



NAPOLEON SAGA

WATERLOO

Rulebook



Contents



2 Players-boards representing the battlefield



2 Punchboards containing numerous markers



2 Reference cards



146 Strategy cards



14 Objectives cards



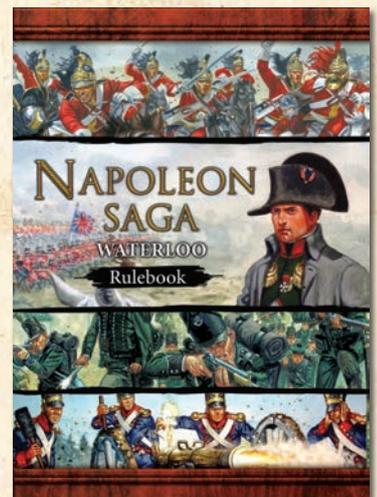
1 Six-sided die



26 Coalition unit cards



26 French unit cards



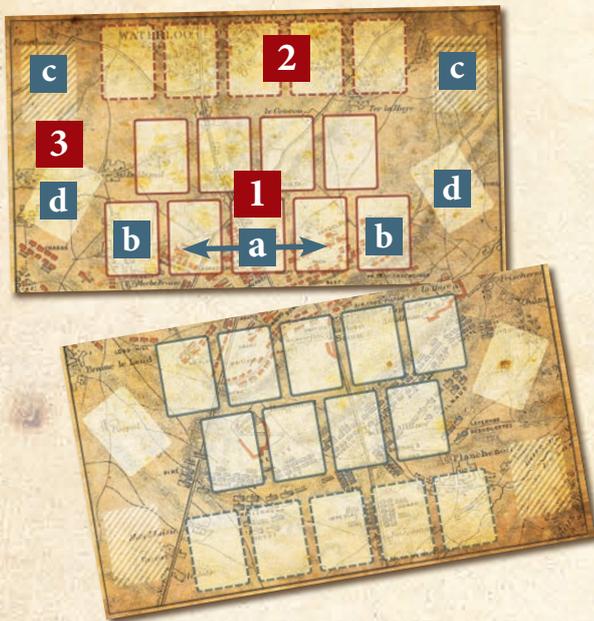
1 Rulebook



"What is history, but a fable everyone agrees upon?"

Napoleon

Elements of the game



The Battlefield

Each player controls one part of the battlefield represented by his player-board. It is divided in three zones: the **Battle Lines** (1), the **Reserve** (2) and the **Flanks** (3).

In each of the zones there are slots to deploy unit cards as well as some strategy cards.

The three central slots of the first Line will be referred to as the **Center** (a), while the two outmost ones will be referred to as the **Wings** (b). The reserve holds the units that have yet to come to the Battle Lines.

The Flanks contains two **Retreat slots** (c), to which demoralized units will have to retreat and two **Out-flank slots** (d) where units can be sent to harass the back lines of the enemy.

The Markers

The many markers included in Napoleon Saga will be useful in representing changes on the different units on the battleground.



Line Formation



Echelon Formation



Activation



Melee



Outflank



Charge / Disarray



Casualty



Square Formation

Objective Cards



The objectives cards are secret goals that players try to achieve to score more Victory points. The objective cards deck is common to both players.

As seen on the card above, you can find on each Objective card :

1. The name of the Objective
2. The Victory point conditions
3. The resolution icon

Unit Cards

Unit cards represent the different types of regiments (Infantry, Cavalry and Artillery) that can be deployed in a game of Napoleon Saga. As seen on the card above, on each unit card are depicted:

1. The name of the unit and the flag indicating its nationality
2. A text zone containing information on:
 - the **type** of unit (a)
 - its **status**, corresponding to its potential association to an elite group such as the Guard (b)
3. Its characteristics: **Fire** (🔫) and **Melee** (👊) scores, used for ranged and close combat.
4. Its **Cohesion** (🏰) score corresponds to a mix of the number of soldiers in the unit and the ability to keep its composure after suffering losses.
5. Its **Morale** (🏳️) score represents the unit's force of will and determination.
6. A picture of the unit.
7. Keywords which indicate any **special capacities** that the unit has. A list of all keywords can be found on page 17.
8. Its **Composition cost**, corresponding to how many points the unit would cost when included in a custom Army composition.
9. **Presence Dots** indicate how many times the unit can be included in a custom Army composition.



The unit cards are shuffled in the Army deck of each player and either belong to the French Empire, or to the Coalition Army, composed of British, Prussian and other allied nations.

