



Commanders

The dynamic war game

ABOUT WAR

Imagine yourself being a general of the imposing XIX-th century army, composed of musket armed Infantry, brave Cavalry and formidable Artillery.

You have to react to the situation on the battlefield by issuing orders and trying to anticipate your opponent's moves. There are always several ways to act, so better think twice before committing your resources to the chosen plan. As both players do their planning simultaneously, the game is full of twists and surprises. In a thrilling fight over for each yard of a ground, there are standards to be captured and prisoners to be taken one of which can be enemy general himself!

The game is for two players who control their armies on the simplified battlefield, using pencils and battle sheets to plan moves of their troops. The battle is divided into rounds. At first players first secretly issue a prescribed number of orders and then execute them on the board. When orders are resolved some units clash with the enemy, starting combat which is resolved by dice rolls. But luck is not the most important factor. Sound battle plan, flexibility and forethought are as important. Whoever reaches a stated score first is declared a winner.

RULES OF THE GAME

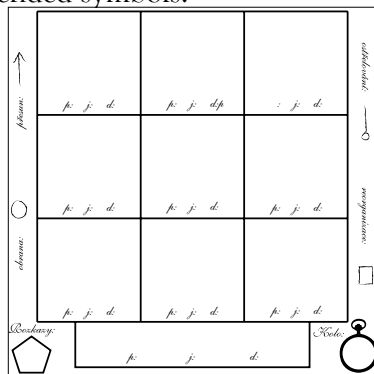
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COMPONENTS

- Game board - battleground, consisting of 11 sectors, 9 of which represent a battle-field and 2 a reserve. Side "A" of the board includes some useful help for new players, side "B" can be oriented in two ways and enriches the gaming experience by introducing terrain which may be used with optional rules.
- Rule book - step-by-step guidance through all important rules.
- Infantry units (30 white and 30 black), Cavalry units (12 white and 12 black) and Artillery units (4 white and 4 black) represented by two sided cardboard pentagons showing unit type and name.



- Unit stands (60x) necessary to assemble units for battle.
- Screens - writing boards (white and black), containing important rule references help players to keep their battle plans hidden from the enemy before the time is up.
- Order sheets - battle plans, representing the simplified game board. Each turn players take new sheet, mark it with the turn number and write orders for units using recommended symbols.



- Dice (5 white and 5 black), used to resolve combat during the battle.

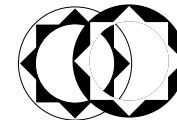
- Objective markers (20x, black and white of various values), featuring generals, flags and wind roses used to mark important areas on the game board.



- Artillery tokens (4x, black/white), used to mark sectors attacked by bombardment.



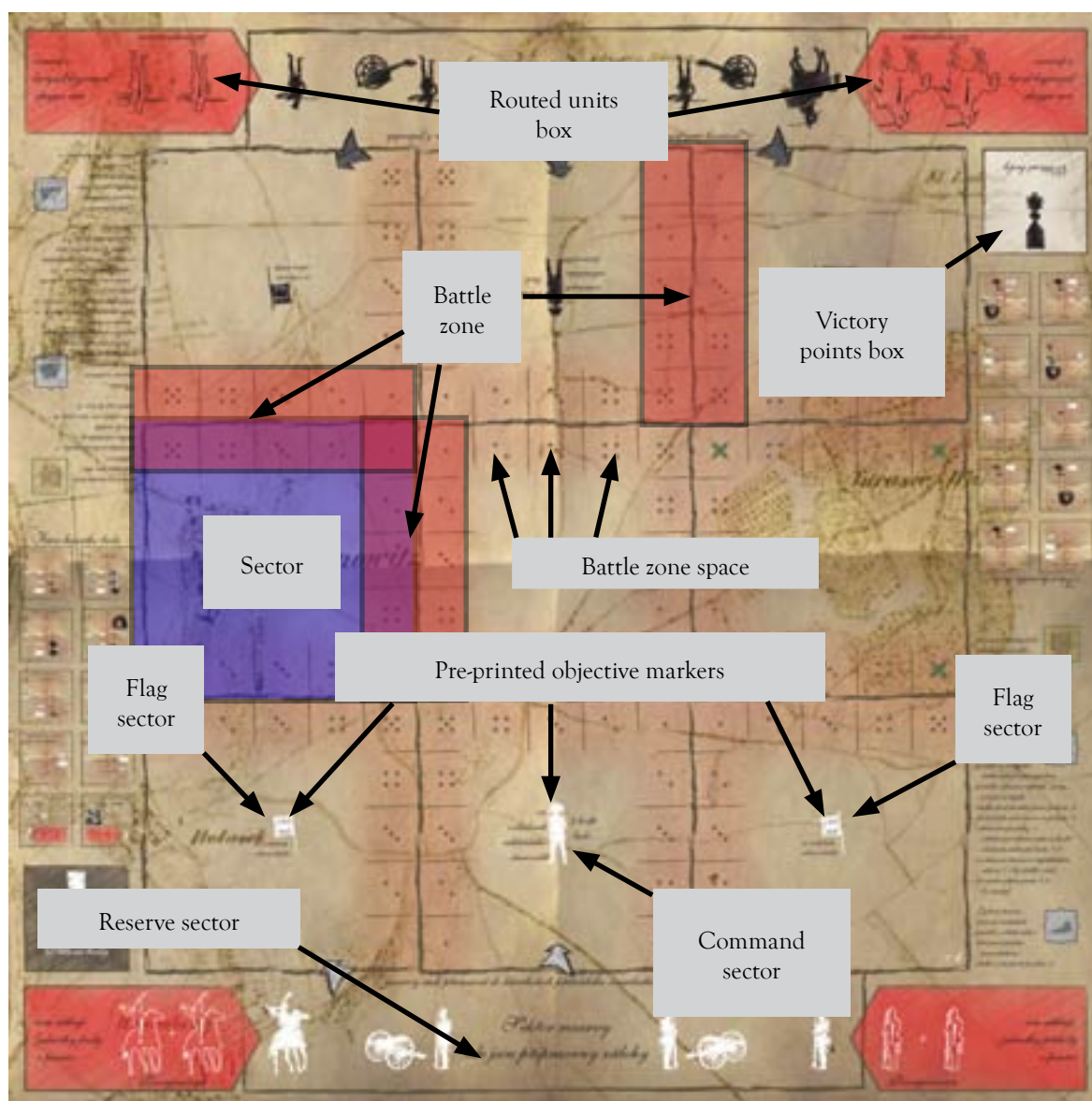
- Defense tokens (10x, black/white), used to mark units in a defensive formation.



- Victory points (30x, black/white), used to follow the battle score.



- Pencils (2x)



USING THESE RULES

In order to make everything easy to read and understand some paragraphs are emphasized in a certain way:

Key rules are bold

Examples of play are blue italic

Designer notes are red italic

Important abbreviations used in the rule book are:

- DRM stays for Dice Roll Modifier
- VP stays for Victory Points

WINNING THE GAME

The game ends with a victory of a player who:

First collects the 10th victory point

Or

At the end of the 10th round has more victory points.

