cavalry and artillery unit with three additional blocks.

Note - Each unit symbol on the map represents an entire unit with 4 blocks.

5. Shuffle the Command card deck thoroughly and deal Command cards to each side per the selected scenario's battle notes. Keep the Command cards a secret from the opposing player. Place the remainder of the deck face down, alongside the battlefield, within easy reach of both players.

6. Each player shuffles his own Combat card deck thoroughly and draws the number of Combat cards as indicated by the scenario's battle notes. Keep the Combat cards a secret from the opposing player. Set the remaining deck of Combat cards face down alongside the game board near the deck of Command cards.

7. Place the eight battle dice and Victory Banner counters along side the battlefield.

8. Review any special rules and victory conditions that apply for the battle.

9. The starting player, as indicated in the scenario's battle notes, will begin play.

Note - Prior to the start of a battle, when Opening Cannonade rules are in effect for the scenario, the starting player will start with the opening cannonade.

Opening Cannonade

Prior to the first player's turn in the battle, when opening cannonade rules are in effect, all artillery units may engage in ranged combat. An artillery unit to combat in the opening cannonade must be in range and have line of sight to an enemy unit. The side that moves first designates one artillery unit to fire. Then, each side will alternate firing their artillery units and possibly retiring until all artillery units on both sides have completed its cannonade.

Note - Combat cards may not be played during the Opening

Cannonade.

After an artillery unit has fired its opening cannonade, it may retire back 2 hexes toward its baseline or hold its position. If the unit retires, it may move through friendly units, leaders and terrain that is not impassable. No rally check is required on the cannonade retire movement. If an artillery unit cannot retire the 2 hexes, it may not retire. If an artillery unit retires one hex onto a hex with a lone leader, the leader will not allow the artillery unit to stop. The artillery unit must retire 2 hexes.

GAME TURN

The scenario's battle notes will state which player goes first. The player taking the turn is the active player, while the active player's opponent is considered the defending player during the turn. Players alternate taking turns, until one player reaches the number of Victory Banners indicated in the scenario's victory conditions.

Player's Turn Sequence

Phase 1. Play a Command card

Phase 2. Order Units

Phase 3. Movement

Phase 4. Combat

Phase 5. End of Turn

The previous phase must be completed before proceeding onto the next phase.

Phase 1. Play a Command Card

At the start of a turn, the player must play a Command card from his hand. Place it face up and read it aloud. Command cards are used to order a player's units to move, battle and/or do something special. The card played, usually dictates in which section(s) of the battlefield orders are issued, and how many units may be ordered. Hexes with a dotted line running through them are always considered as simultaneously belonging to both the corresponding flank and center section. Units and/or leaders may only move and/or battle when given an order.

There are two types of Command cards, Section cards and Tactic cards.

Section Command card: A Section Command card is recognizable by an iconic representation of the battlefield on the lower half of the card. Each section card is used to order a set number of units and/or leaders in the section or a combination of sections of the battlefield, highlighted by an arrow and a number.

Tactic Command card: A Tactic Command card can orders units and leaders across the battlefield in any section, and may allow the ordered units and/or leaders to move and/or battle in ways not normally allowed in the basic rules.

When the number of orders is not a fixed number and instead the card states “for each Command card you have, including this card” the number of units and/or leaders a player may order is equal to the number of Command cards in the player’s possession, including the Command card currently being played.

If a player is in a situation, where the Command card just played will not order any units or leaders, disregard phases 2 through 4 of the game turn and go directly to the draw phase End of Turn.

Phase 2. Order Units

After playing a Command card, announce which corresponding units and leaders you choose to order.

- Blocks grouped together on the same hex form a battlefield unit.
- Only those units that are issued an order may move, battle, or take a special action during this turn.
- Only one order may be given to each unit or lone leader during the course of a single game turn.
- A unit or lone leader on a hex with a dotted line running through it may be ordered from the corresponding flank or center section.
- If a Section Command card issues more orders in a given section of the battlefield than the number of units and leaders in that section, those additional orders are lost.
- If a Tactic Command card issues more orders than units and leaders that are currently available, those additional orders are lost.
- A leader in the same hex as a friendly unit is considered “attached” to the unit. It only costs one order for a unit and its attached leader to move and/or battle together.
- An attached leader ordered by a section Command card may be ordered to detach and move separately.
- It costs one order for an attached leader to detach from its unit and move separately.
- When a leader is ordered to detach, the unit the leader was with is not ordered.
- A unit and its attached leader may be ordered separately by spending two orders.
- Attaching a leader to a unit does not order the unit the leader just joined.
- An attached leader may not be ordered to detach and move separately when a Tactic Command card is

played on a turn, unless stated otherwise on the Tactic card.

Phase 3. Movement

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

- A unit or leader may only be ordered to move once per turn.
- A unit or leader that is ordered does not have to move.
- A unit and a lone leader’s movement must be completed before beginning the movement of another unit or leader.
- A unit and a lone leader may move from one section of the battlefield into another.
- Two units may never occupy the same hex.
- A unit may not move onto or through a hex occupied by a friendly unit, an enemy unit, or enemy leader.
- A unit may move onto a hex occupied by a friendly leader when the leader is alone in a hex. The unit must stop in the lone leader’s hex and move no further on the turn. The leader is then considered attached to the unit.
- A unit and lone leader may not move off the battlefield’s baseline or lateral edges, unless explicitly allowed by the scenario’s battle notes.
- A unit may not split off individual blocks from a unit; they must stay together and always move as a group.
- A unit that is reduced through casualties may not combine with another unit.
- Some terrain features will impact movement and may prevent a unit and a lone leader from moving its full distance.
- A unit and lone leader may not move onto or through a hex with impassable terrain.

Note - Retreat movement rules vary slightly from ordered movement: see “Retreat” rules section.

Infantry Movement

- An ordered grenadier, regular, lowland and militia infantry unit may move 1 hex and battle.
- An ordered highland infantry unit may move 1 hex and battle or 2 hexes when into melee and can battle.

Cavalry Movement

- An ordered battle cavalry unit may move 1 or 2 hexes and battle.
- An ordered light cavalry unit may move 1 or 2 hexes and battle.

Artillery Movement

- An ordered trained artillery unit may move 1 hex and not battle or not move and battle.
- An ordered light artillery unit may move 1 hex and not battle or not move and battle.

Leader Movement

- An ordered leader (either alone in a hex or ordered to detach from the unit it is with) may move up to 3 hexes.
- A lone leader may move through a hex with a friendly unit, a hex with a friendly unit and an attached leader and another friendly leader that is alone in a hex.
- A lone leader that moves onto a hex with a friendly unit may stop as long as the unit does not already have an attached leader. The leader is then considered attached to the unit.
- A lone leader may not move onto or through a hex occupied by an enemy unit or enemy leader, unless the leader is attempting to escape through the occupied enemy hex: see “Lone Leader Escape” rules section.

Note - A friendly unit or leader is defined as all allied units or leaders on the same side.

Phase 4. Combat

Combat, also referred to as battle, is a term that is used for both ranged combat (fire) and melee combat. To engage in range combat, a unit must be within range and have a line of sight to the target enemy unit or leader. To melee, a unit must be in an adjacent hex to the enemy unit or leader. An ordered unit may only engage in one type of combat on a turn.

Combat is announced and resolved one ordered unit at a time, in the sequence of a player's choice. During the combat phase, a player may freely switch between one unit that engages in ranged combat and after that another unit ordered to melee combat; however, one unit's combat must be announced and resolved including all related additional combat actions, before proceeding to another ordered unit's combat.

- A unit that is ordered does not have to combat, even when adjacent to an enemy unit.
- A unit may not split its battle dice between several enemy target units during the same combat dice roll.
- A unit may only normally battle once per turn; in some instances after a successful melee, a unit may have the opportunity for a bonus melee combat: see “Bonus Melee Combat” rule section.
- The number of block losses a unit has suffered does

not affect the number of battle dice the unit rolls in combat. A unit with a single block retains the same combat strength as a unit at full strength.

The range to the targeted enemy unit determines the base number of battle dice rolled in a combat. The number in () is the base number of dice a unit will roll in melee, followed by the base number of dice the unit will roll as range increases.

Infantry Combat

- An ordered grenadier infantry unit will combat at (3), 2, 1.
- An ordered highland infantry unit will combat at (2), 1, 0. Will also receive a Highland Battle Bonus of 1 additional die in melee when ordered and during a bonus melee combat. No Highland Battle Bonus when battling back or when using a First Strike or Ambush card.
- An ordered regular infantry unit will combat at (2), 2, 1.
- An ordered lowland infantry unit will combat at (2), 2, 1.
- An ordered militia infantry unit will combat at (2), 1, 1.

Cavalry Combat

- An ordered battle cavalry unit will melee combat at (2).
- An ordered light cavalry unit will melee combat at (2).

Artillery Combat

- An ordered trained artillery unit will combat at (2), 2, 2, 1, 1, 1.
- An ordered light artillery unit will combat at (2), 2, 1, 1, 1.

Leader Combat

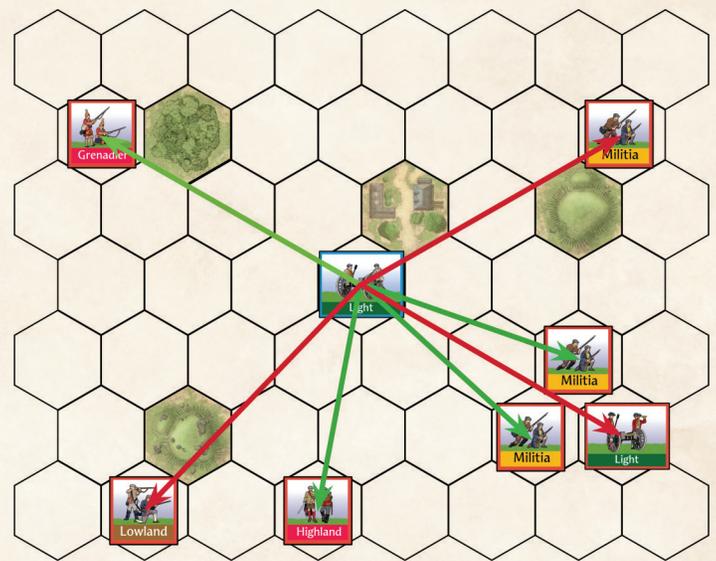
- A leader may not engage in combat when alone in a hex.

RANGE COMBAT

Only infantry and artillery units may engage in range combat. Cavalry units and lone leaders may not engage in range combat. A unit with range weapons, battling an enemy unit more than 1 hex away is said to conduct ranged combat (fire) at the enemy unit “target unit.” In ranged combat, the target unit must be within both range and line of sight of the firing unit.

- An ordered unit may target an enemy unit in any direction.
- Ranged combat may not be used against an enemy unit in an adjacent hex.
- A unit adjacent to an enemy unit may not fire on another more distant enemy unit.

unit is in line of sight.



Ranged Combat (Fire) Procedure

1. Announce Firing Unit Combat
2. Check Range
3. Check Line of Sight
4. Determine Strength of Ranged Combat
5. Resolve Combat
6. Score Hits
7. Retreats and Rally Checks

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

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

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

Imagine a line drawn from the center of the hex containing the firing unit to the center of the hex containing the target unit. This line of sight is blocked only if a hex between the battling unit and the target hex contains an obstruction. Obstructions include a unit or leader (regardless if friend or foe) or some terrain features and the side edge of the battlefield. The terrain in the target unit's hex does not block line of sight. If the imaginary line runs along the edge of one or more hexes that contain obstructions, line of sight is not blocked unless the obstructions are on both sides of the line.

Note - In the illustration, the Red Arrows indicate no line of sight on the target unit and green arrows indicate the target

4. Determine Strength of Ranged Combat: The base number of battle dice rolled in ranged combat is determined by the unit's range (number of hexes) to the enemy target unit.

The base number of ranged combat dice is increased or reduced as follows:

- A full strength unit combats with 1 additional die.
- A leader attached to an infantry unit, the unit rolls 1 additional die in ranged combat.
- A leader attached to an artillery unit, the artillery unit does not roll an additional die in ranged combat.
- Add any Command card ranged combat additions.
- Add any Combat card ranged combat additions.
- Reduce the number of dice rolled in ranged combat when an ordered infantry unit moves. An ordered infantry unit that moves ranged combat dice is reduced by 1 die.
- Reduce the number of dice rolled in ranged combat by any Terrain Modifiers ranged combat reductions: see "Terrain" rules section.

Note - In combat, a good habit is to first add the number of dice to the base number and then determine any reductions.

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

6. Score Hits: In ranged combat, the attacker scores 1 hit for each unit symbol rolled that matches the target unit. Other

symbols rolled are a miss.