Strategy Cards

The Strategy cards represent the different orders given to the Army, through the course of the battle. As seen on the card above, on each Strategy card are depicted:

1. The name of the Strategy card
2. An Initiative value scale from 0 to 5
3. An illustration of the Strategy card
4. Conditions to use the Strategy card in italics
5. Effect of the card in bold



Setup



“A good sketch is worth more than a long discourse.”
Napoleon

At the beginning of the game, the two players agree on the armies they shall play, the French army or the Coalition.

Place each player-board so that both front lines are facing each other (Blue for the French player and Red for the Coalition player) and take your specific Bluff card. Shuffle the Objectives deck and place it near the Battlefield.

Place all markers next to the Battlefield.

For your first few games, we suggest you use the two « Army » basic decks, and one of each Strategic card to discover them. Later in these rules you'll learn how to create your own Army.



Example of a Coalition army Setup. The units in the Reserve are hidden face-down.

Deployment

The deployment happens in the following fashion:

- Each player shuffles his Strategy deck and draws the 5 first cards to form his opening hand, and then adds the Bluff card of his Army.
- Each player draws two cards from the Objective deck and keeps them secret.
- Each player shuffles his Army deck and draws the first 12 cards. Place them face-down as you wish on your own side of the battlefield. Your 1st and 2nd Lines must be fully filled, leaving only two empty slots in the Reserve line.
- Each player turns his units face-up from his 1st and 2nd Line.

If the players have any Strategy cards with the “Terrain” type in their opening hand, they can place them face-up on the battlefield; they must still respect the placement rules for Terrain cards, found page 8.

It's important to draw your Strategy and Objective cards before deploy your Units because these cards could change your deployment strategy.

Warning : During the Setup, units belonging to the Guard (they have the Guard status) can only be placed in the Reserve. Therefore if a player has drawn more than three Guard units they must all be placed in Reserve. In this case that player is allowed to have an empty slot in his 2nd Line. In any case the 1st Line must imperatively be filled.

Warning : Artillery (foot and horse) units can never be placed in the 1st Line at the start of the game. The initial placement of Artillery units is crucial since it will determine the angle in which they will be able to fire.

The 3 Imperial Rules

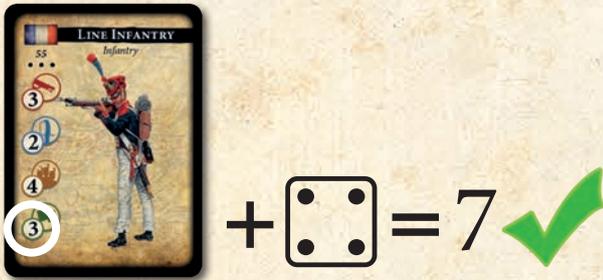
Determining successes

In Napoleon Saga many actions will require a successful test of one of the unit attributes. These tests will be associated to the attribute and to a difficulty rating and will be noted X+ Attribute roll, where X is a numerical value.

To perform the test, roll a six sided die and add the unit's associated attribute. If the sum is equal or greater than the X given value, the test is successful.

Any card that could give a bonus to the roll would need to be played beforehand. Some tests will refer to non-existing attributes, such as evade. In that case consider the unit to have a score of 0 in that attribute.

For example, a unit that needs to pass a 6+ Morale test will roll a six-sided die and add its Morale score and compare the result to 6. Equal or greater will be a success!



The French player rolls a 4 and adds the Moral of his Line Infantry. "3+4" =7. So the Moral test is successful.

Resolution Order

When, during a combat action, two units are simultaneously required to pass a Morale test, the player who not placed an activation marker will roll his morale test first, favoring the attacker. This implies that the defending player has to select if he will willingly retreat or perform his Morale roll first.

Strategy Cards

If the rules of the game and a strategy card contradict one another, priority is given to the strategy card. When using a strategy card for its effect, no response is possible. Its effect is applied and resolved before any other cards can be used.

When a card is played for its effect it can either be used proactively during a player's turn, or reactively - during their opponent's turn, depending on the card.

When a strategy card allows a unit to take an action (Fire, Melee or Movement), it needs to be activated with an Activation marker to have an effect.

Used and discarded strategy cards are placed in each player's personal strategy cards discard pile, next to their respective player boards.

Some strategy cards can be associated to a unit, such as the Flag and Officer cards. Place this card below the unit it is associated with in a way allowing to read the strategy card's text. The same strategy card cannot be associated more than once to a unit.

