Actions

PLAYER AID 1 OF 3 · AS OFTEN AS YOUR CARDS ALLOW, IN ANY ORDER

YOUR ACTIONS

March

DOES	Move to a **connected** position. Onto **Open** ground you may March again; **Rough** ground ends movement. Not while Engaged.
DIFFICULTY	The destination's printed **March** number.
ON A FAILURE	You arrive anyway: **Exposure Tokens equal to the margin**, and movement ends for the turn.

Fire

DOES	**1 damage** to an identified enemy in sight. **1 Ammo** buys each extra shot, declared before the draw.
DIFFICULTY	The target's **Defense** + its location's **Cover** + **Confusion**. Distance adds nothing; if the target is **Engaged** with you, add **+1 to your own total**.
ON A FAILURE	**The shot still lands.** You take **casualties equal to the margin**; a volley adds them up and takes them at its end.

Scout

DOES	**Reveal** a location, at any distance, and **identify** every enemy there.
DIFFICULTY	The target's printed **March** number + **1 per location passed through** if not **In Sight** + **Confusion**.
ON A FAILURE	Revealed anyway: **Confusion Tokens equal to the margin**.

Dress the Line

DOES	Clear **1** Exposure or Confusion Token; **2** on a success by 2 or more. Only on revealed ground with no Unidentified enemy.
DIFFICULTY	Always **0**; Confusion does not raise it.
ON A FAILURE	No token is cleared.

Organized Retreat

DOES	**Break contact** with every Engaged enemy and **exhaust** them; you may March this turn.
DIFFICULTY	The **number** of enemies engaged with you.
ON A FAILURE	**Contact breaks either way.** You take **Exposure Tokens equal to the margin**.

Location Action

DOES	What the location card prints. Each **once per turn**.
DIFFICULTY	As the card prints.
ON A FAILURE	**The action happens anyway**, and the margin costs **Morale** unless the card names another price.

Draw on Reserves

DOES	Spend **1 Ammo**: draw **1 card**. Any time in your turn, even while a check is open, as often as you like, down to Ammo 0.
DIFFICULTY	**No check**: a free action.
ON A FAILURE	Nothing to fail.

NO CHECK NEEDED

- **Play Cards.** Orders and Assets from your hand. No check.
- **Free Actions.** Abandon a Works, and the other small reliefs. No check.

MAKING A CHECK

1. **Read the difficulty.** Each check names its symbol and a base difficulty. A ⚑ **Courage** check adds +1 for every Casualty card in your hand.
2. **Commit cards, count symbols. A Soldier must lead** — a Wounded or Frightened is not a Soldier and cannot. Tactics only add. Count every matching symbol; ★ **Wild counts as any**. **A Tactic's symbols count on any check that calls for them** — where a Tactic names an action, that is where its printed bonus applies, nothing more.
3. **Exert (optional).** +1 to your total for each slot you move your Danger cube toward 0, as often as you like — but Exert can never move it below 1.
4. **Draw one token from the Cup.** Last, always. Add it to your total.
5. **Compare. Meet or beat the difficulty and the check succeeds** — equal to it is a success. Short of it, the difference is the **margin**, and the action's own entry says what the margin costs.

WHAT THE COMPANY CARRIES

Confusion

+1 DIFFICULTY

Each token is +1 to the difficulty of your **Fire** and **Scout** checks; other checks ignore it unless they say otherwise. Taken on a failed Scout. Cleared by Dress the Line, Regroup and cards. At most 5 Confusion and Exposure together; each one more costs 1 Morale instead.

Exposure

−1 COVER

Each token is **−1 to your Cover, with no floor**: Cover can go negative, and then it adds to the enemy's fire. An **Ambush** ignores Cover, so Exposure does not change it. Taken on a failed March or Organized Retreat. Cleared by Dress the Line, Regroup and cards. At most 5 Confusion and Exposure together; each one more costs 1 Morale instead.