Ranged Combat Roll



Score 1 hit on Infantry unit



Score 1 hit on Cavalry unit



Score 1 hit on Artillery unit



Does not score hit in ranged combat



A flag does not cause a hit, but may cause the unit to retreat

For each hit scored, 1 block is removed from the target unit. When the last block in the opponent's unit is removed, collect a Victory Banner. If more hits are rolled than the number of blocks in the enemy unit, these additional hits have no effect.

Chance to Hit a Leader: When an unit with an attached leader takes a hit in range combat, a leader casualty check must be made: see "Leader Casualty Check" rules section.

A leader, when not attached to a unit (he is alone in a hex), may also be attacked in ranged combat: see "Leader Casualty Check" rule section.

7. Retreats and Rally Checks: A flag does not cause a hit, but may cause the unit to retreat: see "Retreat and Rally Check" rules section.

MELEE COMBAT

All units may engage in melee combat. A unit attacking an adjacent enemy unit is said to be engaging that enemy unit in melee. An adjacent enemy unit engaged in melee is always considered within range and in line of sight of their attacker.

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

Melee Combat Procedure

1. Announce Melee Unit Combat
2. Defending Unit Retire and Rally from Melee
3. Determine Strength of Melee Combat
4. Resolve Combat
5. Score Hits

6. Retreats and Rally Checks

7. Additional Combat Actions; Taking Ground, Bonus Melee Attack
8. Melee Battle Back: Defending unit's battle back, apply hits, resolves retreats and rally checks

1. Announce Melee Unit Combat: Announce the ordered unit you want to melee and the enemy unit it is battling. The unit must be in an adjacent hex to the targeted enemy unit to engage in melee combat. Each melee combat is declared and resolved one ordered unit at a time, in the sequence of your choice. You must declare and resolve one unit's melee combat entirely, including any additional combat actions, before beginning the next unit's combat. Melee Combat by several friendly units against one enemy unit must be made and resolved one at a time.

2. Defending Unit Retire and Rally from Melee: All Cavalry units that are being attacked in melee combat may retire and rally instead of standing and possibly battling back.

The player must announce that the cavalry unit being attacked is going to retire before the attacking unit rolls the unit's melee dice.

Game courtesy, requires the attacking player to ask if the cavalry unit being attacked would like to retire and rally.

To retire and rally, a unit must be able to move back two hexes toward its side of the battlefield. Occupied hexes, impassable terrain and the edge of the battlefield may prevent a unit from retiring 2 hexes. If there are not two hexes for the unit to move back, the unit may not retire and rally.

A unit cannot Retire and Rally when an enemy unit is battling back or playing an Ambush or First Strike card. When the unit does not choose to retire and rally, or cannot, the melee is resolved normally.

When a unit declares it will retire and rally, the attacking unit rolls its melee combat dice, but only unit symbols will score a hit. All other symbols including flags are ignored. After hits are removed, the unit that declared it will retire and rally, is moved two hexes back towards its side of the battlefield. After the unit has moved, the unit must roll a rally check: see "Retire and Rally Check when attacked in melee" rules section.

- A unit that retires and rallies may move through terrain hexes that would normally stop movement, but not through impassable terrain or units.
- A unit without an attached leader may retire onto a hex that contains a lone friendly leader. The leader is immediately attached to that unit and the unit's retire

and rally movement stops. In this case a one hex retire and rally is possible.

- A unit, when it retires and rallies, may not battle back.
- After a unit retires and rallies, the attacking unit may advance onto the vacated hex. The attacking unit may not gain a bonus melee combat, even if the unit that retired and rallied is eliminated or fails its rally check.

3. Determine Strength of Melee Combat: The base number of battle dice rolled in a melee is the number in (). The number of block losses a unit has suffered does not affect the number of battle dice the unit rolls in melee combat. A unit with a single block retains the same combat strength as a unit at full strength.

Infantry Melee Combat

- An ordered grenadier infantry unit will melee combat at (3) dice.
- An ordered regular infantry unit will melee combat at (2) dice.
- An ordered highland infantry unit will combat at (2) dice and will also receive a Highland Battle Bonus of 1 additional die in melee when ordered and during a bonus melee combat. No Highland Battle Bonus when battling back or when using a First Strike or Ambush card.
- An ordered lowland unit will melee combat at (2) dice.
- An ordered militia unit will melee combat at (2) dice.

Cavalry Melee Combat

- An ordered battle cavalry unit will melee combat at (2) dice.
- An ordered light cavalry unit will melee combat at (2) dice.

Artillery Melee Combat

- An ordered trained artillery unit will melee combat at (2) dice.
- An ordered light artillery unit will melee combat at (2) dice.

Leader Melee Combat

- A leader may not engage in melee combat when alone in a hex.

The base number of melee dice is increased or reduced as follows:

- A full strength unit combats with 1 additional die.
- A leader attached to an infantry, cavalry and artillery unit, the unit rolls 1 additional die in melee combat.

- Add any Command card melee combat additions.
- Add any Combat card melee combat additions.
- Reduce the number of dice rolled in melee combat when an ordered infantry unit moves, its melee combat dice are reduced by 1 die.
- A cavalry unit's melee battle dice are not reduced when it moves.
- Reduce the number of dice rolled in melee combat by any Terrain Modifiers melee combat reductions: see "Terrain" rules section.

Note - In combat, a good habit is to first add the number of dice to the base number and then determine any reductions.

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

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

Melee Combat Roll



Score 1 hit on Infantry unit



Score 1 hit on Cavalry unit



Score 1 hit on Artillery unit



Score 1 hit in melee on any unit. Militia infantry and light cavalry units do not score a hit when a saber is rolled in melee combat.



A flag does not cause a hit, but may cause the unit to retreat

For each hit scored, 1 block is removed from the target unit. When the last block in the opponent's unit is removed, collect a Victory Banner. If a player rolls more hits than the number of blocks in the enemy unit, these additional hits have no effect.

Chance to Hit a Leader: When an enemy unit with an attached leader takes a hit in melee combat, the attached leader must make a leader casualty check: see "Leader Casualty Check" rules section.

A leader when not attached to a unit (alone in a hex) may be attacked in melee: see “Leader Casualty Check” rule section.

6. Retreats and Rally Checks: A flag does not cause a hit, but may cause the unit to retreat: see “Retreat and Rally Check” rules section.

7. Additional Combat Actions: See “Additional Combat Actions, Taking Ground and Bonus Melee Attack” rule sections.

8. Melee Battle Back: The defending enemy unit may battle back against the attacking unit, if one or more of the defending unit’s blocks survived the melee combat and the defending unit did not retreat from its hex. The attacking player’s unit, that conducted the initial attack, is now considered in a defending posture: see “Additional Combat Actions, Battle Back” rules section.

RETREAT AND RALLY CHECKS

Retreat: After all combat hits have been resolved in a ranged combat and/or a melee combat and blocks removed, retreats are resolved. For each retreat flag rolled against a unit, the unit must make its retreat movement towards its own side of the battlefield. Two flags will force the unit to make two retreat movements, etc.

- Grenadier, regular and highland infantry units and artillery units, retreat 1 hex for each flag.
- Lowland infantry and cavalry units, retreat 2 hexes for each flag.
- Militia infantry units, retreat 2 hexes for each flag.

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

- A unit must always retreat toward its controlling player’s side of the battlefield, regardless of what direction the attack came from.
- A unit may not retreat toward the opponent’s side of the battlefield or sideways.
- A unit may not retreat onto, or through a hex already containing another friendly unit or an enemy unit or enemy leader.
- An attached leader must retreat along with the unit it is with when the unit retreats.
- A unit, without an attached leader, may retreat onto a hex that contains an unattached friendly leader (a leader alone in a hex). The leader is immediately attached to that unit and the unit’s retreat stops in the leader’s hex. The retreating unit will ignore any

additional retreat movement.

- Terrain that is not impassable has no effect on retreat movement.
- Impassable terrain features will prevent a unit’s retreat movement.

Unit must Retreat, but Cannot: When a unit cannot retreat, because its retreat path is occupied or it would be forced to retreat off the limits of the battlefield, one block must be removed from the unit for each retreat hex of movement that cannot be completed. After loses are removed from the unit, the unit must make its rally check, even if the unit did not retreat from its original hex.

Note - A unit, that remains in its hex and makes a successful rally check, may battle back in melee.

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

If more than one of the following bolster morale situations applies, the effects are cumulative:

- A unit may ignore 1 flag when a leader is attached to the unit.

If the unit loses one or more blocks in combat, the leader must first survive the leader casualty check for the unit to ignore the flag.

- A unit may ignore 1 flag when there are two supporting friendly units occupying any two adjacent hexes.

Four adjacent units will not allow a unit to ignore 2 flags.

- A leader alone on a hex does not count as a friendly support, instead when a leader is alone on a hex, all adjacent friendly units without a leader may ignore 1 flag.
- A grenadier infantry unit may ignore 1 flag.
- When a highland unit starts a combat phase at full strength, it may ignore 1 flag. When at full strength and during a combat the unit receives a hit and 1 flag, the highland unit may ignore the one flag. The next combat after taking the hit, the highland unit may not ignore a flag.
- Some terrain features will allow a unit defending on the terrain to ignore 1 flag: see “Terrain” rules section.

Key Rule - A unit may only ignore a maximum of 2 flags

during a single combat roll.

Rally Check: A unit that retreats must make one rally check after it completes its total retreat movement. The rally check will determine whether the retreating unit will rally and remain on the battlefield or will continue to retreat and rout off the battlefield.

Procedure - After the unit completes all of its retreat movement, determine and roll the proper number of dice for the unit's rally check. When at least one flag is rolled, the retreating unit has rallied and will remain on the battlefield. If the unit fails to roll a flag, the unit will break and rout from the battlefield. A unit that fails its rally check is removed from the battlefield, which gains the opponent a Victory Banner.

To determine the proper number of rally check dice to roll; the number of blocks currently in the unit is the base number of dice rolled for the rally check. This number is adjusted as followed:

- A full strength unit (four blocks), rolls 1 additional die.
- A unit with an attached leader, rolls 1 additional die.
- A Grenadier infantry unit, rolls 1 additional die.
- A Lowland infantry unit, rolls 1 less die.
- A Militia infantry unit, rolls 1 less die.
- When a cavalry melee combat causes an enemy infantry or artillery unit to retreat, the retreating unit will roll 1 less die. When a cavalry unit battles back or uses a First Strike, Ambush card and causes an enemy infantry or artillery unit to retreat, the retreating unit will not roll 1 less die.

Key Rule - *A unit will always roll at least one die when making its rally check.*

Leader with Unit that Fails its Rally Check: A leader that is attached to a unit that fails its rally check must determine if the leader will remain on the battlefield or will also panic along with the unit that failed its rally check and also rout from the battlefield.

Procedure - Roll 2 dice, when a flag is rolled, the leader is not swept away with the unit. The leader remains on the battlefield, but must retreat 1, 2 or 3 hexes from the hex where the unit failed its rally check. If a flag is not rolled, the leader will also panic along with the unit and is removed from the battlefield. The leader that is removed will count as a Victory Banner.

When a leader is swept away with the unit and removed from the battlefield, before the leader block is actually removed, all

friendly units on adjacent hexes to the leader must make a rally check. The player controlling these units will choose the order the units will check.

Retire and Rally Check when attacked in melee: A Cavalry unit that is being attacked in melee combat may retire and rally instead of standing and possibly battling back.

After the unit makes its retire and rally movement of 2 hexes toward its side of the battlefield, the unit must roll a rally check. Determine the proper number of dice to roll and add 2 additional dice to the unit's rally check. When at least one flag is rolled the unit that retired and rallied will remain on the battlefield. If the unit fails to roll a flag, the unit will break and run in panic from the battlefield. A unit that fails the retired and rallied check is removed from the battlefield and gains the opponent a Victory Banner.

If a leader is with the unit that fails its retired and rallied check, the leader must also check if he will remain on the battlefield or panic and also be removed from the battlefield.

After a unit retires and rallies, the attacking unit may advance onto the vacated hex, but the attacking unit may not gain a bonus melee combat, even if the unit that retired and rallied is eliminated or failed its rally check.

Lone Leader's Retreat

Lone Leaders retreat somewhat differently than units. When a lone leader retreats, the leader block must follow the following rules:

- A leader's retreat movement is 1, 2, or 3 hexes back towards its controlling player's side of the battlefield. The player who controls the leader determines the number of hexes the leader block will move, and the path it will take as it retreats.
- A leader does not have to make a rally check after completing a retreat move.
- A leader may retreat through a hex that contains a friendly unit, a friendly unit with a leader or a lone friendly leader.
- A leader may not end his retreat movement in a hex that contains another friendly leader, an enemy unit or enemy leader.
- A leader may retreat onto a hex with a friendly unit and may stop as long as the unit does not already have an attached leader. The leader is then considered attached to the unit.
- A leader retreating through a unit's hex does not affect the unit.