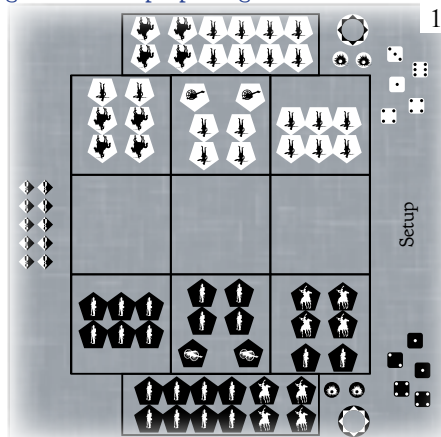
Victory points are awarded each round for:

- Controlling the enemy command sector: 5 VP per round,
- Controlling the enemy flag sector: 1 VP per round,
- Capturing the enemy Infantry or Cavalry unit: 1 VP,
- Capturing the enemy Artillery unit: 2 VP,
- Each turn 1VP is awarded to the player who controls more sectors of the battlefield than his opponent.
- Capturing an objective marker: according to its VP value.

EXAMPLE OF A BATTLE

Now let us have a look on a real game. Don't worry if some terms sound unfamiliar now. You will understand everything when you finish reading this rule book.

Two armies are ready in their initial positions staring at each other over open terrain (image 1). Both generals are preparing their orders.

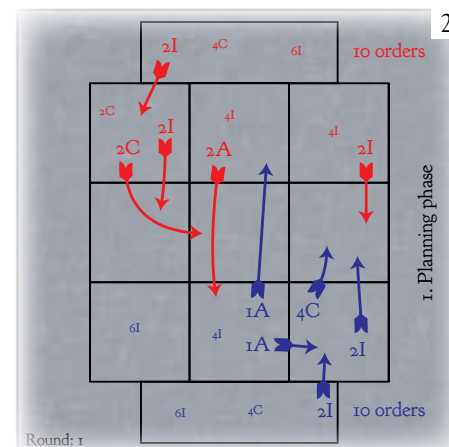


The initial situation is based on "Marengo" setup, with Cavalry concentrated on the right wing.

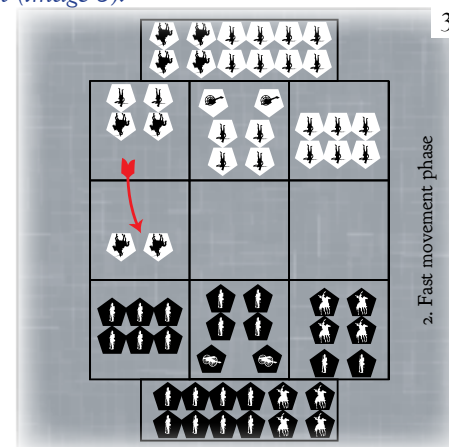
Black general decides to reinforce his right flank with additional units and make a strong push forward on that side. To support Cavalry with some firepower he also decides to move one of his Artillery units to the right flank.

White general wants to take control of the battlefield quickly and takes a risky decision to spread his efforts. He concentrates his Artillery fire on the opposing center.

Planning done (image 2), it is time to fight.

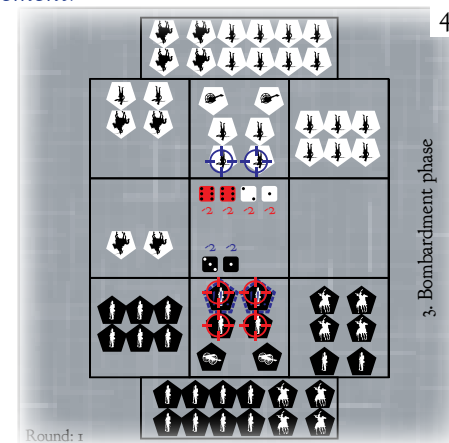


In the fast movement phase only Cavalry can move, and white player takes control of his right front (image 3).



His Cavalry will soon move again towards the center.

Black general deliberately postpones his cavalry movement.



Artillery bombardment follows on both sides. Each Artillery unit targets two enemy units and opens fire. Having two batteries at disposal the white army clearly gains an upper hand. Concentrated fire routs two black Infantry units. Single black artillery is not successful (image 4).

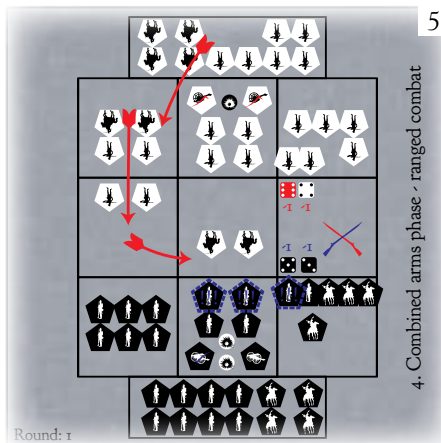
Modified roll of 4 or better is required to score a hit in bombardment attack.

Artillery barrage ends as attacking units close. White Cavalry is on the move again while Infantry is finally trying to catch up. Without encountering any opposition white Cavalry captures the center of the battlefield. Orders of both generals compete for the sector on right and it is where combat starts.

Black general finally releases his cavalry trying to flank the advancing white infantry.

But before cavalry closes for melee Infantry units exchange some volleys.

Musket fire on the move has limited effect; nonetheless white musketeers manage to rout one black Infantry without suffering any casualty (image 5).

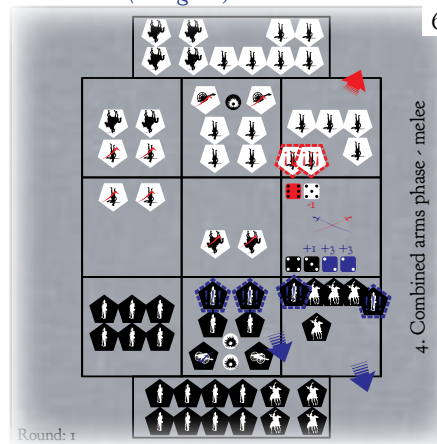


Cavalry can move in the fast movement phase but is not obliged to.

Modified roll of 4 or better which beats the opposing enemy roll scores a hit in ranged combat.

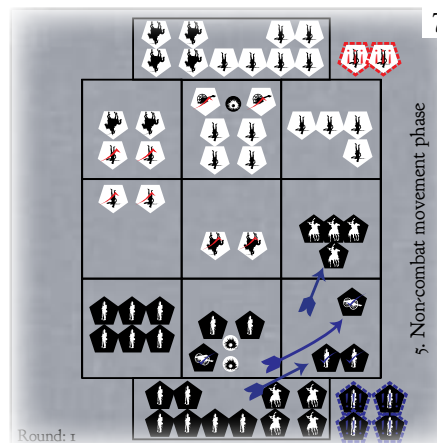
Finally black Cavalry comes into action and

takes white Infantry from the flank! Black units score two easy hits losing one Infantry committed to pin the enemy. Black player takes control of the contested sector (image 6).

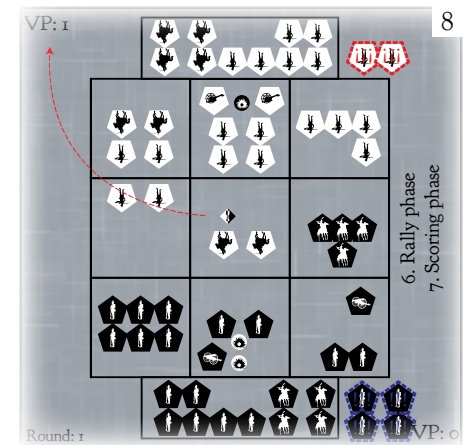


While on melee, better of two opposing rolls succeeds.