THE CUP — 16 TOKENS

+2	Discipline	×1
+1		×3
0		×4
−1		×4
−2	Dread	×2
−?	Friction	×1
−4	Rout · FORCED	×1

Friction counts −1 for each Unidentified enemy in sight, worst −3. ***The Rout: a Soldier leads your actions, and that is the test.*** *On a check a Soldier leads, the action does not happen at all — nothing is measured, and what you paid stays paid. On anything* ***FORCED*** *— any check or draw no Soldier leads — it counts −4.*

Sequence of Play

PLAYER AID 2 OF 3 · FIVE PHASES, SAME ORDER, EVERY TURN

THE TURN *turn 1 begins at phase 2*

1 The Battle Card *(skip on turn 1)*

- Reveal one card from the Battle Deck and resolve it at once.
- A fresh enemy arrives, or an event strikes.
- **Follow-up**: the card reveals one more, which may follow up in turn.

2 The Player Phase

- Act in any order, as often as your cards allow. A location's own actions: once per turn each.
- Play cards from your hand — no check.
- Free actions, as often as their cards allow.

3 The Enemy Phase *(in this order)*

- **Enemy Fire** — every enemy in sight fires its printed Attack, +1 for each one Engaged with you; an exhausted enemy does not fire. Subtract your Cover, then draw a token and add it to that Cover. No enemy firing: no volley, no draw.
- **Casualties** — draw what the volley dealt: half (rounded down) to your hand, the rest to your discard.
- **Pursuit** — enemies that Pursue or Envelop close one position, those on one card together; an exhausted enemy does not move.
- **The Field Settles** — a ready enemy on your position locks you Engaged.

4 Draw Up

- **Regroup** — clear one Exposure or one Confusion, your choice.
- Draw 5. Reshuffle your discard if the deck runs out.
- Discard to a hand of 10. Casualties cannot be discarded.

5 Advance Time

- Advance the time marker one slot.
- If it would pass the last slot, flip the Time card instead, resolve its back, and move to the next one.
- No next Time card: the battle ends now.
- Ready every exhausted card, yours and the enemy's.
- Move each Asset's Turns cube one step; an Asset at the end of its track leaves play.
- Ammunition at 0 costs 1 Morale. Resolve end-of-turn effects.

HOW THE BATTLE ENDS

Complete the final **Mission** and the scenario ends successfully. It **ends early** the moment any one of these happens — not a loss: the VP you banked count.

- **Morale reaches 0** — the company breaks.
- **Your Danger reaches 0** — you fall. (Exert can never take it there.)
- **Time runs out** — the marker would pass the last slot of the final Time card.
- **Depleted** — 10 or more Casualty cards in your hand at Draw Up, or a Casualty card owed when the Casualty Deck and its discard are both empty.

Glossary

PLAYER AID 3 OF 3 · THE KEYWORDS THE CARDS PRINT

Aimed An enemy trait: an Aimed enemy's fire drops Your Danger by 1 under the condition its card names — while you are in the Open, or while the company carries Confusion. The exact condition is printed on the card.

Ambush When you March into a location that was unrevealed, every enemy there — already present or just deployed by the entry's reveal or Surge — makes one free combined attack: total Attack against Cover 0 (terrain and Works do not count). Draw a token, add it to that Cover; casualties equal Attack minus the token, minimum 0.

Artillery An enemy trait, carrying one rule: a battery cannot be Fired on, or targeted by any card or action, while any enemy that is not Artillery stands with it. Alone on its location — or there with nothing but other guns — it is open to you at any range you can see.

Attach A Battle card that attaches to the location or enemy its text names, its effect riding there for as long as its text says — until a printed discard condition is met, or for the rest of the scenario.

Bear Off Paying a Wounded card's printed cost: spend 1 Soldier; the Wounded and the Soldier both go to your own discard, no card drawn. The Wounded stays in your deck and cycles back — it leaves only between scenarios.

Engaged A ready (unexhausted) enemy on your position. It fires its printed Attack and adds a further +1 to the incoming Attack, one for each enemy at contact; firing on one is +1 to your own check in return.

Enter A location's Enter effects fire the first time the company enters that location in the scenario, after any reveal, ambush, and engagement; they never repeat on later entries.

Envelop A standing instruction on a Time or Mission card: each Enemy Phase while that card is up, every enemy not In Sight of your company closes one location toward you, by the same route and in the same order as Pursue. An enemy that can see you holds its ground, unless its own card prints Pursue. An exhausted enemy does not move.

Exert Pay Your Danger for effort: each Exert moves your Danger cube one slot toward 0, and Exert can never move it below 1. During a check, each Exert adds +1 to your total; on a card, Exert N is an optional cost paying for the printed effect. You never fall to your own exertion — only enemy action moves Danger to 0.