- Terrain that is not impassable has no effect on a leader's retreat move.
- Impassable terrain will prevent a retreat movement, and a leader unable to retreat at least one hex due to impassible terrain will be eliminated. In this case, the opponent gains one Victory Banner when the leader is eliminated.
- A player may choose to retreat a leader off his baseline side of the battlefield. This saves the leader from becoming a Victory Banner for the opponent, but will lose a strong command piece by doing so.
- When a leader is alone in a hex and is attacked in ranged or melee combat, when the leader is not eliminated, the leader must retreat 1, 2, or 3 hexes.
- A leader, attached to a unit that retreats, must retreat to the same hex as the unit.
- When a leader is attached to a unit and the unit loses its last block by ranged or melee combat, if the leader is not eliminated on the leader casualty check, the leader must retreat 1, 2, or 3 hexes, from the hex where unit was eliminated.
- A leader attached to a unit that loses its last block because the unit cannot retreat does not require a leader casualty check, but the leader must retreat 1, 2 or 3 hexes from the hex where the unit was eliminated.
- A retreating leader may retreat through an enemy unit or leader, but this is governed by the rules for leader escape: see "Lone Leader Escape" rules section.

Lone Leader Escape: When enemy units occupy both leaders' retreat path hexes, the retreating leader must attempt to escape through one or the other enemy occupied hexes. Move the leader onto the enemy hex and the enemy unit in the hex will battle the leader. The unit combating the leader uses its normal number of melee combat dice. The leader does not benefit from terrain in the hex. When one or more saber symbols are rolled, the leader is hit and eliminated, even from a unit that normally does not score a hit on a saber roll in melee combat. The opponent gains one Victory Banner when the leader is eliminated. If the leader is not hit, his escape is successful and he continues with his retreat move. A lone leader will escape without a roll though a hex occupied by a lone enemy leader.

Leader Casualty Check

Key Rule - The opposition player will always roll for your Leader's Casualty check.



Attached Leader: When a leader is attached to a unit and the unit loses one or more blocks without being eliminated, there is a chance that the leader



may also be hit. The opposition player will make a leader casualty check by rolling 2 battle dice. To hit and eliminate the leader, two saber symbols must be rolled.

Attached Leader's Unit Eliminated: When a leader is attached to a unit and the unit loses one or more blocks, eliminating the unit and leaving the leader alone in the hex, the opposition player will make a leader casualty check with 1 battle die. To hit and eliminate the leader, a saber symbol must be rolled. If the leader is not eliminated, the leader must retreat 1, 2, or 3 hexes.



- A leader does not have to make a rally check when he retreats.
- When a unit is eliminated, any flags rolled against the eliminated unit will not affect the leader.
- When the leader is on a friendly baseline hex and must retreat, the leader must retreat off the battlefield. A leader that retreats off the battlefield does not give the opponent a Victory Banner.
- When a leader's unit is eliminated in melee combat and the leader is also eliminated or retreats from the hex, the attacking unit may take ground onto the vacated hex and may gain a bonus melee if eligible.

Leader Eliminated: When a leader is hit and eliminated, remove the leader block from the battlefield and collect a Victory Banner. However, before the leader block is removed, a unit in the same hex as the leader and all friendly units on adjacent hexes to the eliminated leader must make a rally check. The player controlling these units will choose the order the units will check.

Rally Check Special Situation - When a leader is eliminated and the unit the leader was with must also retreat, the unit must first make a rally check because the leader was eliminated before it makes its retreat movement. When the unit's rally check is successful, the unit will then make its retreat move. The unit in this special situation will not have to make a second rally check after the unit's retreat movement is completed.

Leader Casualty Check Special Situation - A Leader Casualty Check is not required when a leader is attached to a unit and when the unit retreats it loses all its blocks because it cannot complete its retreat movement. The leader does not make a Casualty Check, but must retreat 1, 2, or 3 hexes from the hex where the unit was eliminated.

Combat Against a Lone Leader

A leader alone in a hex may be targeted in ranged and melee combat.

Range Combat: To target a leader alone in a hex in ranged combat, the attacking enemy unit rolls its normal ranged battle dice. Two saber symbols rolled will score a hit and eliminate the leader. If the leader is not hit, the leader must retreat 1, 2, or 3 hexes. Flags rolled against the leader have no effect on the unattached leader.

Note - A lone leader may not be targeted in ranged combat when rolling less than two dice. Also note, sabers normally will not score a hit in range combat, however, firing at a leader alone in a hex is an exception to this rule.

Melee Combat: When a leader is alone in a hex, the attacking enemy unit rolls its normal melee battle dice. One or more saber symbols rolled will score a hit and eliminate the leader, even from a unit that normally does not score a hit on a saber roll in melee combat. If the leader is not hit, the leader must retreat 1, 2, or 3 hexes. Flags rolled against the leader have no effect on the lone leader. When a leader retreats from the hex, the attacking unit may take ground onto the vacated hex and may gain a bonus melee if eligible.

Leaders Abilities Summary

- A leader attached to an infantry or cavalry unit inspires the unit to combat with 1 additional die in ranged and melee combat.
- A leader attached to artillery unit inspires the unit to combat with 1 additional die in melee combat only.
- Leaders on the same side can be attached to any units on their side.
- A lone leader in a hex is considered to fulfill the adjacent contiguous hex requirement for a number of Command cards.
- After a successful melee combat, successful melee combat means, the enemy unit is either eliminated or retreats and no longer occupies its hex, an infantry unit with an attached leader may advance onto the vacated hex (take ground) and may make a bonus melee combat. Terrain movement and combat restrictions still apply.
- A leader attached to a unit allows the unit to ignore one flag.
- A leader that is alone on a hex, allows all friendly units without a leader on adjacent hexes, to ignore one flag.
- A unit that is retreating, may move onto a hex with a lone leader and the unit must stop in the leader's hex and will retreat no further. The unit will still need to make a rally check, but the unit will now have the leader to modify its rally check.
- A unit that chooses to retire and rally when attacked in melee, may move one hex onto a hex with a lone leader and the unit must stop in the leader's hex and

will retire no further. The unit will still need to make a rally check, but the unit will now have the leader to modify its check.

- A lone leader that retreats, does not have to make a rally check.
- A leader may escape (retreat) through enemy units and leaders that are occupying his retreat path.
- A player may choose to retreat a leader off his baseline side of the battlefield.

CLAN CHIEF & CHIEF OFFICER MARKERS

In the Tricorne - Jacobite Rising, each army may field in some scenarios special units that have a Clan Chief marker for the Jacobite army or a Chief Officer marker for the Government army. These units are special in that a unit with a Clan Chief or Chief Officer marker represents a unit that historically performed exceptionally well in battle. Perhaps this is due to training, battle experience or having an inspiring person in charge. Whatever the reason, when a Clan Chief or a Chief Officer marker is marking a unit in a battle scenario, the unit's abilities are enhanced. Although these units have enhanced abilities, a unit with a Chief marker is still treated as unit for most all game purposes.



When a scenario has special units that have a Clan Chief marker for the Jacobite army or a Chief Officer marker for the Government army, place the marker on the units as indicated by the scenario map. A Jacobite Clan Chief marker is normally found with a Highland unit. A Government Chief Officer marker is normally found with a Government Regular Infantry unit.

Benefits and rules for a unit with a Chief marker.

- A Chief marker must always remain with the unit it is assigned.
- A unit with a Chief marker combats with 1 additional die.
- A unit with a Chief marker may ignore 1 flag.
- A unit with a Chief marker will rally check with 1 additional die.
- A Chief marker cannot be removed to satisfy losses on the unit.
- When a unit with a Chief marker takes one or more hits in combat, opponent rolls one die. On a saber

icon roll the Chief marker is removed. The unit must then make a rally check when the Chief marker is eliminated, even if unit was not forced to retreat when the Chief marker is removed.

- When the Chief marker is removed it does not count as a victory banner.
- When the Chief marker is removed the unit will no longer gain benefits.
- When the last block of the unit is eliminated, the Chief marker is also removed.
- A Chief marker when eliminated, will not cause other adjacent units to make a rally check.
- A leader may not attach to a unit that has a Chief marker.

ADDITIONAL COMBAT ACTIONS

During the combat phase, after a melee combat the attacking unit may be entitled to take ground and make a bonus melee combat.

Taking Ground

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

- Taking Ground is never mandatory. It remains the attacking player's choice.
- Taking Ground is subject to normal terrain movement restrictions.
- An infantry or cavalry unit that attacks a unit that declares it is going to retire and rally may take ground after the unit completes its retire and rally movement.
- An infantry or cavalry unit that attacks a leader alone in a hex may take ground after the leader retreats or is eliminated.

The following situations do not allow a unit to take ground:

- Ranged combat attacks never give the attacking unit the opportunity to take ground.
- An ordered artillery unit attacking in melee may not take ground.
- A defending unit that is battling back may not take ground.
- A defending unit that uses the First Strike or Ambush card against an attacking unit is not eligible to take

ground.

Bonus Melee

An ordered infantry unit with an attached leader, a highland infantry unit or a cavalry unit after a successful melee combat that has taken ground (advanced onto the hex vacated by the enemy unit or leader) may make a bonus melee combat.

- A bonus melee action is optional. The unit, after a successful melee, is not forced to take ground and bonus melee.
- During a bonus melee the unit calculates its base number of dice, any additional dice and dice reductions in the same manner as when attacking in melee.

Note taking ground is counted as movement and will reduce an infantry unit's melee dice by 1.

- If a unit does not take ground and move onto the vacant hex, it forfeits the opportunity to make a bonus melee, even if it is adjacent to other enemy units.
- The target of the bonus melee does not have to be the same enemy unit as the original unit that was attacked in melee, even if the original target is still adjacent.
- Terrain movement and combat restrictions apply to a bonus melee the same as they do to normal melee combat.
- A unit may only make one bonus melee on a turn.
- An attacking unit that eliminates or forces the enemy unit to retreat on its bonus melee, may take ground onto the vacated hex. Terrain restrictions still apply.
- A unit's initial melee combat and bonus melee must all be completed before beginning the next unit's combat.
- After a unit retires and rallies from a melee, the attacking unit may advance onto the vacated hex, but the attacking unit may not gain a bonus melee combat, even if the unit that retired and rallied is eliminated or failed its rally check.

Defending Unit Battle Back

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

- During a melee battle back the unit calculates its base number, additional dice and dice reductions in the same manner as a normal melee.
- After the defending player's battle back, the melee will stop; i.e. there is never any battle back against a battle back.

- A defending unit being attacked in melee by a number of enemy units in separate melee attacks, may battle back against each attacking unit. Each melee and battle back is resolved one unit at a time.
- If the defending unit is forced to retreat out of its original hex, it may not battle back, even if its retreat move places the unit in a hex that is still adjacent to the original attacking unit.
- If a defending unit that is unable to retreat from its hex, after taking block losses and passing its rally check, may battle back as long as it still has one or more blocks remaining.
- A defending unit that is battling back may not take ground, or make a bonus melee attack.
- A First Strike Command card or Ambush Combat card may not be played against a unit that is battling back.
- A unit that played a First Strike Command card or Ambush Combat card may not battle back.

Phase 5. End of Turn

After completing all movement and resolving all hits, retreats and additional combat actions for all ordered units, discard the Command card played and draw another Command card from the deck.

At the end of the player's turn, when the Command card being discarded instructs a player to draw Combat cards, the player will also draw Combat cards. After cards are drawn, the active player's turn is over.

When a defending player has used the First Strike Command card during the turn, the player draws a replacement card at the end of the turn before the active player.

If either the Command card or a player's Combat card deck runs out of cards, shuffle the discards to form a new draw deck. New draw decks are also formed after the play of the "For King or Country" Command card and a "Jacobite Rising" Combat card.

VICTORY BANNERS

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

In addition to capturing Victory Banners through the elimination of enemy units and leaders, in some scenarios, capturing certain terrain hexes or accomplishing other battle specific objectives can gain additional Victory Banners. Such

victory conditions will be spelled out in the scenario's battle notes.

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

OBJECTIVE VICTORY BANNERS

Temporary Victory Banner Objective: The Victory Banner for this objective hex is immediately gained and is retained as long as a unit of the appropriate side occupies the objective hex. If the unit vacates the hex for any reason (movement, retreat or elimination), the Victory Banner is immediately lost.