Black player can now reinforce his positions. His Artillery finally arrives to the emptied position together with two Infantry units from the reserve. Fourth black. Cavalry joins its regiment on the right front (image 7).



In spite of failing on its left flank, white army has managed to dominate the battlefield and is one small step closer to the victory (image 8).



SETTING UP FOR A BATTLE

You have seen how things work and now is the time to get ready for real.

In order to begin, assemble two armies by putting the following pieces of each color into card stands:

- 20x Infantry
 - 8x Cavalry
 - 2x Artillery
- Then prepare:
- 2 Artillery tokens in each colour
 - 10 defense markers
 - 30 victory points - arrange 10 VP in a row next to the game board and pile the remaining VP nearby.
 - All dice, order blocks, pencils and player screens.

Now let us start with the first setup called "Marengo" by turning the game board to the "A" side, recommended for new players. As you see command sectors and flags which can be captured for scoring are already printed on the board. Place all your units in sectors as

shown on the setup picture of the example battle:

“Marengo”

Right wing: 2x Inf., 4x Cav.
Center: 4x Inf., 2x Art.
Left wing: 6x Inf.
Reserve: 8x Inf., 4x Cav.

Later on, you can try other setups like:

“La Rothiere”

Right wing: 6x Cav.
Center: 4x Inf., 2x Art.
Left wing: 6x I
Reserve: 10x I, 2x Cav.

Note: Opponents swap wing positions, so that Cavalry units face each other.

“Dennewitz”

Right wing: 4x Inf., 2x Cav.
Center: 4x Inf., 2x Art.
Left wing: 4x Inf., 2x Cav.
Reserve: 8x Inf., 4x Cav.

“Leuthen”

Right wing: 6x Inf.
Center: 4x Inf., 2x Art.
Left wing: 6x Inf.
Reserve: 4x Inf., 8x Cav.

“Albuera”

Right wing: 4x Inf., 2x Cav.
Center: 2x Inf., 4x Cav.
Left wing: 4x Inf., 2x Cav.
Reserve: 10x Inf., 2x Art.

Symmetrical setups are far too abstract to resemble any real battle, but naming them adds some flavor to the game.

If you like to experiment, you don't need to stick to prescribed setups but can create your own.

It doesn't even need to be symmetrical, but it is recommended that both players agree upon the composition of their armies in advance to balance the number of Infantry, Cavalry and Artillery units.

After that, both players place their units as they please using order sheets to mark the initial position.

Custom

Right wing: any 6
Center: any 6
Left wing: any 6
Reserve: any 12 units

Note: Each player makes his setup in secret using battle plan sheet.

BASIC PRINCIPLES

Each battle is played in rounds representing approximately 1 hour of the real time.

Each unit in the game represents between 80 and 200 soldiers (one infantry company, cavalry squadron or artillery battery). Basic 4-5 basic units form a battalion, 2 battalions make a regiment.

You begin with planning your moves secretly by giving orders to chosen units and then carry them on, resolving combat if necessary.

In this chapter some basic principles of this game will be explained.

battlefield divided in 9 battle sectors and 2 reserve sector. At the beginning of a battle each player normally controls his reserve sector and the three adjacent battlefield sectors representing his flanks and center.

Capacity of the battle sector is maximum 6 units; reserve sector can contain unlimited number of units.

On each sector's borders are **battle zones** each divided into 5 spaces where all combat is resolved during the game.

You control sector as long as you have at least one non-routed unit in it.

Giving orders

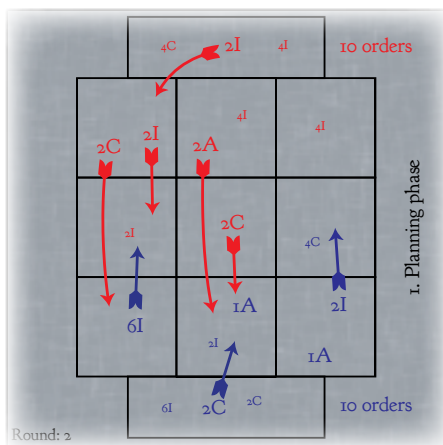
To use units effectively in a battle you have to activate them. You activate a unit by giving it an order. To give an order to the unit write a chosen unit symbol in the corresponding space of the order sheet and draw an arrow from that symbol into the direction of the intended action.

The simplest method of identifying a unit is to mark Infantry with “I”, Cavalry with “C” and Artillery with “A” letter as shown on the picture below.

You can give only one order to a single unit per turn, but as some units may receive the same order, you can use a multiplier to save time and space on your order sheet. Thus “2C” stays for “two Cavalry units”. You don't have to specify the exact nature of your order. By giving it you can activate a unit during that turn and can use it in any way allowed by the rules.

Battlefield & sectors

Game board represents a simplified



The example battle is back with orders for the second round. White player decides to make a preventive strike on his right flank, while black player reinforces some positions while concentrating his efforts on the left.

Active & passive units

An ordered unit becomes active during the round. A unit remains active only during the phase when it performs an intended action and stays passive in all other phases. Some units can reactivate again during the same round. Once a unit performs all its actions it is spent and cannot be activated again without a new order.

Most types of actions can be performed only during a certain phase of the round and once an appropriate action phase has passed you can only perform actions appropriate for the remaining phases.

Units which were not activated remain passive but hold their ground and can still fight back if necessary.

Simultaneous actions

Carrying out orders is performed simultaneously and all actions of the same type are played at the same time by both players as described in the Sequence of play chapter.

Each step of combat is also resolved

simultaneously in all battle zones. No casualties are removed before all attacks are resolved both during ranged and melee combat.

In practice players decide which combat will be resolved first, but its effects will only be applied after both players had a chance to react and dice are rolled for all units engaged in combat on the game board.

Moving units

Units move between sectors in four basic directions, never diagonally. **Movement is always performed by one sector per phase.** Movement capacity of 1 means that a unit can move only into an adjacent sector during one round. Movement capacity of 2 means that a unit can move by 1 sector twice, during two different phases.

A Cavalry unit can be activated in the Fast Movement Phase when it can move to the adjacent sector, possibly initiating a combat. After moving successfully it remains active and can be moved again in the Combined Arms Phase or in the Non-combat Move Phase.

If you don't activate your Cavalry unit in the Fast Movement Phase it can possibly still be moved by two sectors, one in the Combined Arms Phase and second in the Non-combat Move Phase.

You can neither attempt to enter enemy reserve sector nor can you attack from your reserve sector into adjacent battle sector (units moving by 2 sectors however, can attack even when starting their movement in the reserve sector as long as they move first into adjacent battle sector without triggering combat). It is also not allowed to exceed 6 unit capacity of each sector but if that limit is reached by movement order, you can choose which unit will move and which unit will stay. Routed units still count towards 6 units per sector limit.

There is also a 5 unit per phase movement

limit between any 2 sectors (including reserve sector) indicated by spaces in battle zones.

Spent units

After activated unit has performed the intended action and has exhausted its movement capacity for a round it becomes spent at the end of the phase in which it acted. Units also become spent in the end of a phase in which they reacted to the attack. Cavalry units become spent if they fail to hit in a combat.

