

ACTIONS CHART (13.0)

Action Type	Case	Restrictions	Participation	Capabilities	Enter enemy-controlled or enemy-occupied space?
Campaign	13.5.1	1 per force per round	Any number of leaders + number of corps in same space up to two leaders' combined CRs.	a) 3 MPs or b) Siege	Yes
Transfer	13.5.2	1 per force per round	Up to two leaders, or two corps, or one leader and one corps, from or to the same or different spaces.	Leaders = 6 MPs Corps = 4 MPs	Only if space is already under siege.
Replacement	13.5.3	1 per round per player	Reduced-strength corps not under siege w/LOC to its home capital.	Corps is restored to full strength.	N/A
Rally	13.5.4	1 per round per player	One leader + number of demoralized corps equal to one half (rounded up) of leader's CR.	Leaders and Corps lose demoralized status.	N/A
Sea Move	13.5.5	1 per round. Must roll for success.	Any number of leaders & up to two corps (start in same port space, end in same port space).	Port-to-port; can only move through friendly sea zones	Only if leader is part of move or space is already under siege
Deploy Fleet	13.5.6	1 per fleet per turn	Brest or Toulon fleet (1 or 2 strength points)	Roll to contest control of sea zone	N/A
Insurrectionists & Genzers	13.5.7	1 per phase	Pragmatic Player only	Marked space cannot be used to trace a Bourbon LOC	N/A

INTERCEPTION AND AVOID BATTLE (14.6, 14.7)

<i>Sequence when a force enters enemy space</i>
1. Active force moves into space.
2. Inactive player attempts to intercept.
3. Inactive player attempts to avoid battle for units in space (only if no interception occurred).
<i>Interception</i>
Against enemy movement only
Participation is same as for campaign action.
Must be in adjacent space and intercepting into friendly controlled space NOT already containing enemy units.
Roll 1d6 + TR of one intercepting Leader:
SUCCESS ON ROLL OF 6+
<i>Avoid Battle</i>
Force without leader, prohibited unless withdrawal into friendly fortress (automatic).
Otherwise, roll 1D6 + TR of one avoiding Leader:
SUCCESS ON ROLL OF 5+

LEADER CASUALTIES (15.3.2)

<i>Casualties in Battle</i>
Each player rolls 2d6 for <u>each</u> of his <u>named</u> leaders that contributed their TR to the battle:
12 ELIMINATED—The leader counter is flipped to its Minor Leader side for the remainder of the game.
11* CAPTURED—The owning player (not the capturing player) immediately chooses one of: (a) treat as ELIMINATED (permanently flipping the counter to its replacement side), or (b) giving the opposing player a number of VPs equal to the leader's TR and placing the leader on the Turn track to re-enter as a reinforcement on the following turn. Names Leaders with a TR of 0, cost is 1VP
* Only losing side is affected by a result of 11
<i>Captured in Siege</i>
Minor leaders placed on turn track for next turn; named leaders subject to the CAPTURED result above.

NAVAL RULES (10.0, 13.5, 14.5)

<i>Sea Zone Control</i>
Alliance-controlled unless Bourbon Fleet successfully deploys
<i>Sea Movement</i>
Pragmatic moves allowed unless Bourbon-controlled
Bourbon moves prohibited unless Bourbon-controlled
Announce moving units and destination and roll 1d6:
SUCCESS on roll of 2-6
On roll of 1, active player makes choice between cancelling the move or taking 1 hit.
<i>Fleet Deployment</i>
1. Appropriate fleet currently commissioned
2. Bourbon player initiates Deploy Fleet action
3. Each side rolls 1d6, applying the DRMs equating to strength of fleet: HIGH ROLL WINS (re-roll ties) Pragmatic win: Sea Zone remains Pragmatic-controlled Bourbon win: controls Sea Zone until next turn.
4. Regardless of outcome, the Bourbon Fleet is removed from play that turn.
If Toulon Pragmatic-controlled, Bourbon Fleet cannot deploy