Start Turn Temporary Victory Banner Objective: The Victory Banner for this objective hex is held and captured only as long as a unit of the appropriate side occupies the objective hex at the start of its turn. If the unit vacates the hex for any reason (movement, retreat or elimination), the Victory Banner is immediately lost.

Turn Start Temporary Majority Victory Banner Objective: The Victory Banner for this group of objective hexes goes to the side that has units in an absolute majority of these hexes at the start of its turn. The absolute majority means, occupy more of the hexes in the group than the opponent. If your side occupies 1 hex and your opponent does not occupy any of the hexes in the group, your side occupies the absolute majority. If the majority is lost for any reason (movement, retreat or elimination), the Victory Banner is immediately lost.

Note - A temporary victory banner objective hex is still considered occupied when an ordered unit moves out of the hex and another friendly unit is ordered to occupy the hex during the same movement phase.

Permanent Victory Banner Objective: The Victory Banner in this objective hex is captured and permanently gained the moment a unit of the appropriate side occupies this hex. The Victory Banner is not lost, even if the unit later vacates this hex.

Turn Start Permanent Victory Banner Objective: The Victory Banner in this objective hex is captured and permanently gained when the appropriate side occupies the hex at the start of its turn. The Victory Banner is not lost, even if the unit later vacates this hex.

Clearing a Sector Objective: When clearing a section rules are in effect, the Victory Banner for this objective is permanently gained when there are no enemy units in a section of the battlefield at the start of a player's turn. The Victory Banner is not lost, even if one or more opposition units again occupy this section. In addition, at the start of each of your turns as long as there are no enemy units in the section, you will gain one additional permanent Victory Banner.

Note - When determining clearing a section, a hex with a dotted line is considered as part of center section.

Breakthrough Objective: When breakthrough objective rules are in effect, the Victory Banner for this objective is permanently gained for each unit that exits the battlefield from an opponent's baseline hex.

- To exit the battlefield, a unit must already be on an opponent's baseline hex start of its turn.
- To exit the battlefield, the unit must be ordered and move off the battlefield.
- Moving off the battlefield from a baseline hex counts as one hex of movement.

Withdraw Objective: When withdraw objective rules are in effect, the Victory Banner for this objective is permanently gained for each unit that exits the battlefield from your side's baseline hex.

- To exit the battlefield, a unit must already be on a baseline hex start of its turn.
- To exit the battlefield, the unit must be ordered and move off the battlefield.
- Moving off the battlefield from a baseline hex counts as one hex of movement.

Time Pressure Objective: When time pressure objective rules are in effect, normally against the attacking side, the defending player, after playing a "Scout" Command card may take a permanent Victory Banner and draw 1 Command card. This action at the end of the turn replaces the text on the Scout Command card of drawing 2 Command cards, selecting one and keeping the other and drawing 2 Combat cards. It is also possible in a scenario that time pressure objective rules are in effect for both sides.

Note - Taking a Time pressure Victory banner is not possible, if doing so would give the player the final Victory Banner to win the battle.

COMBAT CARDS

Combat cards add an element of suspense to a game and will
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challenge players to coordinate their use in a timely manner. In the Tricorne - Jacobite Rising core game there is a deck of Combat cards for each army, Jacobite and Government. These cards represent a mix of unit training, abilities or unexplainable actions that take place during the course of a battle. Many Combat cards allow ordered units to move and/or battle in ways not normally allowed in the basic rules. Combat cards will apply to all units or leaders on the same side. In other words, Jacobite Combat cards can be played on the all Jacobite units and any Jacobite army allies and Government Combat cards played on all Government units and any Government army allies.

The number of Combat cards each player will take at the start of a battle is indicated in the scenario's battle notes.

At the end of the player's turn, when the Command card being discarded instructs a player to draw Combat cards, the player will also draw Combat cards. There is no limit to the number of Combat cards a player may hold.

Note - A player, who plays a Combat card during his or the opponent's turn, does not immediately replenish a Combat card for his hand. Replenishment of Combat cards is only done at the end of a player's turn, when the Command card played instructs a player to draw a Combat card.

Players must observe a number of simple, but critically important rules when bringing a Combat card into play:

- A Combat card must always be played when indicated. Some cards may be played out of turn, during the opponent's turn, or in reaction to one of the opponent's actions or card play.
- When playing a Combat card, place it in front of you at the appropriate time (possibly in reaction to one of your opponent's actions), and read it aloud.
- A player may play as many Combat cards during a turn as desired, but only one card may be played on any given unit, a lone leader or a unit with an attached leader, during a turn.
- In case of contradiction, between the effects of two Combat cards played in succession, the second card trumps the effect of the first one.
- In case of conflict, between the basic rules and a Combat card, the rules of the card normally will take precedence.
- Terrain movement and terrain battle restrictions will always apply to a Combat card, unless stated otherwise on the Combat card.
- Combat cards are not counted, when a Command card or Combat card contains the words "for each Command card you have" is played. The player will only count his Command cards.

Combat card Default Action

Instead of using the action text on the Combat card, after all turn actions are completed, but before drawing a new Command card, the Combat card may be discarded and a friendly leader may reposition (move) up to 3 hexes as the Combat card's default action. Terrain restrictions still apply when the leader is making a reposition move. A leader may only reposition one time when using a Combat card's default action.

Combat Card States - Play in lieu of a Command card

A player instead of playing a Command card on a turn can play a Combat card that states "Play in lieu of your Command card this turn".

- A unit that is ordered by a Play in lieu of Combat card, may still have another Combat card played on the unit during the turn.
- At the end of the turn the player does not draw a new Command card.
- A "Play in lieu of your Command card this turn" Combat card may not be counter attacked by the opponent.

Additional Combat Card Notes

Combat cards may not be played during the Opening Cannonade.

Ambush: A unit that has an Ambush card played on it and battles first, may not battle back.

Infantry Retire and Reform: The defending player must announce that the unit being attacked is going to retire and reform before the player's attacking unit rolls its melee dice. If there are not two hexes for the unit to move back, the unit may not retire and reform.

COMMAND CARDS

Section Cards: Section cards are used to order units in a specific section of the battlefield to move and/or battle. These cards indicate which section of the battlefield you may order units or leaders, and how many units or leaders you may order.

A Section Command card may order an attached leader to detach from a unit and move separately.

Tactic Cards: Tactic cards allow ordered units to move and/or battle in ways not normally allowed in the basic rules. Terrain movement and battle restrictions still apply when a Tactic card Actions take precedence over basic rules.

An attached leader may not be ordered to detach and move separately when a Tactic Command card is played on a turn, unless stated otherwise on the Tactic card.

When the number of units to be ordered is not a fixed number, but instead the card states "for each Command card you have, including this card" the number of units a player may order is equal to the number of Command cards in the player's possession, including the Command card currently being played.

Additional Command Card Notes

At the Quick Step: All infantry unit's normal movement is considered 1 hex, even for Highland infantry.

First Strike: A unit that has a First Strike card played on it and battles first, may not battle back.

Inspired Leader (Left, Right, Center): Inspired Leader Command cards order one leader and the unit with the leader if any, and up to 4 units and/or lone leaders in a string of adjacent, linked, contiguous hexes to the leader that was ordered. The string of units that are ordered may extend across sections of the battlefield.

After movement, units without a leader that are in a hex adjacent to the ordered leader, will combat with 1 additional die.

Line Command & Line Volley: Line Command and Line Volley Command cards order all unit types, Infantry, Cavalry, Artillery and lone leaders. This line of units and leaders has to be in adjacent, linked, contiguous hexes and may extend across sections of the battlefield.

Line Volley: A unit ordered by the Line Volley card may not melee. Therefore, if an enemy unit in the line that is ordered is adjacent to an enemy unit it may not fire. This may also be the case when an enemy unit is forced to retreat onto an adjacent hex next to a unit that has not yet fired. The adjacent enemy unit will prevent an ordered unit from doing ranged combat.

Rally: The card may be used to rally and return blocks to more than one unit.

TERRAIN

Terrain tiles are placed on the battlefield when setting up a scenario and will remain in place and in effect for the entire game unless a scenario specifies removal.

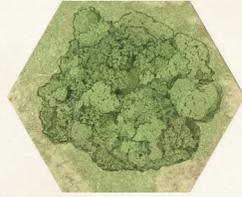
Note - On the terrain summary card, the letters "NB" in the Battle Effects section indicates that there is No Battle for this unit.

CLEAR TERRAIN HEX

A hex that does not have a terrain tile is considered clear and does not have any movement or battle restrictions.

FOREST

Movement: A unit or lone leader that enters a forest hex must stop and may move no further on that turn.



Battle:

Turn Unit Moves onto Forest:

- An infantry unit may battle with 1 less die, the turn it moves onto a forest hex.
- A cavalry or artillery unit may not battle the turn it moves onto a forest hex.

Forest Protection:

- Unit on forest hex ignores 1 unit symbol hit from ranged combat.

Targeting Enemy on Forest:

- An infantry unit does not reduce the number of battle dice rolled once on a forest hex
- A cavalry unit reduces the number of battle dice rolled in melee by 2.
- An artillery unit does not reduce the number of battle dice rolled.

Battling from Forest:

- An infantry unit does not reduce the number of battle dice rolled once on a forest hex.
- A cavalry unit reduces the number of battle dice rolled in melee by 2. Cavalry melee from a forest hex to adjacent forest hex, only apply the battling out dice reduction.
- An artillery unit reduces the number of battle dice it will roll by 1.

Line of Sight: A forest hex blocks line of sight.

HILL

Movement: No movement restrictions.



Battle:

Turn Unit Moves onto Hill: No

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battle modifiers.

Hill Protection:

- Unit on hill hex ignores 1 flag when being attacked from a lower level, except from artillery combat.
- Unit on hill hex ignores 1 flag when being attacked from a hill hex in a different group of hill hexes, except from artillery combat.

Targeting Enemy on Hill: No unit battle reductions.

Battling from Hill: No unit battle reductions.

- An artillery unit on a hill hex may fire over a friendly unit or leader that is on an adjacent lower hex as long as that hex has no other terrain feature that would block the artillery unit's line of sight.

Line of Sight: A hill hex blocks line of sight to units behind a Hill hex.

- A unit on a lower level has line of sight onto the first Hill hex and vice versa.
- A unit on a lower level does not have line of sight through one hill hex onto a second hill hex with a unit and vice versa (i.e. a unit at a lower level is not able to see, or be seen, if at least one other hill hex is in between the two units).
- Line of sight is not blocked between units on the same hill looking across connected hill hexes. The units are considered to be on a plateau.

BUILDINGS / CHURCH

Movement: A unit or lone leader that enters a building hex must stop and may move no further on that turn.



Battle:

Turn Unit Moves onto Building:

- An infantry unit may battle with 1 less die, the turn it moves onto a building hex.
- A cavalry or artillery unit may not battle the turn it moves onto a building hex.

Building Protection:

- Unit on building hex ignores 1 unit symbol hit from ranged and melee combat.
- Unit on Church hex also ignores 1 flag, except from artillery combat.

Targeting Enemy on Building:

- An infantry unit does not reduce the number of battle

dice rolled.

- A cavalry unit reduces the number of battle dice rolled in melee by 2.
- An artillery unit does not reduce the number of battle dice rolled.

Battling from a building hex:

- An infantry unit does not reduce the number of battle dice rolled once on a building hex.
- A cavalry unit reduces the number of battle dice rolled in melee by 2.

Cavalry melee from a building hex to adjacent building hex, only apply the battling out dice reduction.

- An artillery unit reduces the number of battle dice it will roll by 1.

Line of Sight: A building hex blocks line of sight.

WATERWAY

There are two types of waterway hexes, river or fordable stream. A river is treated as impassable terrain and can only be crossed when a unit moves across via a river ford or a bridge. A fordable stream can be moved onto and crossed without a bridge. The scenario's battle notes will indicate when waterway hexes are fordable.

RIVER

Movement: River hexes are treated as impassable terrain and may only be crossed at a river ford or on a bridge.



Battle: Combat not possible.

Line of Sight: A river does not block line of sight.

RIVER FORDS & FORDABLE STREAM

Movement: A unit or lone leader that enters a fordable stream hex must stop and may move no further on that turn.

Battle:

Turn Unit Moves onto Fordable Stream: No battle modifiers.

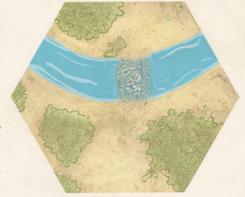
Fordable Stream Protection: No battle modifiers.

Targeting Enemy on Fordable Stream:

- An infantry, cavalry or artillery unit does not reduce the number of battle dice rolled.