It is contrary to cavalry's nature to stop a successful charge and it takes some time and effort to redress its ranks.

Spent units are no longer active, can perform no actions and are less effective in combat if attacked.

If all what Cavalry unit does in a turn is moving only 1 sector away from its original position it is not spent and can react to enemy attacks as normal.

Turn spent unit figures by 90° towards your opponent to indicate their status.

Spent units fully recover in the rally phase of each turn.

Technically speaking all activated units becomes spent before the end of turn. However, spending units during combined arms phase is irrelevant for the game.

Combat

Only one side can control any single sector at the end of each round so conflicts on sector control are resolved in a combat.

There is no need to declare an attack; it starts automatically during movement whenever your unit encounters an enemy unit. **Once in a combat both sides roll dice and both sides can take casualties, regardless who is the attacker.** The combat can be triggered by entering enemy controlled sector, by trying to move into the same sector as enemy units or by moving into the sector while enemy units in that sector are trying to move

in an opposing direction towards your units. Artillery bombardment is a special form of attack when only one side is entitled to roll dice. It will be covered separately.

Attacking units are placed in battle zone spaces along the border of the sector they are trying to conquer. Units defending the sector (if any) are placed on the opposing side of the battle zone.

Combats are resolved by rolling a die for each unit involved. Some DRM can be applied according to unit type and position in the battle zone. Some units on both sides may be hit and removed as casualties.

If you hit all enemy units in the targeted sector you gain control over it and can move your surviving units into the conquered sector in the end of the phase in which you attacked.

Dice rolls

Game rules use dice rolls to simulate some randomness of combat situations. Rolls use 6-sided dice and two mechanics.

Usually you roll one die for each unit involved in the chosen action.

Unopposed roll

A die that turns up with more than 3 is considered a success, 3 or less is considered a failure.

This rule is used to resolve reaction, bombardment and any unopposed attacks. It is also used together with an opposed roll to resolve range combat.

Opposed roll

Higher roll wins. This rule is used during combat when two opposing units face each other and perform their simultaneous attacks.

Tie means no success for any side.

Please note that during range combat in order to succeed your roll has to beat the opponents roll **and** be more than 3.

In order to reflect all special circumstances of the given situation rolled number is usually modified before applying any roll result.

If a modified roll results in a number above 6 or below 1, use the result 6 or 1 respectively instead.

UNITS

There are only three unit types in the game: Infantry, Cavalry and Artillery.

Infantry

Your basic and most flexible unit, Infantry is able in both offense and defense. **Infantry is the only unit able to fight both at range and in melee.** As a core unit it is placed first in the battle zone.

Infantry can activate in a combined arms phase or non-combat move phase and moves 1 sector per round. It can attack both at range and in melee.

When threatened by Cavalry it can try to form defensive squares to protect itself against charges.

Infantry is best used aggressively en masse or to hold the ground against cavalry or infantry attacks.

Cavalry

Your weapon of surprise and maneuver Cavalry is capable of devastating charges and fast withdrawals but can be vulnerable under Infantry fire. As it operates mostly on wings it is deployed in the battle zone after Infantry.

Cavalry can be activated during fast movement phase, combined arms phase and/or non-combat move phase. **Cavalry can move 2 sectors per round. It can attack by melee while moving.** Cavalry becomes spent if fails to score a hit in a combat.

When attacked, Cavalry can retreat or attempt to mount a countercharge. When left unopposed while attacking it can move past enemy units and attack effectively from behind.

Cavalry is best used offensively against isolated units, against moving infantry or unprotected artillery, especially during fast movement phase when ranged units are ineffective.

Artillery

Being able to attack distant targets Artillery is the most destructive unit in a game. When participating in direct combat it is kept in the safest position of the battle zones after Infantry and Cavalry.

Artillery is activated in the phase during which it intends to act. Being a slow unit **Artillery can either move 1 sector or bombard or attack in a single round** and is spent after completing any of those actions. Bombardment is performed during bombardment phase, Artillery short range attacks are resolved during a combined arms phase and its movement takes place in a non-combat move phase only.

Bombardment is a special powerful but not very accurate attack of Artillery units in which it can target non-adjacent sector and attacks two units by rolling 2 dice!

At close range Artillery can be deadly precise as it can roll 2 dice in all attacks. By attacking an enemy directly Artillery puts itself in a harm's way as it is extremely vulnerable vs. melee attacks.

Artillery never flees the battlefield, and once routed, can be rallied directly on the battlefield. Artillery is worth 2 victory points to its captor if a sector with routed Artillery is taken by an enemy unit.

Best use of artillery is to open gaps in enemy formation from a safe distance or to devastate enemy front line with close range fire.

SEQUENCE OF PLAY

Each of the following 7 phases takes place each round in the same order.

1. Planning phase

In the beginning of each round both you and your opponent take order sheets and secretly plan actions for your armies.

Each of you have 10 orders, each has to be given to a single chosen unit. By giving an order you let your unit to activate during one round. By performing an order you spend a unit. **A single unit can only be given one order in each round.** But you don't have to give out all your orders. Saved orders can be used to rally routed units in the rally phase.

When both you and your opponent are happy with your battle plans, you put your pencils aside and start carrying them out in the prescribed sequence.

2. Fast movement phase

You can start moving your fast units by placing them into battle zones in the direction of the intended movement.

If target sector is friendly (occupied by friendly units or marker) Cavalry can be moved immediately.

If target sector is neutral and there are no opposing enemy units moving into the same sector, you can move your Cavalry into new position.

If target sector is enemy controlled or some enemy units oppose your movement, you must resolve a combat. During fast phase only fast units can act effectively as some actions, like ranged combat are severely penalized for slower units.

The range combat penalty applying to infantry and artillery make cavalry charges even more formidable during fast movement phase.

After resolving the combat first remove all routed Cavalry units into routed unit box in the reserve sector. **If target sector becomes neutral you can move your units in.** If you decide not to, your Cavalry units become spent. They are also spent if they fail to hit an enemy unit in combat.

If the attacked sector remains under enemy control, remove all units from the battle zone back to their original position.

3. Bombardment phase

Activated Artillery units can perform bombardment attack against a distant target. You can only target adjacent sector or a sector next to it in a straight line (no shooting "round the corner"). If you decide to bombard, you roll 2 dice and apply both "ranged combat" and "bombardment" DRM. While bombarding, Artillery can normally hit up to 2 enemy units in the same sector. You cannot voluntarily split your attacks between two sectors.

After attacking, place artillery token into sector targeted by your attack this round. If you did not bombard, remove the corresponding artillery token from board.

Targeted units can not react to your bombardment without an order.

4. Combined arms phase

You can now move your normal speed units (Infantry) and other active units (Cavalry). You can also attack with your Artillery units.

First place all activated units into battle zones in the direction of the intended movement. Then follow the same procedure as in the fast movement phase.

If target sector is friendly, activated units can be moved immediately.

If target sector is neutral and there are no opposing enemy units moving in towards it, move activated units into new position.

If target sector is enemy controlled or some enemy units oppose your movement, you must resolve a combat. This time, however, ranged combat is not penalized and first hits can be taken before some units even have a chance to close for melee.