Exhaust / Exhausted Spent for now. An exhausted card is marked, never turned: it carries an Exhausted token, or — when every enemy on a location is exhausted — that location's enemy token is flipped to its exhausted side. Your Assets exhaust when their text says Exhaust this card, and ready at Advance Time.

Follow-up A Battle card that, after resolving, reveals one more Battle card at once — which may follow up in turn.

In Sight Your own position and every location connected to it — revealed or not: an enemy at a connected but unrevealed location is still In Sight (its card is face-up). Sight is mutual and runs along the same lines you March along; Scout alone reaches farther.

In the Open A property of the location, printed on its card. Works add Cover but never change the terrain — an Open location stays Open behind Works, so artillery and marksmen effects keyed on the Open still apply. The Mill cards (Stone Mill, Cover 2; Timber Mill and Grist Mill, Cover 1) count as Open despite their Cover.

Lingering An effect that stays in play instead of ending at once. A Lingering Battle card prints in teal, apart from the brown event cards, and its foot reads LINGERING. A Lingering card may print an action of its own, laid out as a location's action is: its name, its check as symbol discs, and its text.

Pursue An instruction to close one location toward you, carried out whenever a card in force calls for it. An enemy whose card prints Pursue closes each Enemy Phase; a Time, Mission or Battle card may instruct every enemy, or every enemy it names, to close — at Carthage, Time III calls every enemy.

Rally N Clear up to N Casualty cards from your hand — your choice which, when you hold both kinds — then draw N cards. Each Wounded cleared goes to your own discard (it stays in your deck); each Frightened goes to the Casualty Deck's discard. You draw N whether or not you cleared any: on a clean hand, a Rally card is simply a draw.

Reckless N Move your Danger cube N slots toward 0. What enemy fire and hard luck do to you, the captain, where Exert is the same move made by choice; unlike Exert it may take you to 0, and at 0 you fall and the scenario ends early. Its opposite is Steady N.

Settle a Straggler Paying a Frightened card's printed cost: discard 1 card (never a Casualty); the Frightened goes to the Casualty Deck's discard.

Spend [Ammo / Morale] N An optional extra effect on a card or action, paid up front when you play the card or take the action — committed then, win or lose. Ammo buys offense and tempo: the common case is extra shots on a Fire, one Ammo a shot, declared before the first draw and all on one named target (see Volley, 7.3).

Steady N Move your Danger cube N slots toward 9. Its opposite is Reckless N.

Surge N A location keyword: when the location is revealed, draw N cards flat from the Battle Deck. Every enemy among them enters there. They come up hidden, like every arrival — unless that location is the company's own, where they are identified at once.

Turns N An Asset with this leaves play at Advance Time of the Nth turn it has spent in play — the turn's last phase, so it serves through that turn's volley and Draw Up. Count them with a cube walking the track printed on the card, from the first box, one step each Advance Time; when it has no place to go, the Asset leaves play

Unidentified An enemy not yet scouted, shown by an Unidentified token. Every enemy enters this way, Artillery included. It cannot be Fired on until you scout it, and while In Sight it counts against you for Friction. Scouting, becoming Engaged, or being on the company's own location identifies it.

Unique An enemy of which only one is ever in play at once. An effect that would bring a second onto the field instead does what that effect states (often adding a Dread).

Uses N An Asset carries N activations, shown by N Use tokens stacked on the well printed on its card: put them on when it enters play, take one off per use, and the Asset leaves play when the well is empty. Every Asset that prints Uses N also prints Exhaust this card, so it may be used once per turn, for N turns in all.

Volley A Fire bought out to several shots with Ammo: one Ammo per extra shot, declared before the first draw, every shot on one named target with the same committed cards and the same difficulty, each shot's damage resolved before the next begins. The casualties of its failed shots are added up and taken together when the Fire ends.

Works Fortifications at your position, adding their Cover while you stay there and abandoned when you March. Works raised by a location action have no card; mark them with a Works token. Works stack: each adds its Cover. Abandon the Works is a free action: remove every Works at your position and its Cover.

Where a card disagrees with this aid or the rulebook, the card wins. Where this aid and the rulebook disagree, the rulebook wins.