

**Field Command Summary**

COMMAND	ELIGIBLE UNITS	REQUIRED CONDITION	INITIAL POSITION	OPPONENT'S RESPONSE	FINAL POSITION	
					ON SUCCESS	ON FAILURE
Advance	ANY <sup>1</sup>	unsecured defense approach <sup>2</sup>	securing attack approach	retreat	in reserve of defense locale <sup>4</sup>	N/A
Assault	ANY <sup>1</sup>	secured defense approach <sup>2</sup>	securing attack approach	defend	in reserve of defense locale <sup>4</sup>	in reserve of attack locale
Bombard	artillery	ranging <sup>2</sup> and outnumber enemy ranging units	securing attack approach	apply losses	securing approach	N/A
Charge	cavalry	boundaries crossed must be unsecured and unobstructed on the opposite approach <sup>2,3</sup>	in reserve	defend or retreat (if defend, charge is resolved as an assault)	in reserve of defense locale <sup>4,5</sup>	in reserve of attack locale
Maneuver	ANY <sup>1</sup>	unsecured defense approach <sup>2</sup>	in reserve	secure defense approach, or withdraw	in reserve of defense locale <sup>4</sup>	securing attack approach, or in reserve of current locale

COMMAND	ELIGIBLE UNITS	REQUIRED CONDITION	INITIAL POSITION	FINAL POSITION
Cavalry March	cavalry	may not enter an enemy-occupied locale <sup>3</sup>	in reserve	in reserve of second locale entered <sup>4</sup>
Field March	ANY	may not enter an enemy-occupied locale	securing an approach, or in reserve	in reserve of adjacent locale <sup>4</sup>
Local March	ANY <sup>1</sup>		securing an approach	in reserve of current locale <sup>4</sup>
			in reserve	securing approach in current locale <sup>2</sup>
Road March	ANY	may not enter an enemy-occupied locale <sup>3</sup>	in reserve	in reserve of last locale entered <sup>4,6</sup>

**FIELD COMMAND NOTES**

- <sup>1</sup> Disrupted infantry units may not perform these commands.
- <sup>2</sup> Adjacent locale must be enemy-occupied. For charge, the non-adjacent defense locale must be enemy-occupied.
- <sup>3</sup> Restricted boundaries may not be crossed by units participating in a charge, cavalry march, or road march.
- <sup>4</sup> Cavalry units may deploy, that is, secure a boundary's approach if that boundary borders an enemy-occupied locale (§8.0.1).
- <sup>5</sup> A leading charge unit loses one strength point when a charge is not resolved as an assault.
- <sup>6</sup> Road march allows units to move up to 3 locales if moving by main road and/or railroad bed only, or up to 2 locales in all other cases.

**Staff Command Summary**

COMMAND	ELIGIBLE UNITS	REQUIRED CONDITION	INITIAL POSITION	EFFECT
Reorganize	infantry, or cavalry	units must reorganize from/into the same type	in reserve	<i>merge</i> : two 1-strength units into one 2-strength unit, or <i>split</i> : one 2- or 3-strength unit into equivalent lower strength units
Rally	disrupted infantry	non-disrupted unit must be in the same position	in reserve	replace two disrupted infantry units with one 1-strength infantry unit; gain 1 morale
Mobilize	reinforcement group	all units in all lower numbered reinforcement groups must have already mobilized	on unit display	place mobilizing units in reserve of one friendly reinforcement entry locale; lose 2 morale

**Turn Order Summary**

- 1) Preparation Phase (§7)
  - a) Shuffle Units (§7.1)
  - b) Limber Artillery (§7.2)
  - c) Play Command Cards (§7.3)
- 2) Field Command Phase (§8)
  - Advance (§8.1)
  - Assault (§8.2)
  - Bombard (§8.3)
  - Charge (§8.4)
  - Maneuver (§8.5)
  - March (§8.6)
- 3) Staff Command Phase (§9)
  - a) Reorganize (§9.1)
  - b) Rally (§9.2)
  - c) Mobilize (§9.3)
- 4) Administration Phase (§10)
  - a) Claim Captured Objectives (§10.1)
  - b) Stand Down Units (§10.2)
  - c) Spike Artillery (§10.3)
  - d) Range Artillery (§10.4)
  - e) Draw Command Cards & Cleanup (§10.5)

**Morale Effects Summary**

CAUSE	MORALE	RULE
Capture Objective Locale	-5/turn	§10.1
Eliminate Enemy Artillery	+1	§13.2
Mobilize Reinforcements	-2	§9.3
Rally Disrupted Infantry	+1	§9.2
Retreat	-1	§12
Spike Artillery	-1	§10.3
Strength Point Loss (each)	-1	§13.1