After resolving the combat first remove all routed Cavalry and Infantry units into routed unit box in the reserve sector. **If targeted sector becomes neutral you have to move your units in. Please note that you can never move Artillery units during this phase.** If the attacked sector remains under enemy control, remove all units from the battle zone back to their starting position.

5. Non-combat move phase

You can now move your active slow units and any other active units into an adjacent friendly sector.

You can also move your active units into adjacent neutral sectors if your enemy doesn't oppose your move.

Non-combat move phase is mainly used to adjust position of your Artillery and move reinforcements into previously captured sectors (mind 5 units sector-to-sector movement limit).

6. Rally phase

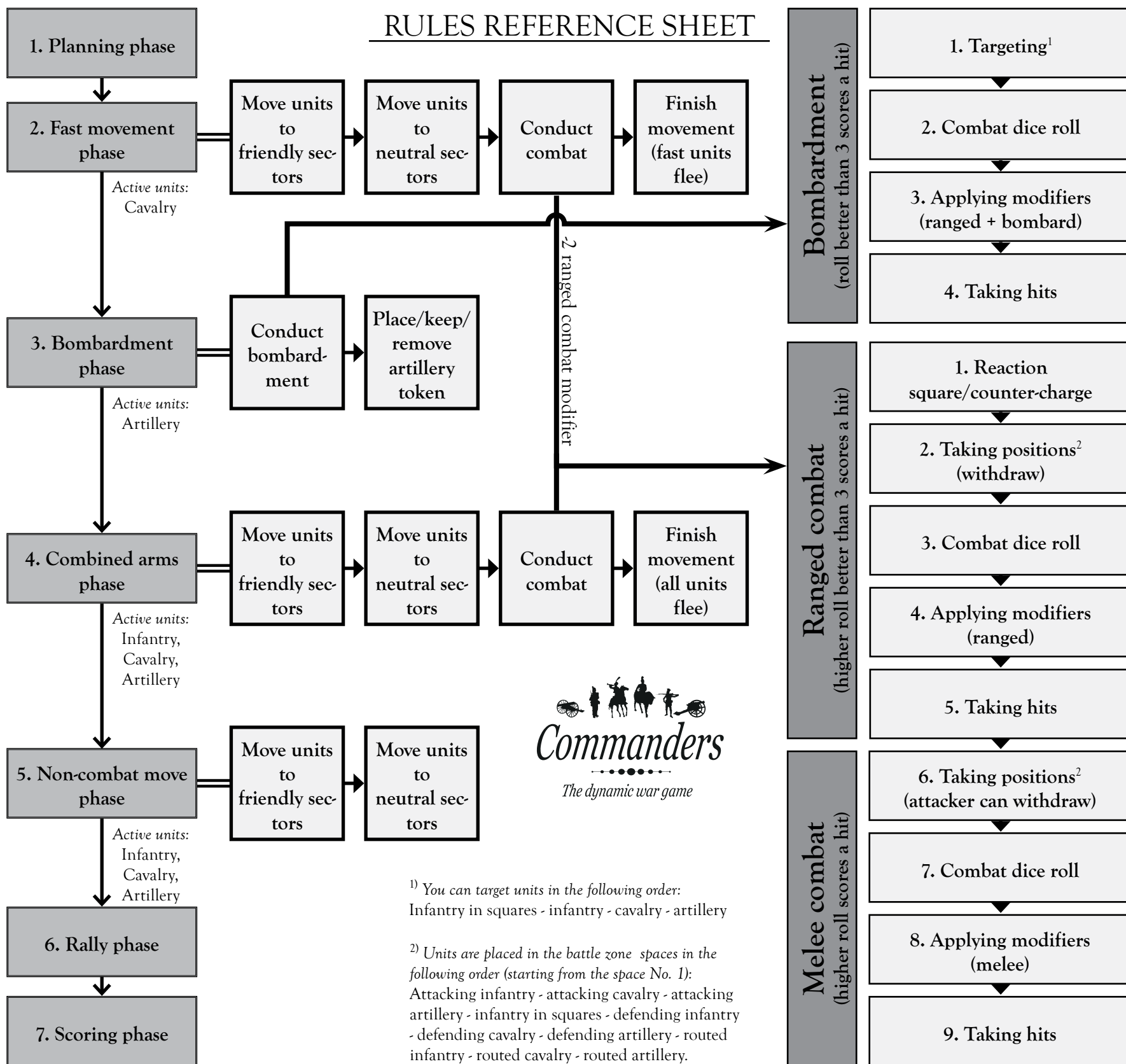
If you have saved any orders in your planning phase, you can now use them to bring some routed units back to battle. For each unspent order you can rally one unit in the following way:

Rallying Infantry and Cavalry

Infantry and Cavalry units can be rallied by "merging" 2 routed units of the same type into one unit. The surplus unit is removed from the game.

Rallied unit is placed into reserve sector.

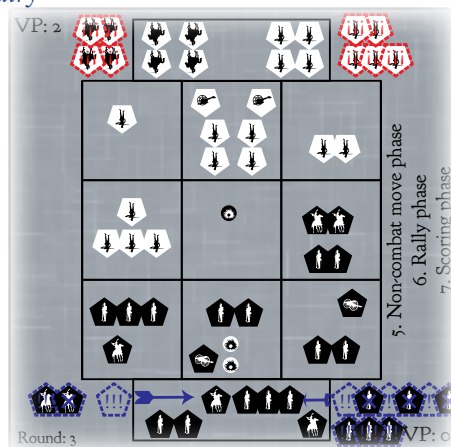
RULES REFERENCE SHEET



Rallying Artillery

You can rally your Artillery unit in any sector you control simply by giving an order. Unlike rallying Infantry or Cavalry you don't need to remove another Artillery unit from the game.

In the planning phase a black army player has saved 4 orders and now can use it to bring back to play three routed Infantry units and one routed Cavalry



In order to do so, he removes another three routed Infantry and one Cavalry unit from play.

Rallying in this game is fairly automatic, but players can bring effectively back only 50% of their initial troops.

7. Scoring phase

Remove defensive square markers from units. Spent condition ends for all units. You can also ask your opponents to reveal his battle plan for the actual round now.

Each player exchanges captured units for Victory Points (1 VP for Infantry and Cavalry, 2 VP for Artillery), VP are then awarded for controlling objective markers and finally 1 VP from the separate 10 VP pool goes to the player who controls more sectors on the battlefield.

Preparing the separate 10 VP pool at the beginning of the game helps to keep track of battle rounds.

To control a sector you must have at least 1 not routed unit in it. In a case of a tie one VP is removed from the 10 VP pool to the box.

RESOLVING COMBAT

The main focus of the game is on combat. Whenever orders of both players contradict, you have to resolve whose orders will be eventually carried out (if any).

This chapter covers detailed topics concerning combat.

Combat sequence

Each combat is resolved in steps, which are always played in the following order:

Ranged combat

(-2 to hit in fast movement phase)

1. Reaction
2. Taking positions
3. Combat dice roll
4. Applying DRM (ranged)
5. Taking hits (fast units flee)

Melee combat

6. Taking positions
7. Combat dice roll
8. Applying DRM (melee)
9. Taking hits (all units flee)

Ranged vs. Melee combat

The game makes a difference between ranged and melee combat.

Ranged combat represents firing weapons like muskets, rifles and/or artillery guns, while melee combat represents point-blank shots followed by the use of cold steel, and the sheer mass of troops.