Battling from a Fordable Stream:

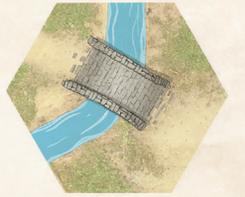
- An infantry or cavalry unit does not reduce the number of battle dice rolled.
- An artillery unit reduces the number of battle dice it will roll by 1 die.



Line of Sight: A fordable stream hex does not block line of sight.

BRIDGE

Movement: A bridge will cancel a river or fordable stream movement restrictions.



Battle: A bridge will cancel all river or fordable stream battle modifiers.

Turn Unit Moves onto Bridge: No battle modifiers.

Bridge Protection:

- An Infantry unit on bridge hex may ignore 1 flag.

Targeting Enemy on Bridge: No unit battle reductions.

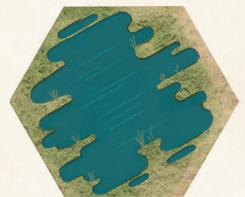
Battling from a Bridge:

- An infantry or cavalry unit does not reduce the number of battle dice rolled.
- An artillery unit reduces the number of battle dice it will roll by 1 die.

Line of Sight: A bridge does not block line of sight.

BOGGY GROUND

Movement: An ordered unit moving onto a boggy ground hex must stop and move no further this turn, unless on the roll of one die, the unit's icon is rolled.



When the unit's icon is rolled, the unit may continue its ordered movement. A lone leader must roll a flag to continue its ordered movement.

- Artillery may not move onto a boggy ground hex. A boggy ground hex is treated as impassable terrain for artillery.

Battle:

Turn Unit Moves onto Boggy Ground: No battle modifiers.

Boggy Ground Protection: No battle modifiers.

Targeting Enemy on Boggy Ground:

- An infantry or cavalry unit does not reduce the number of battle dice rolled.
- An artillery unit may not target a unit on a boggy ground hex.

Battling from Boggy Ground:

- An infantry or cavalry unit does not reduce the number of battle dice rolled.

Line of Sight: A boggy ground hex does not block line of sight.

RAVINE

Movement:

- A unit or lone leader when moving onto a ravine hex must stop and move no further this turn.
- A unit on a ravine hex and moving out must stop and move no further this turn.



Battle:

Turn unit moves onto a Ravine hex: No battle modifiers.

Ravine Protection:

- Unit on a ravine hex ignores 1 unit symbol hit from ranged combat.
- Unit on a ravine hex ignores 1 flag.

Targeting a unit on Ravine: No battle modifiers.

Battling from a Ravine:

- A unit that is on a ravine hex, battles with 1 less die.

Line of Sight: A ravine does not block line of sight, unless a unit occupies the ravine hex.

ENCLOSURE WALL

Movement: Moving onto a hex with enclosure walls is possible through all hex sides with no enclosure walls to cross.

An infantry unit is the only unit type that may be ordered to move across a hex side with an enclosure wall.

- The infantry unit must start its turn adjacent to a hex side with the enclosure wall.
- The infantry unit after moving across, must stop and may move no further on this turn.
- The infantry unit may not battle on this turn.

Battle:

Turn Unit Moves onto Enclosure Wall hex: When moving through a hex side with no enclosure walls, there are no battle modifiers.



Enclosure Wall Protection:

- Unit on enclosure wall hex ignores 1 unit symbol hit from ranged and melee combat when a unit is attacked and the attack goes through an enclosure wall side of the hex.
- Unit on enclosure wall hex ignores 1 flag from ranged and melee combat when a unit is attacked and the attack goes through an enclosure wall side of the hex.

Targeting Enemy across an Enclosure Wall:

- An infantry unit does not reduce the number of battle dice rolled.
- A cavalry unit reduces the number of battle dice rolled by 2.
- An artillery unit does not reduce the number of battle dice rolled.

Battling across an Enclosure Wall:

- An infantry unit does not reduce the number of battle dice rolled.
- A cavalry unit reduces the number of battle dice rolled by 2.
- An artillery unit does not reduce the number of battle dice rolled.

Line of Sight: An enclosure wall will block line of sight, unless a unit is directly adjacent to the hex side with enclosure wall and looking over the enclosure wall.

FIELD WORKS

Movement: A unit or lone leader that moves across a hex side with field construction must stop and may move no further on that turn.



Battle:

Turn Unit Moves onto Field Construction: No battle modifiers.

Field Works Protection:

- Unit on field works hex ignores 1 unit symbol hit from ranged combat when a unit is attacked and the line of

fire goes through a field works side of the hex.

- An infantry and artillery unit ignores 1 flag, except from artillery ranged combat.

Note - Field works on a hill will still only allow an infantry and artillery unit to ignore 1 flag.

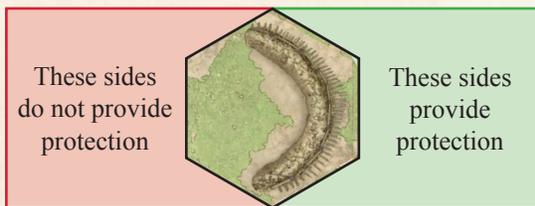
Targeting Enemy across a Field Works:

- An infantry unit does not reduce the number of battle dice rolled.
- A cavalry unit reduces the number of battle dice rolled by 2.
- An artillery unit does not reduce the number of battle dice rolled.

Battling across a Field Works:

- An infantry unit does not reduce the number of battle dice rolled.
- A cavalry unit reduces the number of battle dice rolled by 2.
- An artillery unit does not reduce the number of battle dice rolled.

Line of Sight: A field works hex does not block line of sight.



ROAD

Movement: Unit or lone leader, that starts on a road hex, moves along on road hexes and ends its movement on a road hex, will increase a unit's ordered movement up to 2 hexes.



Battle: A unit that uses road movement may not battle this turn.

Road Protection: No battle modifiers.

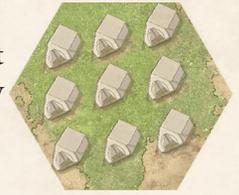
Targeting Enemy on Road: No battle reductions.

Battling from Road: No battle reductions.

Line of Sight: A road hex does not block line of sight.

CAMP

Movement: A unit or lone leader that enters a camp hex must stop and may move no further on that turn.



Battle:

Turn Unit Moves onto Camp: No battle modifiers.

Camp Protection: No battle modifiers.

Targeting Enemy on Camp: An infantry, cavalry or artillery unit does not reduce the number of battle dice rolled.

Battling from a Camp: An infantry, cavalry or artillery unit does not reduce the number of battle dice rolled.

Line of Sight: A camp hex does not block line of sight.

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SCENARIOS

- Killiecrankie - 27 July 1689
- Dunkeld - 21 August 1689
- Cromdale - 1 May 1690
- Alness - 10 July 1715
- Sheriffmuir - 13 November 1715
- Glen Shiel - 10 June 1719
- Prestonpans - September 1745
- Clifton - 18 December 1745
- Inverurie - 23 December 1745
- Falkirk (Stage 1) - 17 January 1746
- Falkirk (Stage 2) - 17 January 1746
- Culloden - 16 April 1746
- Culloden (Flanking Move) - 16 April 1746

Hints when setting up Scenario Terrain

- River terrain is on one side and roads are on the other side of a terrain tile. For example: straight roads are on the opposite side of straight rivers.
- Enclosure wall terrain is on one side and forest are on the other side of a terrain tile.
- Finally most all of the other terrain, camp, building, ravine and boggy ground are on the opposite side of hill hex terrain tiles. Therefore it is recommended, that these terrain tiles be set up first and then complete the set up with any remaining hill terrain.

Killiecrankie - 27 July 1689



Historical Background

Following the ‘Glorious Revolution’ of 1688, the English Parliament replaced King James VII with William of Orange and his wife Queen Mary. Many Scots took exception to this and in response, John Graham of Claverhouse, Viscount Dundee, raised a force of Highlanders loyal to James (called Jacobites) to contest the decision. The Scottish government, in turn, assembled an army to counter the rebellion. Under the command of General Hugh Mackay, the Government troops marched to intercept the rebels at the Killiecrankie Pass. The Jacobites arrived at Killiecrankie first and took up a position on a ridge on the lower slopes of Creag Eallich. Mackay, realizing the futility of a frontal attack, formed his troops facing uphill and waited. While waiting, his formation was harassed from a nearby building standing between the two lines. Mackay sent a party of men under the command of his brother James to force the Jacobites from the building. Dundee retaliated and ordered his Highlanders to advance. True to form, the Highlanders charged. Surprised by how quick the Highlanders advanced, Mackay’s troops did not have time to fix their plug bayonets and were ill equipped for the close quarter fighting that followed. During this

action Dundee, while leading the Jacobite cavalry, was fatally wounded. The close quarter fighting quickly turned into a Government rout. The stage is set. The battle lines are drawn and you are in command. The rest is history?

Battle Notes

Jacobite Army

- Commander: Dundee
- 5 Command Cards & 4 Combat Cards
- Move First

Government Army

- Commander: Hugh Mackay
- 5 Command Cards
- 3 Combat Cards

Victory

6 Victory Banners

Special Rules

- Opening Cannonade rules are in effect. After the opening the cannonade, the government guns must retire because the cannons were found to have rotten cartridges.

Dunkeld - 21 August 1689



Historical Background

Following the death of Viscount Dundee at the Battle of Killiecrankie, command of the Jacobites passed to Colonel Alexander Cannon. The Scottish council, fearing the continued Jacobite onslaught, ordered the 27 year old Lieutenant Colonel William Cleland and the newly-mustered Cameronians regiment of 1200 men strong, to move north from Perth and to hold onto Dunkeld at all costs. As the town had no walls, Cleland ordered his troops to take up defensive positions in the cathedral, the town's buildings and the nearby mansion of the Marquess of Atholl. The Jacobites, outnumbered the Cameronians and advanced in their traditional charge, but in the narrow winding streets, there was no room for the type of Highland charge that had succeeded in Killiecrankie. After repeated attempts to bring the Cameronian defenders out into the open, and after a day of fighting, and seeing that these Cameronians had no thought of surrender, the Highlanders decided to call it a day and withdrew across the neighboring hills. The stage is set. The battle lines are drawn and you are in command. The rest is history?

Battle Notes

Jacobite Army

- Commander: Alexander Cannon
- 4 Command Cards
- 3 Combat Cards

Government Army

- Commander: William Cleland
- 6 Command
- 5 Combat Cards
- Move First

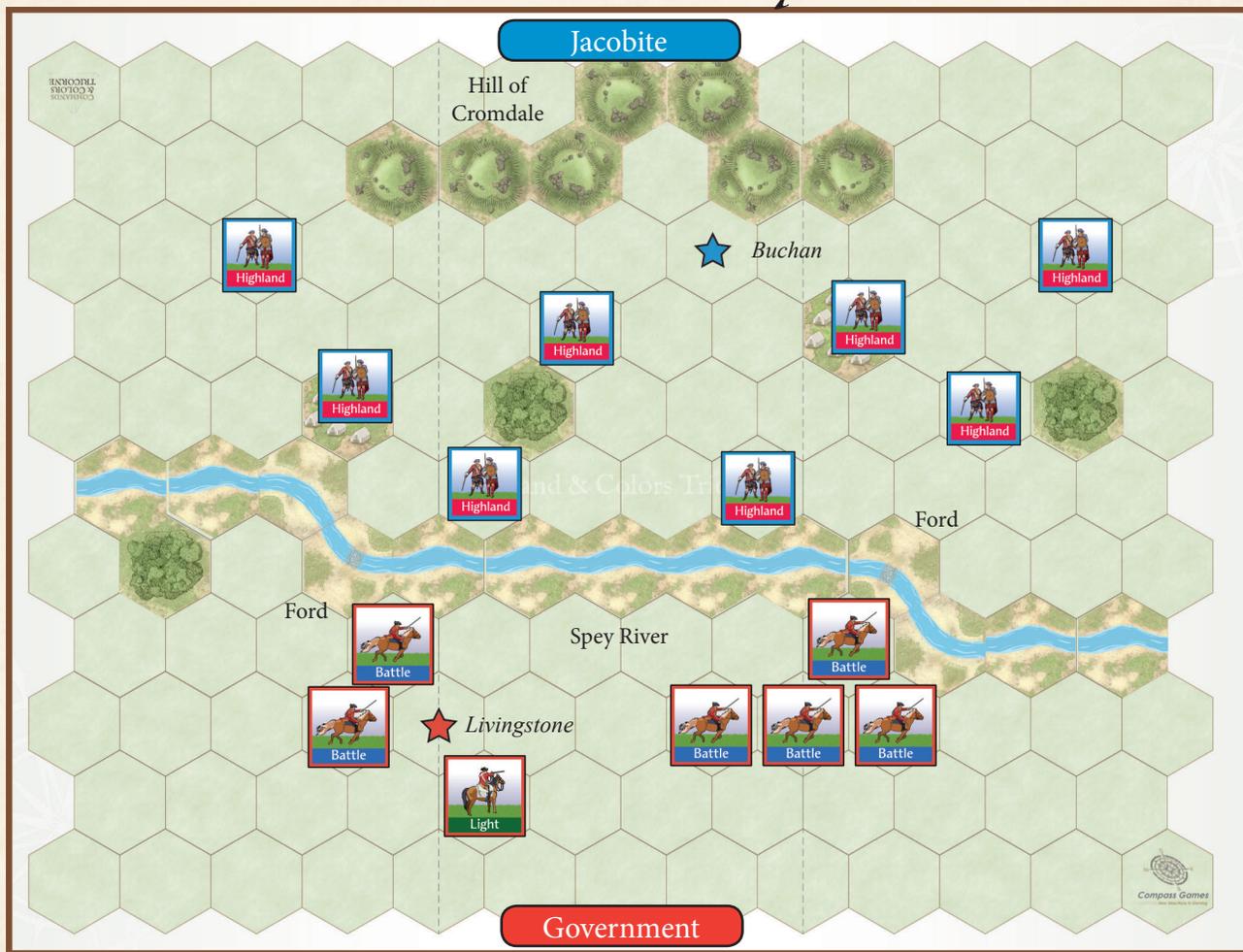
Victory

5 Victory Banners

Special Rules

- The 7 building hexes and church of Dunkeld form a start turn Temporary Majority Victory Banner Objective worth 2 banners to the side that has units in the absolute majority of these hexes. The Government player starts with 2 banners. Absolute majority means occupy more hexes in the group than the opponent.
- The River Tay is only passable at ford and bridge.

