I. Deployment – choose one:
   
   A. Free
   1. Allied
      a. No units in French towns
      b. British in towns west of deployment line, max 5 units/town
      c. Prussians in towns east of deployment line, max 6 units/town
   2. French
      a. In French towns, max 16 units/town
   
   B. Historical
   1. See historical sheets
   
   C. Napoleon’s Gambit
   1. Allies use Historical deployment
   2. French use Free deployment

II. Movement

   A. French
   1. 3 moves of any group
   
   B. Allies
   1. 4 moves: 2 of any British group, 2 of any Prussian group, in any order

   C. Normal Movement
   1. Infantry, Artillery: 1 space max
   2. Cavalry, Leaders: 2 spaces max
   3. No more than 10 units/major road/turn
      a. If attacking across a river, no more than 5
   4. No more than 6 units/minor road/turn
      a. If attacking across a river, no more than 3
   
   D. Force Marches
   1. Normal Movement +1
      a. Die rolled for each force-marched unit
         (1). Lose 1 CV on 1-3
            (a). If with Leader (revealed face-up), lose 1 CV on 1-2
   2. May not be used to Reinforce
   3. May not be used during Night turns, unless Leader present

E. Attacks

   1. Must have at least 3 units
   2. May not be done at Night
   3. If Defender has 1 or 2 units, it’s a Rout: all units of routed army immediately suffer attrition:
      a. -2 CV to Artillery
      b. -1 CV to Infantry
      c. -1 CV to Cavalry if enemy has Cavalry
      d. Surviving routed units then retreat
         (1). No more than 2 units/major road
         (2). No more than 1 unit/minor road
   
   (3). Defender may retreat to:
      (a). Any town without enemy units
      (b). and from which Attacker did not move to start the battle
      (c). and where there’s not a battle
   
   (4). To force march (normal movement +1) in retreat, lose 1 CV on roll of 1-4 for each unit force marched
      (a). Lose 1 CV on roll of 1-3 if leader present
   e. If retreat isn’t possible, units are killed
   
   f. Victorious army may Regroup:
      (1). May retreat any units from battle, which are then disrupted (may not reinforce elsewhere)
         (a). No more than 2 units/major road
         (b). No more than 1 unit/minor road
         (c). May not force march
         (d). Attacker may retreat to:
            i. Towns that have friendly units, if there’s not a battle there
            ii. Towns from which units moved to start the battle, if there’s not a battle there
            iii. Towns from which units moved to reinforce the battle, if there’s not a battle there
      (2). May send units into adjacent town as Reinforcements
         (a). Go into Reserve
         (b). No more than 2 units/major road from adjacent town
         (c). No more than 1 unit/minor road from adjacent town
III. Battle - Attacker and Defender each have at least 3 units

A. Deployment
1. Defender places all units (upright, labels hidden), w/ at least 1 unit in each column
2. Attacker places all units (upright, labels hidden), w/ at least 1 unit in each column
3. Units not in Reserve are revealed (labels up)

B. Morale
1. For each engaged 1 CV unit, roll die
   a. Unit must disengage if 1-3
      (1). If in same column as Leader (Leader need not be engaged), unit must disengage if 1-2

C. Retreats
1. Retreating units are disrupted, may not reinforce elsewhere – turn face down
2. If engaged, retreating units suffer attrition:
   a. -2 CV to Artillery
   b. -1 CV to Infantry
   c. -1 CV to Cavalry if engaged by enemy Cavalry
3. No more than 2 units/major road
4. No more than 1 unit/minor road
5. Attacker may retreat to:
   a. Towns that have friendly units, if there's not a battle there
   b. Towns from which units moved to start the battle, if there's not a battle there
   c. Towns from which units moved to reinforce the battle, if there's not a battle there
6. Defender may retreat to:
   a. Any town without enemy units
   b. and from which Attacker did not move to start the battle
   c. and from which Attacker did not move reinforcements
   d. and where there's not a battle
7. To force march (normal movement +1) in retreat, lose 1 CV on roll of 1-4 for each unit force marched
   a. Lose 1 CV on roll of 1-3 if leader present
8. If any one battle column is eliminated by retreat, it's a Rout: all units of routed army remaining in the battle immediately suffer attrition:
   a. -2 CV to Artillery
   b. -1 CV to Infantry
   c. -1 CV to Cavalry if engaged by enemy Cavalry
   d. Surviving routed units then retreat:
      (1). No more than 10 units/major road
         (a). If crossing river, no more than 5 units/major road
   (2). No more than 6 units/minor road
      (a). If crossing river, no more than 3 units/major road
   (3). Attacker may retreat to:
      (a). Towns that have friendly units, if there's not a battle there
      (b). Towns from which units moved to start the battle, if there's not a battle there
      (c). Towns from which units moved to reinforce the battle, if there's not a battle there
   (4). Defender may retreat to:
      (a). Any town without enemy units
      (b). and from which Attacker did not move to start the battle
      (c). and from which Attacker did not move reinforcements
      (d). and where there's not a battle
   e. If retreat isn’t possible, units are killed
   f. Victorious army may Regroup:
      (1). May retreat any units from battle, which are then disrupted (may not reinforce elsewhere)
         (a). No more than 2 units/major road
         (b). No more than 1 unit/minor road
         (c). May not force march
         (d). Attacker may retreat to:
            i. Towns that have friendly units, if there’s not a battle there
            ii. Towns from which units moved to start the battle, if there’s not a battle there
            iii. Towns from which units moved to reinforce the battle, if there’s not a battle there
      (e). Defender may retreat to:
            i. Any town without enemy units
            ii. and from which Attacker did not move to start the battle
            iii. and from which Attacker did not move reinforcements
            iv. and where there’s not a battle
   (2). May send units into adjacent town as Reinforcements
      (a). Go into Reserve
      (b). No more than 2 units/major road from adjacent town
      (c). No more than 1 unit/minor road from adjacent town
D. Combat