Only Infantry units are able to perform both kind of attacks, but if ranged units are startled by a sudden attack, fire can be ineffective,

which is represented by -2 ranged attack penalty during fast movement phase.

Ranged attack precedes melee attack, so units unable of attacking at range have to survive range attack in order to get a chance to hit a target. **To resolve range attack apply unopposed and opposed dice roll rules.**

To resolve melee combat apply opposed dice roll rule only.

Please note that each unit entitled to any particular form of attack has to roll, even if the attack cannot be effective due to negative DRM. A unit that doesn't have the required form of attack doesn't roll.

Bombardment attack is a special case of ranged combat and is explained separately

Reaction

When attacked, you have a chance to react which will increase your chances in combat. Only unspent defending unit can react to the attack.

Reacting is executed by making an unopposed die roll for each entitled unit. Success means that intended reaction can be carried out.

Reacting with Infantry

Defending Infantry opposing enemy Cavalry can try to form defensive squares making it virtually impregnable in melee.

You get -1 penalty to reaction roll to form squares.

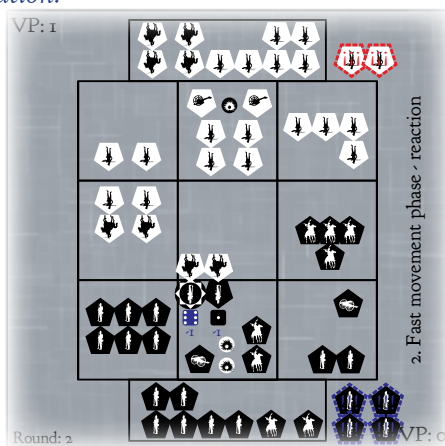
After adopting the square Infantry retains this formation until the rally phase of the same turn.

Squares of infantry are vulnerable to the artillery fire.

Mark the Infantry unit in square formation by placing defense ring token under it.

In an example below one of 2 Infantry units has managed to form a square to confront Cavalry charge. See the combat DRM table to find the

huge penalty Cavalry gets when charging a square formation.



Reacting with Cavalry

If attacked by Infantry the defending Cavalry can make a roll to countercharge the attacker gaining all benefits of attacking Cavalry. If all opposing units are routed in the following combat the counter-charging Cavalry may enter the adjacent sector just as if it normally attacked.

You get -1 penalty to the reaction roll to countercharge.

Reacting units become spent in the end of the phase.

Repeated charges against infantry squares can be a bloody business but probably not as bloody as the first charge.

Taking positions

Combat is initiated when participating units take positions in a battle zone. Taking position is mandatory as all eligible units have to be placed in the battle zone. Defending Cavalry however can retreat from combat and fall back to the adjacent friendly sector instead of taking position in the battle zone.

You place attacking (active) unit first. You only place defending (passive) units to match

the number of attackers; hence there can never be more defending than attacking units in any battle zone. Routed units cannot attack, but can be attacked.

Each battle zone can be occupied by maximum 5 units at a time. Spaces are numbered from 1 to 5 and corresponding fighting units are always arranged on both sides of the battle zone in the following order without omitting any space starting with the smallest non occupied space:

1. Attacking infantry units
2. Attacking cavalry units
3. Attacking artillery units
4. Defending infantry units in square formation
5. Defending infantry units
6. Defending cavalry units
7. Defending artillery units
8. Routed infantry units
9. Routed cavalry units
10. Routed artillery units

Attacking unit is placed with the arrow symbol pointing up from its player's perspective. Defending units are placed with the arrow pointing down.

Each group of units takes all available spaces; before the following group of units is placed so it may happen that some units remain idle in the sector. It is also possible, that some attacking units are left unopposed by the defending units. This gives an advantage to the attacking player as will be explained later.

An attacker can decide not to attack routed opposing units and use an unopposed attack benefits instead.

By doing this he receives bonuses to melee attack, but forfeits his chance to capture the routed unit.

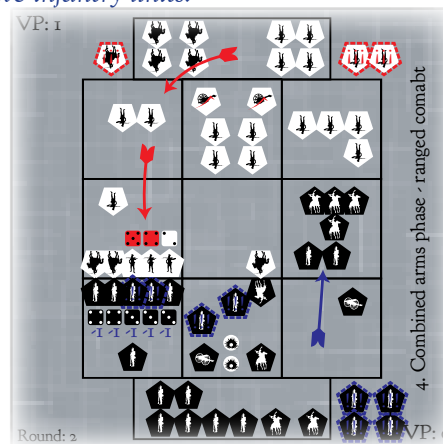
Taking position is performed before ranged combat and again before melee.

During the second placement units in the battle zone are repositioned to reflect suffered

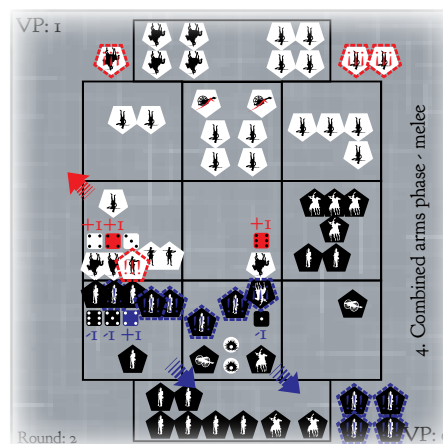
hits. **Attacking units opposing defending units can give up the fight and withdraw from the battle zone.** Attacking artillery unit always withdraws after ranged combat.

Units holding initiative can freely decide how to use it after the initial exchange of fire. However if opposing units are attacking, there is no way to withdraw to safety and melee must follow.

On the picture below black player attacks with 5 infantry units on his left flank. White player is attacking at a same time with cavalry units, so he places them first in the battle zone followed by three passive infantry units.



After exchanging fire some units are hit and routed as shown on the second picture. Black units are repositioned in the battle zone with routed units being placed last.



Because they are not facing any attacking white

units now, they can't be attacked and safely leave the battlefield at the end of the round.

Enemy units occupying spaces with the same numbers will face each other in the combat and are referred to in this rule book as opposing units.

Spent units can also be used for defense, using the usual order of placement (they can only defend), but are less effective in a combat as they all receive the penalty of -1 to both ranged and melee combat which you **add** to other combat DRM.

Attacking an unopposed space

If your attacking unit is not opposed by any enemy unit you are in particularly advantageous position (if a unit placed in the battle zone's opposing space is facing another direction, it is not opposing the attacker).

Attacking with Infantry or Artillery

If your attacking Infantry or Artillery is left unopposed by an enemy unit, you can use your Infantry or Artillery to attack **any** enemy unit in the **same** battle zone.

Attacking with Cavalry

If your attacking Cavalry is left unopposed by an enemy unit, you can use your Cavalry to attack **any** enemy unit in **any** battle zone belonging to the attacked sector.

In all cases you receive a special "unopposed" modifier to the die roll which is **added** to the standard modifier for the fighting unit's type. You have to declare your target before making the roll.