Cromdale - 1 May 1690



Historical Background

Through the winter of 1689-90, the Highland army gradually diminished in numbers. King James, hiding in Ireland, aware of the precarious state of his supporters in Scotland, sent clothing, arms, ammunition and provisions. At the same time he appointed Thomas Buchan commander-in-chief of the Jacobite forces in Scotland. Buchan, upon the appointment, called a meeting of the clans, who unanimously resolved to continue the war, but not until the planting of the spring crops was completed. In the mean time Buchan mustered 1,200 infantrymen and marched down the Spey River, with hopes of mustering additional forces. While his men were making camp, Buchan was totally unaware that Thomas Livingstone, in command of the Government Dragoons, had been dispatched from Inverness and was just on the opposite side of the Spey. In the early morning hours, Livingstone ordered his Dragoons to attack, which took the Highlander camp by complete surprise. The Highlanders tried to make a stand, but before they could rally, many had already started to retreat. The stage is set. The battle lines are drawn and you are in command. The rest is history

Battle Notes

Jacobite Army

- Commander: Buchan
- 2* Command Cards
- 2 Combat Cards

Government Army

- Commander: Livingstone
- 6 Command
- 4 Combat Cards
- Move First

Victory

4 Victory Banners

Special Rules

- * The Jacobite player starts with 2 Command cards (they were surprised). First turn play a Command card, draw 2 cards. Turn two play a Command card, draw 2 cards. The Jacobite player will now hold 4 Command cards and stays at 4 Command cards for the rest of the battle. Note, the maximum number of Jacobite units that can be ordered on a turn is equal to the number of Command cards held.
- The Government player gains 1 Permanent Victory banner at start of the turn when a Government unit occupies a camp hex. Remove the camp hex and gain 1 Victory Banner.
- The entire Spey River is fordable. In addition, there are no movement restrictions at the two shallow fords.



Historical Background

In early October 1715 Sir Robert Munro, still loyal to the Government of George I, was secretly assembling his clansmen with the intention of taking Inverness. To join him in his effort he appealed to John Gordon, Earl of Sutherland and Lord Reay. William Mackenzie, 5th Earl of Seaforth, hearing of Munro's plans proceeded to Inverness with his Jacobite Highlanders. While Mackenzie settled in at Inverness, Munro and Gordon gathered 1800 men at Alness and formed a line of battle, Mackays and Rosses on the right, Gordon in the centre and Munro on the left. The Rosses, it seemed, were only armed with wooden poles. Mackenzie, determined to disperse Gordon's camp, marched with 3000 men from Inverness. As Mackenzie approached, Gordon and Mackay decided due to the enemy's superior numbers it would not be wise to fight, Munro protested. According to one account, Gordon and Mackay shortly after council, retreated across Bonar Bridge leaving the rest to make their own way. Munro did not desert his men and after making a brief stand marched back to Foulis Castle. The stage is set. The battle lines are drawn and you are in command. The rest is history?

Battle Notes

Jacobite Army

- Commander: Mackenzie
- 6 Command Cards
- 4 Combat Cards
- Moves First

Victory

6 Victory Banners

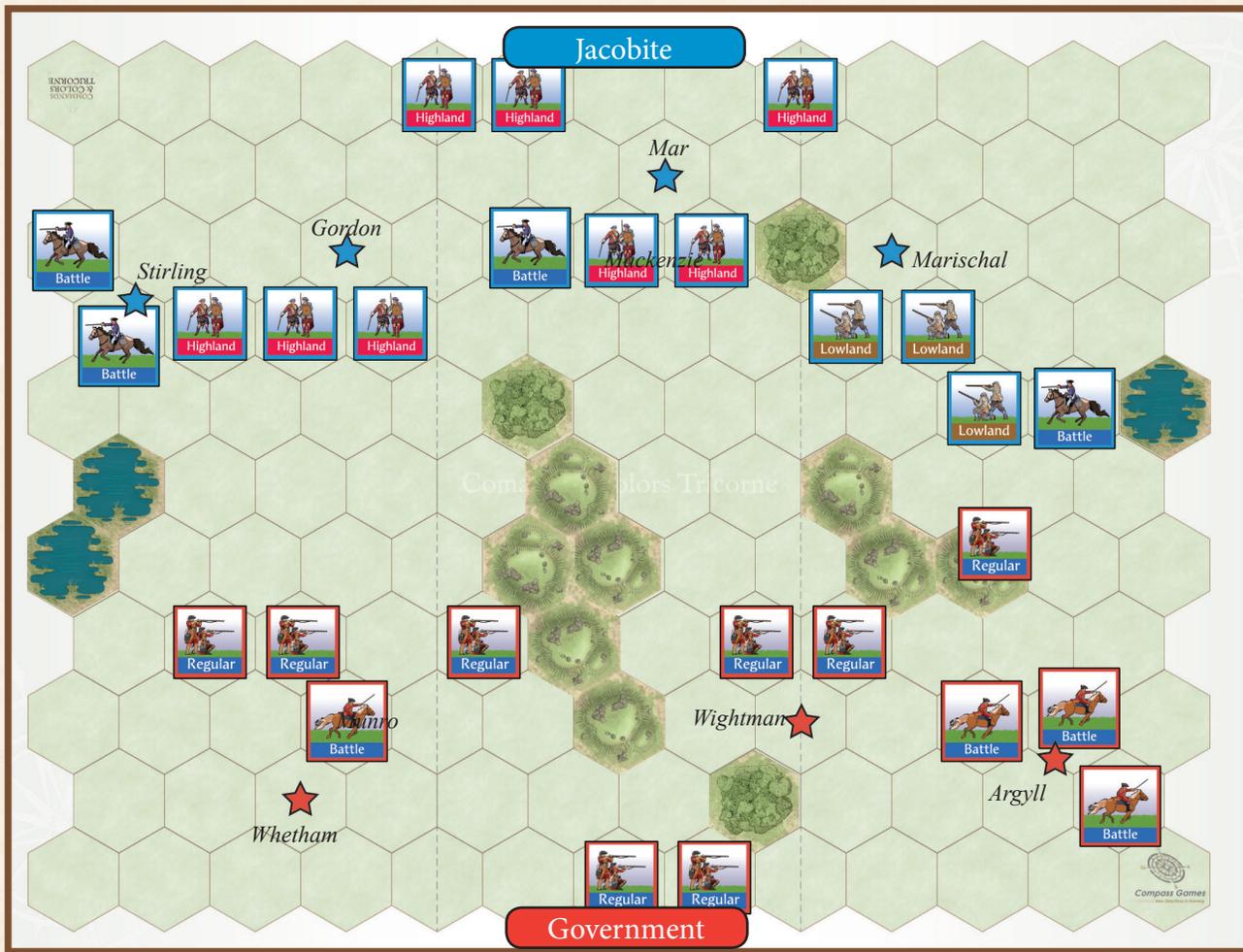
Special Rules

- Opening Cannonade rules are in effect.
- Withdraw objective rules are in effect for the Government player. One Permanent Victory Banner is gained for each Government unit or lone leader that starts the turn on the Government baseline, is ordered and exits the battlefield.
- A Jacobite player gains 2 Permanent Victory Banners at the start of his turn, when a Jacobite unit occupies Bonar Bridge.
- The stream is impassable.

Government Army

- Commander: John Gordon
- 5 Command Cards
- 2 Combat Cards

Jacobite - 5 Sheriffmuir - 13 November 1715



Historical Background

In 1714 George I was proclaimed King of Great Britain and Ireland, John Erskine Earl of Mar, began to raise a Jacobite army in an attempt to return James Francis Edward Stuart, the Old Pretender, to the throne. In response, a combined government force of Scottish and English regiments, commanded by the Duke of Argyll, was dispatched to confront the rebels. The two armies finally met at Sheriffmuir, a remote elevated plateau of heathland on the north fringe of the Ochil Hills. Although the Highland forces greatly outnumbered those of the government, Mar was not an experienced military commander. In contrast, the government army was comprised of trained regular troops led by a seasoned commander. During the battle, the right wings of both armies defeated the left wing of the opposition, but the commanders were ignorant of this due to the nature of the ground. When night fell and the fight was over neither side actually knew which side had won and both sides claimed victory. The stage is set. The battle lines are drawn and you are in command. The rest is history?

Battle Notes

Jacobite Army

- Commander: Earl of Mar
- 5 Command Cards
- 3 Combat Cards
- Moves First

Victory

6 Victory Banners

Special Rules

- Clearing a section rules are in effect for both players. A Victory Banner for this objective is permanently gained when there are no enemy units in a section of the battlefield at the start of a player's turn. In addition, at the start of each of your turns as long as there are no enemy units in the section, you will gain 1 additional permanent Victory Banner. *Note - the hexes with a dotted line are considered center hexes.*

Government Army

- Commander: Duke of Argyll
- 5 Command Cards
- 3 Combat Cards



Historical Background

In 1719 Spain and England were embroiled in war. A planned invasion of England by 5,000 Spanish soldiers was foiled when storms broke up the entire fleet and only two ships reached Loch Duich. Not long after landing, the few Spaniards were joined by Highlanders and other clans looking to restore James Stuart, the old Pretender, to the throne. The Government, also aware of the landing, ordered Wightman's troops to march from Inverness to engage and destroy this new threat. The rebels, now under the command of William Murray, move to Glen Shiel and deployed in the narrow valley. When Wightman arrived, he ordered the attack on both flanks, while his artillery pinned the Spaniards in their position. Successfully turning both flanks, Wightman then ordered the whole Government force to press forward and the Jacobite center buckled under the pressure and retreated along with the Spanish regulars back toward Loch Duich. The stage is set. The battle lines are drawn and you are in command. The rest is history?