1. Each unit may move or fire, in any order:

2. Moves: 1/infantry, 1/artillery, 2/cavalry, 2/leader
   a. Engage — forward to enemy position, or from Reserves to already engaged friendly position
      (1). Artillery can’t engage
      (2). May not engage laterally
      (3). Can’t also disengage in same move
   b. Disengage — backward from enemy position, or from already engaged friendly position to Reserves
      (1). May not disengage laterally
      (2). Can’t also engage in same move
   c. Redeploy
      (1). From any unengaged position to any other unengaged position – lateral moves allowed
   d. Form square (infantry only, engaged or not) – stand unit upright
   e. Break square (infantry only, engaged or not)

3. Fire: 1 die/CV, by unit, specify if firing on units in square or not in square, roll die
   a. Infantry
      (1). Engaged against non-square, hit on 6
      (2). Engaged against square, hit on 5-6
         (a). If also in square, hit on 6
      (3). Engaged in square, hit on 6
         (a). If also against square, hit on 6
   b. Cavalry
      (1). Engaged against non-square, hit on 5-6
         (a). First turn after they engage or are engaged, hit on 4-6
      (2). Engaged against square, hit on 6
   c. Artillery not in Reserve
      (1). Unengaged, against non-square, hit on 6
         (a). If opposing column is engaged by friendly units, may not fire
      (2). Unengaged, against square, hit on 5-6
         (a). If opposing column is engaged by friendly units, may not fire
      (3). Engaged, hit on 6
         (a). First turn after being engaged, hit on 5-6
   d. Combat Losses - taken from the unit w/ highest value (owner’s choice in ties) at instant of fire

4. If any one battle column is eliminated by combat, it’s a Rout: all units of routed army remaining in the battle immediately suffer attrition:
   a. -2 CV to Artillery
   b. -1 CV to Infantry
   c. -1 CV to Cavalry if engaged by enemy Cavalry
   d. Surviving routed units then retreat:
      (1). No more than 10 units/major road
         (a). If crossing river, no more than 5 units/major road
      (2). No more than 6 units/minor road
         (a). If crossing river, no more than 3 units/major road
      (3). Attacker may retreat to:
         (a). Towns that have friendly units, if there’s not a battle there
         (b). Towns from which units moved to start the battle, if there’s not a battle there
         (c). Towns from which units moved to reinforce the battle, if there’s not a battle there
      (4). Defender may retreat to:
         (a). Any town without enemy units
         (b). and from which Attacker did not move to start the battle
         (c). and from which Attacker did not move reinforcements
         (d). and where there’s not a battle
   e. If retreat isn’t possible, units are killed
   f. Victorious army may Regroup:
      (1). May retreat any units from battle, which are then disrupted (may not reinforce elsewhere)
         (a). No more than 2 units/major road
         (b). No more than 1 unit/minor road
         (c). May not force march
         (d). Attacker may retreat to:
            i. Towns that have friendly units, if there’s not a battle there
            ii. Towns from which units moved to start the battle, if there’s not a battle there
            iii. Towns from which units moved to reinforce the battle, if there’s not a battle there
      (e). Defender may retreat to:
         i. Any town without enemy units
         ii. and from which Attacker did not move to start the battle
         iii. and from which Attacker did not move reinforcements
iv. and where there's not a battle

(2). Or, May send units into adjacent town as Reinforcements
   (a). Go into Reserve
   (b). No more than 2 units/major road from adjacent town
   (c). No more than 1 unit/minor road from adjacent town

E. Reinforcements
   1. Go into Reserve
   2. No more than 2 units/major road from adjacent town
   3. No more than 1 unit/minor road from adjacent town

F. Active player may continue this Battle or start another
   1. After all battles of current turn are resolved, disrupted units return to normal

IV. Supply Losses
   1. If at end of French campaign turn, allied supply bases are occupied by French units, Allies lose units:
      a. Brussels: 1 British unit
      b. Ghent: 1 British unit
      c. Liege: 2 Prussian units

V. Victory
   A. Allies
      1. Napoleon is eliminated, or
      2. French army is reduced to ≤ 19 units
   B. French
      1. British army is reduced to ≤ 9 units and
      2. Prussian army is reduced to ≤ 12 units