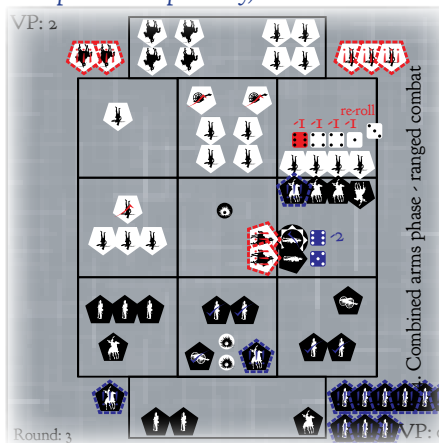
Flank attack

Flank attack has always been a favorite tool of generals but if planned poorly it can be no more than a waste of time and men.

As all combats are resolved simultaneously a sector can be attacked from more than one side. In this case the defender can split his units in order to defend **all** directions.

As a reward for coordinating various attacks the attacking player receives 1 die re-roll for each attack direction except the first. He can decide to re-roll **any** his or his opponent's die.

White general has managed to concert a flanking attack on his right. Black player places his forces in both battle zones and makes range combat rolls (note the spent unit penalty).



His cavalry attack goes miserably and will not help him in melee. He has to use his re-roll now so he decides to re-roll range combat result of 1 hoping to get 5 or 6 which would give him a needed hit. He gets 3, which is not enough.

Rolling dice

After all available units are positioned in the battle zone both players roll one die for each of their units in the respective battle zone.

Arrange the rolled dice from the highest to the smallest result starting with the space with the smallest number in the battle zone. Make any re-rolls you are entitled to.

Artillery in combat

Artillery units can roll 2 dice in combat. If you have attacking or defending Artillery you can score 2 hits against the same opposing unit, and have a chance of destroying it.

Ranged combat with artillery represents direct fire through the gaps between other friendly units while the enemy is closing. You still have range advantage over infantry (which is reflected by the DRM) but are much restricted in redirecting your fire between different enemy units.

As artillery unit is placed last in the battle zone it tends to have poor dice roll assigned. This is tempered by a substantial to hit bonus the attacking artillery receives.

Applying modifiers

Next consult the combat DRM table. Find the appropriate line for your unit and the appropriate column for the enemy unit opposing it. Please note that there are separate lines and columns for any possible situation (i.e. attacking and defending units) and for all types of unit.

- If you are resolving ranged combat apply the DRM marked with "r".
- If you are resolving melee combat look for DRM marked with "m".

Add or subtract the appropriate modifier to/from the dice roll.

Modified result can never be more than 6 or less than 1.

Repeat the same for each of your unit in the battle zone.

If the result is success your unit has hit an opposing enemy unit.

There are three special situation covered in the table:

Infantry in "square" formation

If the defending Infantry has adopted a square formation in the reaction phase it uses a special line or column in the table.

Enemy Me	attacking infantry	attacking cavalry	attacking artillery	infantry in square	passive infantry	passive cavalry	passive artillery	routed unit	no oppos- ing unit
attacking infantry	-1r/0m	-1r/-1m	-1r/+1m	0r/0m	-1r/+1m	-1r/0m	-1r/+1m	0r/0m	+1r/+1m
attacking cavalry	-/+1m	-/0	-/+2m	-/-3m	-/+1m	-/+1m	-/+2m	-/+2m	-/+2m
attacking artillery	+2r/-	+2r/-	+1r/-	+3r/-	+2r/-	+2r/-	+1r/-	+1r/-	+2r/-
infantry in square	-1r/0m	-1r/0m	-2r/0m	<div>COMBAT DICE ROLL MODIFIERS TABLE</div> <div><div>Special modifiers</div><div><div>unit spent</div><div>-1</div></div><div><div>basic reaction modifier</div><div>-1</div></div></div> <div><div>Bombardment modifiers</div><div><div>range of 1</div><div>-3</div></div><div><div>range of 2</div><div>-4</div></div></div>					
passive infantry	0r/0m	0r/-1m	-1r/0m						
passive cavalry	-/-1m	-/-1m	-/-						
passive artillery	0r/-	0r/-	-1r/-						

r = ranged combat modifier
m = melee combat modifier
red modifiers are added to black modifiers



INFANTRY

Activated (1 only):
Combined arms phase
Non-combat move phase

Movement capacity: 1 (normal)

Attack: ranged & melee

Special (reaction):
Can form square after
successful reaction roll

CAVALRY

Activated (any 2):
Fast movement phase
Combined arms phase
Non-combat move phase

Movement capacity: 2 (fast)

Attack: melee
Special (attack):
Becomes spent if fails to hit
If unopposed, can attack



an enemy unit in any battle
zone of the targeted sector

Special (reaction):
Can retreat before combat
Can counterattack after
successful reaction roll

ARTILLERY

Activated (1 only):
Bombardment phase
Combined arms phase
Non-combat move phase

Movement capacity: 1 (slow)

Attack: ranged
Special (attack):
Rolls 2 dice against 1 unit.



Doesn't move after attack

Special (bombardment):
Can target an adjacent
or non-adjacent sector
in a straight line.
Rolls 2 dice against 2 units.

Attacking routed unit

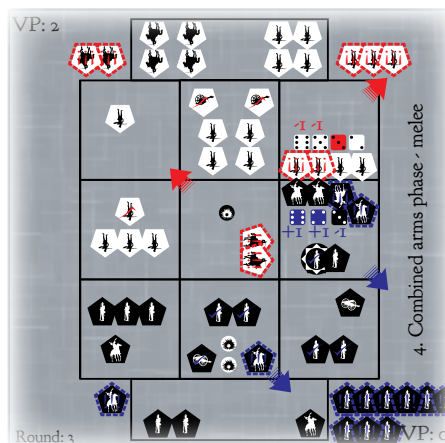
If your attacking unit is opposed by the enemy routed unit, use the special column DRM. Routed units never fight back!

(Please remember, that defending units are never placed in the battle zone to oppose routed attacking units).

Attacking unopposed space

If your attacking unit is not opposed by any enemy unit find the standard modifier referring to the unit you attack and **add** the “unopposed” column modifier.

After firing muskets units are closing for melee. Because range combat went quite bad, the white player decides to forfeit his attack against routed cavalry and strengthen his attack against remaining black cavalry units. He receives +1 DRM when doing so which is added to -1 DRM for fighting the attacking cavalry. With a poor roll of 2 it doesn't help.



Taking hits

If a unit takes a hit it routs. When the routed unit takes another hit it is destroyed or captured. A unit can take multiply hits during combat if it is attacked by the superior number of enemy units or if it is an Infantry

unit which remained in a routed state in the battle zone after range combat.

Routed units figure is laid down in the battle zone and cannot participate in the combat. It will flee from the battlefield, but as long as it remains in the battle zone it can be hit again and captured.

If you hit a routed unit with Infantry or Cavalry, you can capture it as long as your attacking units survive the combat. Place the captured unit in your scoring box.

If you hit a routed unit with Artillery or if the unit which scored a hit was routed in the same combat you destroy hit unit instead of capturing it. Remove the destroyed unit from play.

You earn VP for capturing enemy units.

Routed units

Routed units cannot act until rallied in the Rally phase. All the routed units can do, is fleeing from the battle.

Routed unit doesn't control sector it occupies and will be captured by any enemy unit entering that sector.

Routed Infantry

Routed Infantry units are removed in the end of the combined arms phase to the red routed unit box in the friendly reserve sector.

Routed Cavalry

Routed Cavalry units are removed in the end of fast movement and combined arms phases to the red routed unit box in the friendly reserve sector.