Battle Notes

Jacobite Army

- Commander: Murray
- 5 Command Cards
- 3 Combat Cards

Government Army

- Commander: Whightman
- 5 Command Cards
- 3 Combat Cards
- Moves First

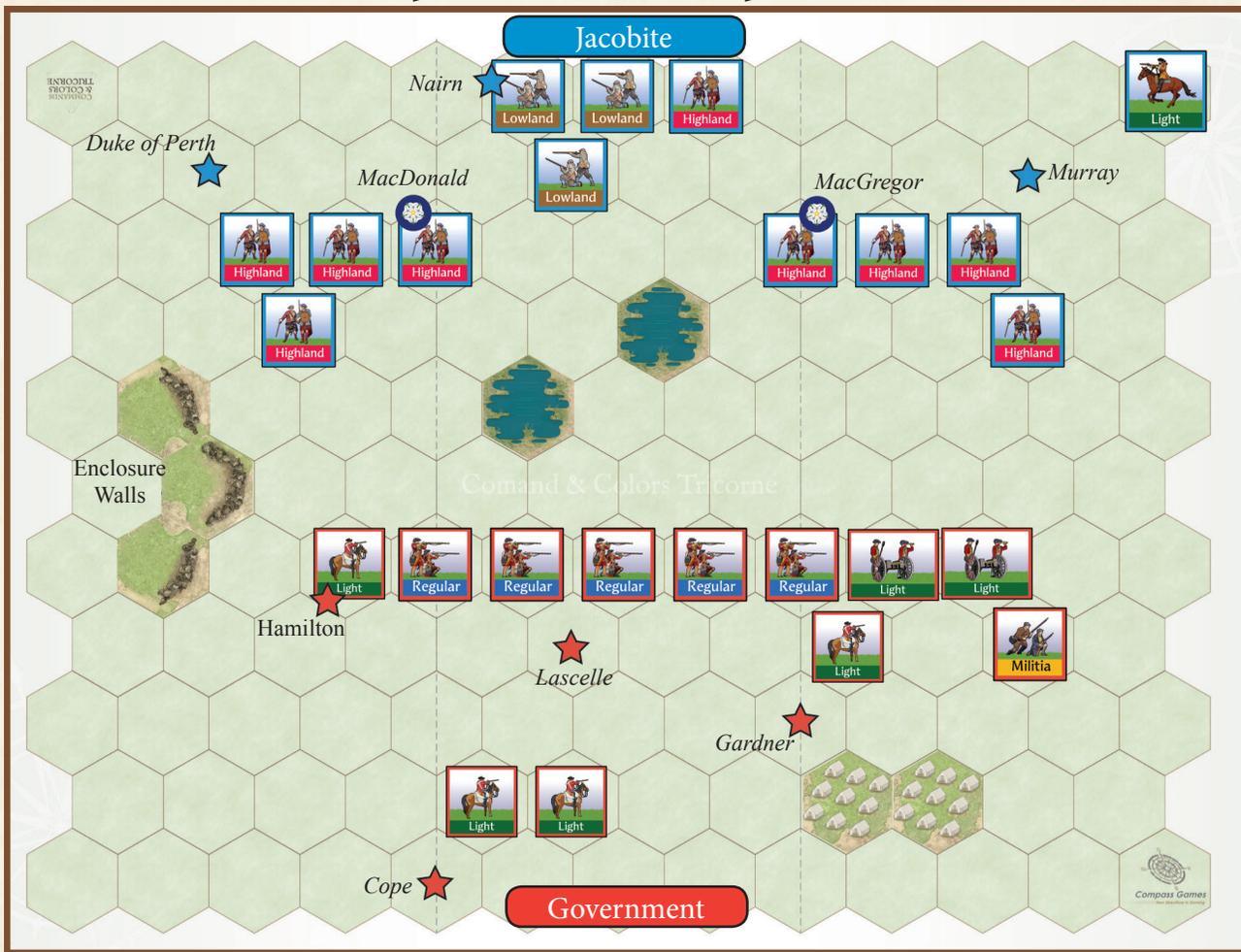
Victory

6 Victory Banners

Special Rules

- Opening Cannonade rules are in effect.
- Clearing a section rules are in effect for the Government player. A Victory Banner for this objective is permanently gained when there are no enemy units in a section of the battlefield at the start of a player's turn. In addition, at the start of each of your turns as long as there are no enemy units in the section, you will gain 1 additional permanent Victory Banner. *Note - the hexes with a dotted line are considered center hexes.*
- River Shiel is fordable. In addition, there is no movement restrictions at the two shallow fords.

Jacobite - 7 Prestonpans - 21 September 1745



Historical Background

Prince Charles, the young pretender, returned to Scotland in July and sent messengers with the lighted cross that called for the clans to rise. John Cope, who was now the Government's Commander in Chief in Scotland, marched with a small army to deal with the rising. Both armies of about equal size were in position near Prestonpans on the 20 of September. Murray, believing the Jacobites could turn Cope's flank, made a night march, but Cope's pickets alerted him and by dawn he had drawn up his army in a single line to face the Jacobites. When the Jacobites did attack from their new position, not only did the artillery and cavalry panic, but the infantry, astonished at the speed of the Jacobite charge, also collapsed within just a few minutes. With the Government army all but destroyed and on the run, Cope managed to escape to the south, as did many of his cavalry. The stage is set. The battle lines are drawn and you are in command. The rest is history?

Battle Notes

Jacobite Army

- Commander: George Murray
- 6 Command Cards
- 5 Combat Cards
- Move First

Government Army

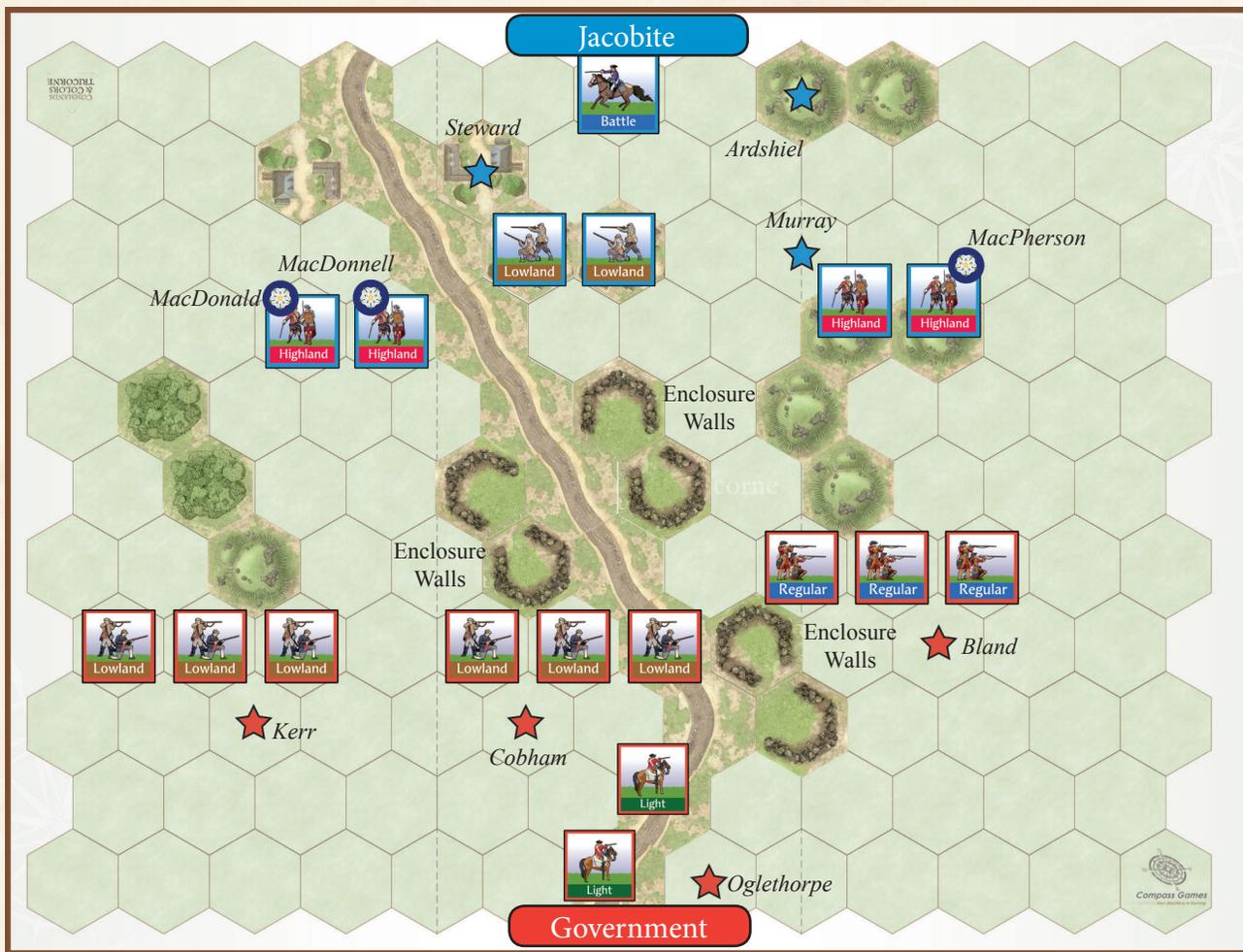
- Commander: Cope
- 4 Command Cards
- 3 Combat Cards

Victory

6 Victory Banners

Special Rules

- Opening Cannonade rules are in effect. A Government artillery unit must make a rally check after each combat.
- Breakthrough objective rules are in effect for the Jacobite player. Each Jacobite ordered unit that exits the battlefield from the Government baseline, gains 2 Permanent Victory Banners.
- The Jacobite player gains 1 Permanent Victory banner when a Jacobite unit occupies a camp hex at the start of its turn. Remove the camp hex and gain 1 Victory Banner.
- When a Government unit takes one or more hits, but does not retreat, the unit must still make a rally check.



Historical Background

Being pressed North by the Duke of Cumberland, Prince Charles ordered his Jacobite army to fall back to Scotland. Murray, when he received the order to retire to Carlisle was still in Clifton and already engaged with the Duke of Cumberland's dismounted dragoons. Murray determined it would be difficult and dangerous to make an orderly retreat while already under attack. His only hope therefore seemed to be to first drive back the advancing dragoons. It was about an hour after dusk when Murray led his Highlanders against the Government right. The Highland charge drove the thin line of dismounted dragoons back, which gave Murray's Jacobites the pause in the action they needed to break contact and retreat north. The stage is set. The battle lines are drawn and you are in command. The rest is history?

Battle Notes

Jacobite Army

- Commander: George Murray
- 4 Command Cards
- 3 Combat Cards
- Move First

Government Army

- Commander: Cumberland
- 4 Command Cards
- 3 Combat Cards

Victory

5 Victory Banners

Special Rules

- Clearing a section rules are in effect for both players. A Victory Banner is permanently gained when there are no enemy units in a section of the battlefield at the start of a player's turn. In addition, at the start of each of your turns as long as there are no enemy units in the section, you will gain 1 additional permanent Victory Banner. Note - the hexes with a dotted line are considered center hexes.
- The Government player scores an immediate victory when a Government unit occupies a building hex at the start of his turn.
- Time pressure objective rules are in effect for both players. When playing a "Scout" Command card, the player may draw 1 Command card and take 1 Permanent Victory Banner instead of drawing 2 Command cards.



Historical Background

Lewis Gordon had been raising forces for the Jacobites in the North, but when confronted by John Campbell, who was the King's CIC, was joined by Munro and MacLeod's troops, Gordon choose to retire to Aberdeen. The Government forces halted their advance on Gordon and occupied the town of Inverurie about 16 miles from Aberdeen. Gordon, seeing this as an opportunity, split his command and attacked the town from two directions. MacLeod was taken by surprise when Lewis Gordon's men came streaming down the hill. MacLeod tried to react, but by this time, the second Jacobite column had crossed the Don River. The Government forces were being vigorously pressed and finally gave way and retreated as night was coming on. The stage is set. The battle lines are drawn and you are in command. The rest is history?