**Unit Eligibility Summary**

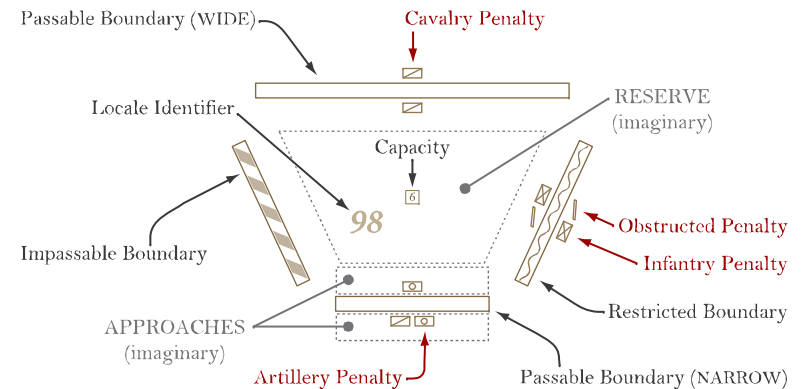
ACTION OR COMMAND	INFANTRY	CAVALRY	ARTILLERY	DISRUPTED INFANTRY	RULE
Shuffle Units	✓	✓	✓ <sup>f</sup>	–	§7.1
Limber Artillery	–	–	✓ <sup>g</sup>	–	§7.2
Advance	✓	✓	✓	–	§8.1
Assault	✓	✓	✓	–	§8.2
<i>Leading Assault</i>	✓ <sup>a</sup>	✓ <sup>d</sup>	–	–	
<i>Leading Defense</i>	✓	✓ <sup>e</sup>	–	–	
<i>Support</i>	–	–	✓ <sup>h</sup>	–	
Bombard	–	–	✓ <sup>g</sup>	–	§8.3
Charge	–	✓ <sup>e</sup>	–	–	§8.4
<i>Leading Charge</i>	–	✓ <sup>d,e</sup>	–	–	
Maneuver	✓	✓	✓	–	§8.5
Cavalry March	–	✓	–	–	§8.6.1
Field March	✓	✓	✓	✓ <sup>j</sup>	§8.6.2
Local March	✓	✓	✓	–	§8.6.3
Road March	✓	✓	✓	✓ <sup>j</sup>	§8.6.4
Reorganize	✓	✓	–	–	§9.1
Rally	–	–	–	✓ <sup>k</sup>	§9.2
Mobilize	✓ <sup>b</sup>	–	✓ <sup>b</sup>	–	§9.3
Claim Captured Objectives	✓ <sup>a</sup>	–	–	–	§10.1
Stand Down	✓ <sup>c</sup>	✓ <sup>c</sup>	✓ <sup>c</sup>	–	§10.2
Spike Artillery	–	–	✓	–	§10.3
Range Artillery	–	–	✓ <sup>i</sup>	–	§10.4

**UNIT ELIGIBILITY NOTES**

- <sup>a</sup> Requires a 2- or 3-strength infantry unit.
- <sup>b</sup> Requires mobilizing units to be on the reinforcement group unit display.
- <sup>c</sup> Required when the adjacent locale is no longer enemy-occupied.
- <sup>d</sup> Requires a 2-strength cavalry unit.
- <sup>e</sup> Requires that the defense approach be unobstructed. For charges, the opposite approach of the boundary between the start and the attack locale must also be unobstructed.
- <sup>f</sup> Requires an artillery unit that is not ranging.
- <sup>g</sup> Requires a ranging artillery unit.
- <sup>h</sup> Requires an artillery unit that is not ranging, but artillery units may not provide support if the leading assault units are cavalry performing a charge.
- <sup>i</sup> Requires artillery unit to be securing an approach and may not have bombarded this turn.
- <sup>j</sup> Requires a non-disrupted unit to perform the command along with the disrupted infantry unit.
- <sup>k</sup> Requires a non-disrupted unit to be in reserve with the rallying disrupted infantry units.

**Disrupted Infantry Units Restriction Summary**

May never be turned face-down (§4.1.2) or shuffled (§7.1).
May never secure an approach (§4.3.1).
An infantry unit that is securing an approach when it becomes a disrupted infantry unit is replaced by a disrupted infantry unit in reserve in the locale it occupies (§13.1).
May not be selected as defending units against assaults (§8.2), charges (§8.4), or maneuvers (§8.5).
May only be issued field march (§8.6.2), road march (§8.6.4), or rally (§9.2) commands.
All three commands require at least one non-disrupted unit be in the same position as the disrupted infantry.
Both march commands require at least one non-disrupted unit in the same position as the disrupted infantry to participate in the march command and move along with the disrupted infantry unit(s).
May not have a strength point loss applied (§13.1).
Are eliminated if forced to withdraw (§11) or retreat (§12) when no non-disrupted unit (infantry, cavalry, or artillery) occupies the same locale at the start of the withdrawal or retreat.
A disrupted infantry unit is also eliminated if it is forced to withdraw or retreat when it cannot legally vacate the locale it occupies.
Do not affect army morale when eliminated (§13.1).



**Command Restriction Summary**

Units may never cross an impassable boundary or move off the map (§4.3.1)
A locale's capacity may never be exceeded at any time (§4.3.1)
Ranging artillery units may only be issued bombard commands (§8.0.2).
Units may never cross a boundary where an assault or charge was performed earlier in the same turn (§8.2, §8.4)
A locale that was occupied by a successful assault (or by a charge that was resolved as an assault) may not be entered by any units in the same turn, other than the units that participated in the assault (§8.2)