Routed Artillery

Routed Artillery remains inactive in its sector.

Artillery is too slow and heavy to leave the battlefield. However its crew can run and will do so if routed, leaving cannons to the mercy of the enemy.

Bombardment attack

Bombardment is resolved during the bombardment phase. With this special form of range attack you can target adjacent or non-adjacent sector located directly in front of your Artillery unit, to its left or right.

During bombardment players roll dice for active Artillery units only and take the following steps:

1. Targeting
2. Combat dice roll
3. Applying DRM
(range + bombard)
4. Taking hits

When bombarding you target 2 different units in a sector indicated by your order with the following priority:

1. Infantry in a square
2. Infantry
3. Cavalry
4. Artillery
5. Routed units (Infantry - Cavalry - Artillery)

Then make an unopposed die roll against each targeted unit (if only a single target is available, you roll 1 die only).

A unit hit by bombardment routs as normal. Routed unit hit by bombardment is destroyed.

2 combat dice used during bombardment represent a scattering effect of such a long range attack. It is difficult to target lonely unit in such a distance.

Bombard modifiers

Bombardment modifiers are normal range combat modifiers marked with “r” in the combat DRM table. They are **added** to special bombardment modifiers reflecting the range of the target located in the “Bombardment” table.

If you bombard the same sector as in the previous round you receive +1 modifier for

having an Artillery token in that sector. You lose this token if you cease to attack.

Bombardment obstacles

Any units in the sector between your Artillery and the target sector represent an obstacle.

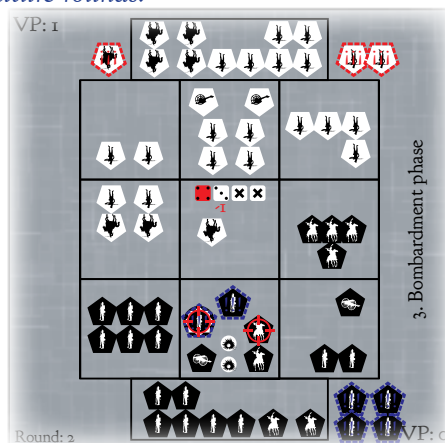
- If the obstacle is an enemy unit you roll one die against your intended target and the other die against enemy unit standing “in a harm’s way”. Apply DRM to each roll separately.
- If the obstacle is a friendly unit you attack your intended target with one die forfeiting the second die altogether.

Two white Artillery units target the sector at a range of 2 containing a variety of black units (Infantry, routed Infantry, Cavalry and Artillery) and 2 white Artillery tokens.

Unfortunately, there is a single white Cavalry between canons and their target. In this situation white player loses the benefit of rolling 2 dice for each Artillery unit.

First attack targets Infantry with basic +2 modifier. There is -4 modifier for firing at a range of 2 sectors, and +1 modifier for the presence of Artillery tokens. Total modifier is -1.

One barrage hits and both artillery tokens remain in the sector promising more successful attacks in the future rounds.



OPTIONAL RULES

You have learned how to lead your army to victory using the basic set of rules. The game can be even more challenging if you use some optional rules covered in this chapter

Objective markers

If you look at the “B” side of the game board you will notice, that there are no flags or generals printed. Here is where objective markers enter play.

You can give a tactical value to certain sectors in the following way:

- Place a general marker of your color to mark a command post worth 5 VP per turn to the opposing player. Command sector is friendly to you as long as there is no enemy unit in it.
- Place a flag marker of your color to mark a sector worth 1 VP (small marker) or 3 VP (big marker) per turn to the opposing player. Flagged sector is friendly to you as long as there are no enemy units in it.
- Place a wind rose marker of your color to offer a onetime VP bonus to your opponent for capturing that sector. Big and small markers are worth 3 and 1 VP respectively.

Advanced ordering

On the battlefields of the XIX century orders had to be delivered to unit commanders by runners, and could be delayed or even lost in the process.

You add randomness to the number of orders you have at your disposal each round by using one (or both) of the optional rules described below:

1. At a beginning of the planning phase you roll a single die and add 6 indicating how many orders you can give for that round.
2. You receive +1 order to be used in your

command sector, but further your orders go, less likely they are to be performed.

For each order roll a die. To perform an order you must roll equal or more than is the distance between your command sector and the sector you are sending order to. Calculate the distance using movement rules.

As you can see it is always safe to deliver an order to the adjacent sector (you can always roll at least 1 on d6).

Army morale

VP system is simple but quite abstract way of showing the relative success of the fighting armies.

To add some realism and flexibility to the game, morale rules can be adopted.

With this option 15 VP are given to each player in the beginning of the battle to represent a fighting spirit and the coherence of each army. VP are then LOST as the battle progresses representing increased chaos and loss of morale of fighting troops.

Player who loses his last VP loses the battle.

You can lose VP in the exactly opposite way as you earn them in the basic game but the player who controls fewer sectors in the scoring phase gives one VP to his opponent.

Losing and earning VPs has consequences for players as the player gets as many orders as many VP he has in the Planning phase.

Orders earned in this way over normal allotment can only be used to rally routed units.

Terrain features

On both sides of the game board, but especially on the board side “B” you will find terrain symbols which can be used to expand the game.

Special terrain makes some sectors easier to defend. Terrain features are distributed over the battlefield in a non-symmetrical way so before deciding to use terrain rules make sure,

that you balance the battle by imposing some disadvantage on the benefiting player.

Add terrain combat modifiers to standard DRM when resolving a combat over the special terrain sector. There are the following terrain features in the game:

Forest

Forest sectors can only be entered by 3 units at a time (in contrast to normal 5).

Units always become spent upon entering a forest sector.

There is -2 range and -1 melee combat penalty for both attacking and defending units.

Cavalry loses an advantage of being a fast unit and activates the same way as Infantry does (it can still move by 2 sectors however).

Artillery can only enter forest by the road and cannot bombard while in the forest. Forest sector provides an obstacle for a bombardment the same way as friendly units do

Hill

Attacking units receive -1 melee penalty when attacking uphill and +1 bonus when attacking downhill.

Hill negates adjacent obstacles but also blocks Artillery bombardment into adjacent sectors.

Building

When defending a sector with a building you can withdraw an Infantry unit to the building when taking positions for melee combat. The unit will then not participate in the combat and is treated as “not there” if all other “outside” friendly units are eliminated.

You don’t control a sector with a building occupied by an enemy unit.

You can attack the occupied building with your Infantry with -1 penalty to range and melee attacks.

Routed unit in a building doesn’t flee and can be rallied the same way as Artillery unit.

Unit in a building can attack with unopposed bonus if there is a combat in any battle zone of its sector.

Destroyed building

Artillery can destroy a building together with its occupant in a bombardment phase if it scores 2 hits with a -1 penalty.

Destroyed building is treated as non-existent.

Road and the Bridge

Road allows a player to move up to 2 Infantry or Cavalry units in the non-combat phase in addition to their normal move.

Artillery benefits from the road by being able to enter forest sector or cross a river

River and the Bridge

Only 3 units at a time can move into the sector containing the river. Unless they start movement in a sector containing the same river.

Attacking over the river receives -1 melee combat penalty.

Artillery can only cross river by bridge

Commanders ©

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THE EXTRAS

Battle scenarios as well as more optional rules will be published on our website www.generallove.cz