Battle Notes

Jacobite Army

- Commander: Lewis Gordon
- 5 Command Cards
- 4 Combat Cards
- Move First

Government Army

- Commander: MacLeod
- 4 Command Cards
- 3 Combat Cards

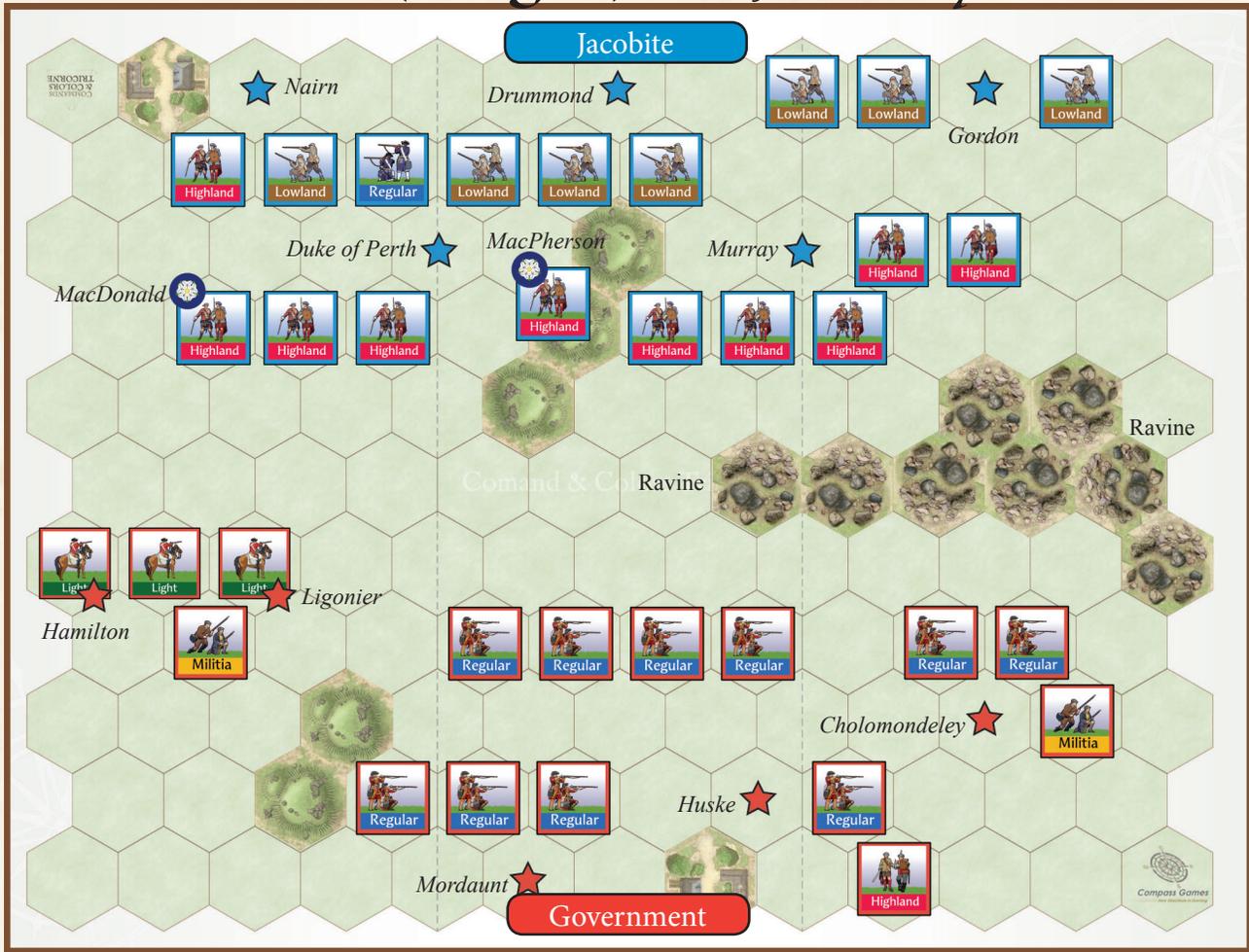
Victory

5 Victory Banners

Special Rules

- Both sides use the Jacobite deck of Combat cards.
- The Jacobite player gains 1 Temporary Victory Banner for each building occupied at the start of his turn.
- Withdraw objective rules are in effect for the Government player. When a total of 4 banners have been gained between both players, 1 Permanent Victory Banner is gained for each ordered Government unit that exits the battlefield from the Government baseline.
- All waterways are fordable.

Jacobite - 10 Falkirk (Stage 1) - 17 January 1745



Historical Background

As Prince Charles withdrew from Britain, he paused to place Sterling Castle, the historical “Key” to Scotland, under siege. Hawley, in command of the Government army, left Edinburgh with about 7,000 men to relieve the siege. Charles’ plan of laying siege to bring the Government army out into the open, seemed to work perfectly. Learning that Hawley had made camp at Falkirk, Murray’s army of Jacobites move to take the high ground of Falkirk Muir. Hawley was slow to react and sent his cavalry to take the summit, while the foot units followed and deployed into a line of battle. The Highlanders held their ground against the cavalry charge and then launched a counter attack. Seeing the cavalry run on their right, the rest of the Jacobite front line rose up and joined in the charge. The left of the Government line began to panic and only the units that were protected by the ravine on the Government right, stood firm. As the Jacobites paused to reestablish their lines, the Government cavalry rallied and joined the remaining Government units on the right. The stage is set. The battle lines are drawn and you are in command. The rest is history?

Battle Notes

Jacobite Army

- Commander: George Murray
- 6 Command Cards
- 4 Combat Cards

Government Army

- Commander: Henry Hawley
- 5 Command Cards
- 3 Combat Cards
- Move First

Victory

7 Victory Banners

Special Rules

- Clearing a section rules are in effect for both players. A Victory Banner for this objective is permanently gained when there are no enemy units in a section of the battlefield at the start of a player’s turn. In addition, at the start of each of your turns as long as there are no enemy units in the section, you will gain 1 additional permanent Victory Banner.

Note - the hexes with a dotted line are considered center hexes.

- The weather is bad and it is raining. No volley fire bonus during the battle.

Jacobite - 11 Falkirk (Stage 2) - 17 January 1745



Historical Background

When Charles laid siege to Sterling Castle, it brought the Government army out into the open and the two armies meet at Falkirk Muir. In the early going of the battle the Highlanders on the right held their ground against an all out cavalry charge. The Highlanders then counter attacked and the rest of the Highland line joined in. The charge caused the Government left and center to panic and only the Government units on the right that were protected by the ravine remained. As the Jacobites paused to reestablish their lines, it allowed other Government units in the second line to move forward and the cavalry to rally. As night was drawing near, a second almost half-hearted charge against the newly formed Government line would result in no gain. The Jacobites pulled back as night fell and the remaining Government units withdrew. Charles had captured Falkirk, but the weather and long winter night would not allow Murray time to regroup his forces and follow up on his victory. The stage is set. The battle lines are drawn and you are in command. The rest is history?

Battle Notes

Jacobite Army

- Commander: George Murray
- 10 Command Cards
- 3 Combat Cards

Government Army

- Commander: Henry Hawley
- 5 Command Cards
- 3 Combat Cards
- Move First

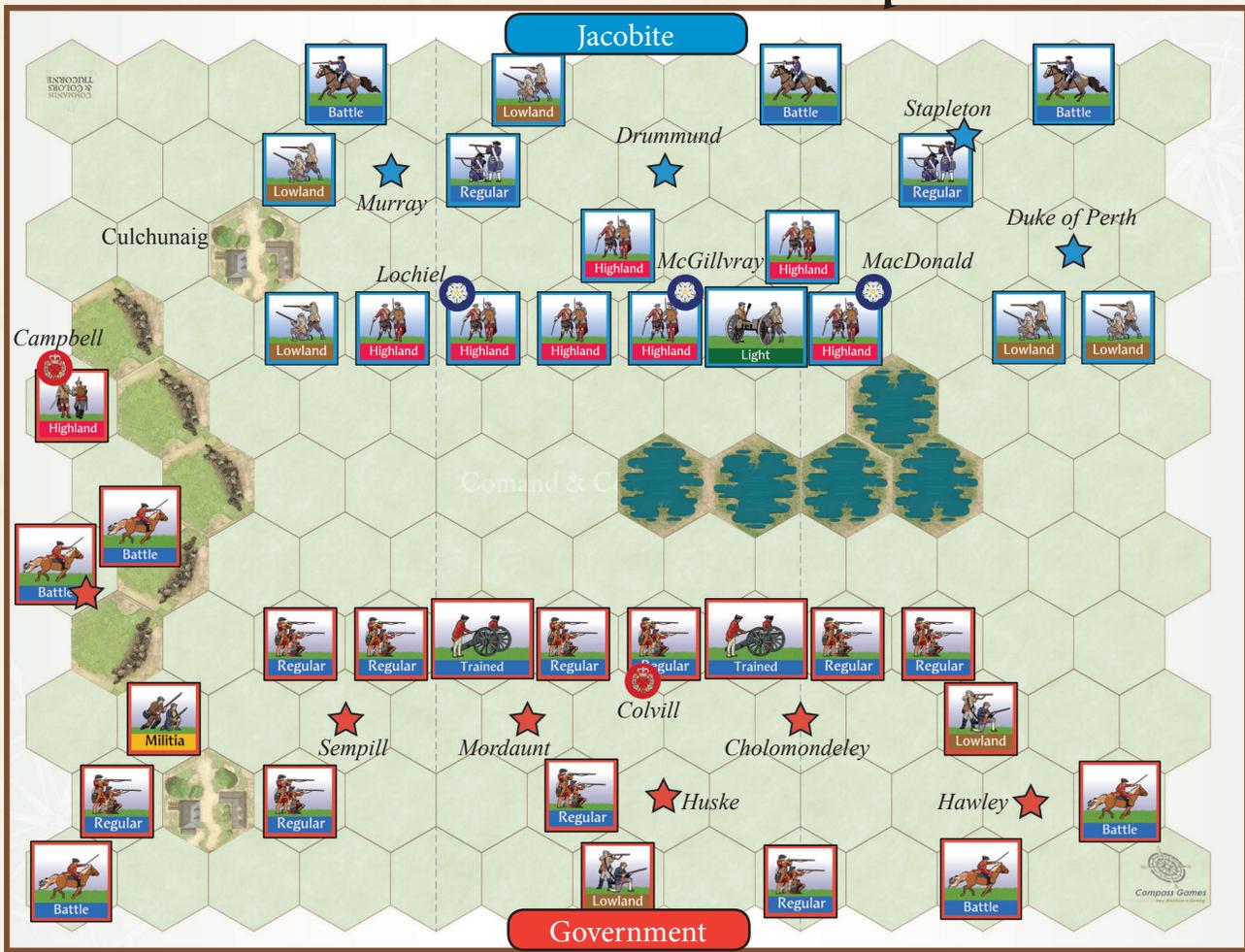
Victory

6 Victory Banners - *or* the Government player wins if the Jacobites do not win by the end of their 10th card play.

Special Rules

- * The Jacobite player does not draw a new Command card at the end of his turn.
- Time pressure objective rules are in effect for the Jacobite player. When a Government player plays a "Scout" Command card, the player may draw 1 Command card and take 1 Permanent Victory Banner instead of drawing 2 Command cards.
- If a Government unit is ordered and moves back toward its baseline, the unit must make a rally check after its movement.
- The weather is bad and it is raining. No volley fire bonus during the battle.

Jacobite - 12 Battle of Culloden - 16 April 1746



Historical Background

It was 13 April when news of Cumberland's approach reached Charles. Orders were sent for the clans to rendezvous at Culloden House at the edge of Drummosie Moor. The Moor was rough with heather shrubs, small marshes and generally flat, not typical terrain for a Highland charge. On the night of the 15th, an attempt to surprise the Government troops while still in camp failed and when the men returned to the Moor they were ordered to rest. When Cumberland's line of battle marched forward on the 16th, Charles' army was not nearly ready and far weaker than it should have been. The Jacobite guns opened the battle, but were no match for the Government artillery. The clans were under constant attack by the Government artillery before Charles ordered the clans to charge. In a staggered charge, the Highland line closed. The center clans moved to the right to avoid the boggy ground and there was ferocious hand-to-hand fighting on the Jacobite right. The Highland left had only advanced a short distance when word that the right had been outflanked and the Jacobite right was in retreat. The stage is set. The battle lines are drawn and you are in command. The rest is history?

Battle Notes

Jacobite Army

- Commander: Charles
- 5 Command Cards
- 5 Combat Cards

Government Army

- Commander: Cumberland
- 6 Command Cards
- 5 Combat Cards
- Move First

Victory

7 Victory Banners

Special Rules

- Opening Cannonade rules are in effect, but the Jacobite player fires his artillery unit first.
- Clearing a section rules are in effect for both players. A Victory Banner for this objective is permanently gained when there are no enemy units in a section of the battlefield at the start of a player's turn. In addition, at the start of each of your turns as long as there are no enemy units in the section, you will gain 1 additional permanent Victory Banner. *Note - the hexes with a dotted line are considered center hexes.*
- Breakthrough objective rules are in effect for both players. Each ordered unit that exits the battlefield from the opposition baseline hex, gains 1 Permanent Victory Banner.

Culloden (Flanking Move) - 16 April 1746



Historical Background

When Cumberland's line of battle marched forward on the 16th, Charles army was not nearly ready and far weaker than it should have been. The Jacobite guns opened the battle, but were no match for the Government artillery. Charles had refused to order any Jacobite units to occupy the Culchunaig enclosure, which allowed Bland to maneuver his force around the Jacobite right flank. Murray quickly attempted to bring forward units and consolidate his line to face the Government units that had made the flanking movement. Bland, although in position to attack perhaps because of the stream that needed to be crossed, or knowledge that the Jacobite charge had already failed and were already in retreat, hesitated. The stage is set. The battle lines are drawn and you are in command. The rest is history?

Battle Notes

Jacobite Army

- Commander: Murray
- 5 Command Cards
- 4 Combat Cards
- Move First

Government Army

- Commander: Bland
- 5 Command Cards
- 4 Combat Cards

Victory

6 Victory Banners

Special Rules

- * To determine which side moves first each side rolls 5 dice. Most sabers rolled moves first. Tied, Government moves first. • Both players can gain 1 Temporary Victory Banner for occupying the Culchunaig building at the start of its turn.
- The Government player gains 1 Permanent Victory Banner the start of each of his turns when at least one Government unit occupies a hex across the stream in the left and/or center section. In this case, the hexes with a dotted line are considered center hexes. A maximum of 2 Permanent banners can be gained on each turn.
- The stream is fordable.