Some strategy cards will allow a player to place one of his units in a specific formation. Place the corresponding marker on the activated unit. As long as the unit will remain in that formation, it keeps the formation marker and applies the modifier effects from the strategy card. Units already engaged in a Melee cannot have a formation Marker placed on them.

Some strategy cards have a flag on them. Only an army of this nationality can play this strategy card.

Turn Order

Phase I : Initiative

Strategy cards can either be used for their effect or be discarded to gain the initiative during this phase. In any case, each player must discard a card. The initiative value of the cards played is compared, and the player who discarded the highest value becomes the first player for that turn. The initiative value of each card is displayed on the top left of each strategy card.

Players might, however, be in a position where they do not wish to part with any of their strategy cards, either because they do not want to have the initiative due to an objective of theirs, or simply wish to use all their strategy cards for their effect. In that situation they can use their Bluff strategy card. The Bluff strategy card of each player simply depicts the commander of their forces and has an initiative value of 0, almost guaranteeing the initiative for their opponent should a player use it. When a player discards their Bluff card, they set it aside instead of putting it in their discard pile. Discarded Bluff cards are returned to their owner's hand at the end of the turn. Cases where both players tie for initiative roll a die: on an even number the Coalition goes first, on an odd number the French Army does.

At the end of the initiative phase, each player recovers **3 Activation markers**.

Phase II : Reform the Ranks !

During this phase, starting with the First player, the players will alternatively perform the following actions:

A. For each unit in a player's Reserve that has more than one Casualty marker that player can make a 7+ Morale  test to remove one Casualty marker from that unit. Units try to regroup but the last Casualty marker from each unit cannot be removed this way. Units engaged in a Melee cannot attempt this test.

B. Furthermore, each player must attempt to rally his retreating units (placed in the Retreat slot). For each of their units in a retreat slot, the players must make a 6+ Morale  test. If the unit whose morale is tested has three Casualty markers on it, the test becomes a 7+ Morale  test.

On a failure, the unit remains in retreat. On a success, however, the player must place that unit in a free slot of their Reserve. Should their Reserve be full, they must remove one of the units that are there in order to allow the returning unit to be placed there. While resolving this case, refer to the reinforcement rules in page 13.



*The retreating French Line Infantry must try to rally. It must succeed a 7+ **Morale roll** because it has suffered 3 Casualty markers.*

C. At the end of the Reform the Ranks! Phase, each player may play any number of Terrain cards from their hand. The following rules must be respected :

- There cannot be two Terrain cards on the same slot.
- Each player can place Terrain cards solely on the 1st Line, 2nd Line and Reserve zones on their play-board.
- Terrain cards should be placed below unit cards if placed in a slot that contains a unit.
- A Terrain card cannot be placed under a unit that is engaged in Melee.

Terrain cards can have some keyword on them, see page 17. When a unit moves onto a slot containing a terrain card it immediately loses any Formation mar-

kers it had on it, except when moving onto the Hill and River terrain cards.

Warning : At the end of the turn, non-controlled Terrains, i.e. Terrain cards that are not below a unit card are discarded.

Phase II : Reform the Ranks !

During this phase, starting with the First player, the players will **alternatively** spend one of the three Activation markers they received at the end of the initiative phase. With an Activation marker, a unit can **Fire, engage in Melee combat** or **Move**.

A unit is activated when an Activation marker is placed upon it. Only one Activation marker can be placed on each unit, so that units can be activated only once per turn. Units that are retreating (in the retreat zone) or outflanking (in their controller's outflank slot) cannot be activated. Players must take turn to use all their Activation markers. A player cannot pass to save Activation markers.

ELIMINATION

Whenever a unit suffers damage, place a Casualty marker on it. If at any point the number of Casualty markers on a unit equals or exceeds its Cohesion  score, immediately destroy it. It is important to note that these losses do not only represent dead soldiers, but rather a wide array of states: lightly wounded soldiers that could go on fighting if given first aid, cowards and units with low morale that could be rallied, troops winded from a long and arduous effort that could find a second wind... These losses are not totally unrecoverable for the most part.

RETREAT

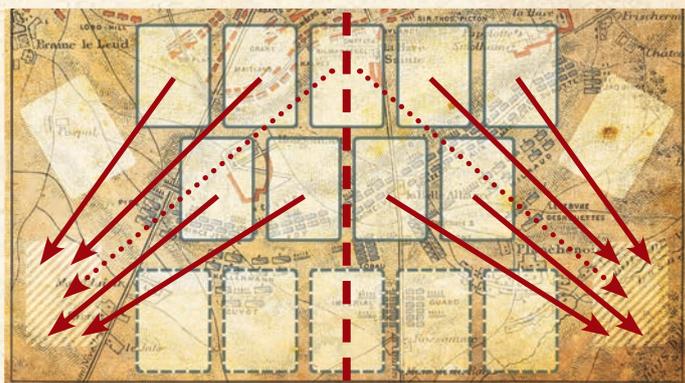
When a unit receives a second Casualty marker, (be it at once due to an opponent's combat roll of 9+ or over multiple turns) that unit must make a 6+ Morale test. On a failure, that unit must retreat. For every subsequent Casualty marker a unit receives and still survives, it must succeed a 7+ test or be forced to retreat.

A unit can be called to make multiple Morale tests in a single round. A natural roll of 1 is always considered a failure and a natural roll of 6 is always considered a success, no matter the modifiers.

A unit's controller may choose, before making his D6 roll for a retreat Morale test, to automatically fail. In that case the unit has to retreat.

When a unit retreats all non-Casualty markers on it are removed, and that unit must be placed in the appropriate retreat zone, as seen in the following scheme.

If the retreat zone to which the unit must go is already occupied, then the unit receives an extra Casualty marker and remains on the initial slot. This extra Casualty does not impose another Morale test.



Units on the left hand side of the dotted line must retreat to the left Retreat zone, while units on the right hand side must retreat to the right one. Those on the middle slot of the center zone (1st Line) and those in the Reserve zone can retreat to either of the Retreat zones.

After an Activation marker is placed on a unit the following happen in this order :

- **Turn the unit face-up** (if it was not face-up already).
- The players may **play strategy cards**.
- **Resolve the action.**

FIRING

Infantry and Cavalry units can only fire at units directly in front of them (with the exception of the Outflank rules, page 14). This is true even for Cavalry units with a Fire score of 0. You can't fire at any enemy units engaged in Melee.

Resolving a Fire roll consists of the controller of that unit performing a 6+ Fire  test with that unit.

For the Firing test :

- On a failure, nothing happens.
 - On a success, the target receives a Casualty marker.
- Furthermore, if the sum is **9 or more**, the target receives **an extra Casualty marker**.



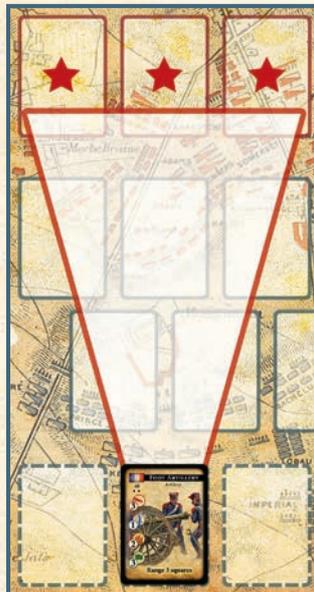
The French player decides to activate his Infantry in the left Wing of his 1st Line, and therefore places an Activation marker on it. He then announces that he will open fire on the opposite Prussian unit.

The French player then makes a Fire Roll of 6+. He rolls a D6 and obtains 4. He then adds the Fire score of his unit (3), and obtains a total of $4+3=7$, above the threshold 6. The enemy unit receives a Casualty marker. Had he rolled a 6, he would have obtained a total of $6+3=9$, which would cause two Casualty markers to the enemy unit!

Artillery units can fire up to three spaces away, according to the schema below. For simplicity reasons we assume that Artillery units can always fire above units on the battlefield, but that Terrain cards block their visibility and prevent the targeting of units that are behind such terrain.

Artillery fire angle examples

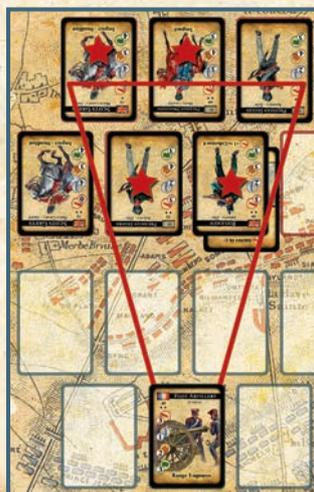
The red stars correspond to the slots where the Artillery unit can fire.



An Artillery unit in the Reserve can only fire on units in the 1st Line of the opponent, according to its firing angle.



An Artillery unit in the 2nd Line can fire on units in the 1st and 2nd Lines of the opponent, according to its firing angle.



In the example above, the French Artillery in 2nd Line can fire on all opposing unit except the Prussian Jägers since its line of sight is blocked by the Wood terrain card. The red stars, again, represent the possible targets.

ENGAGE IN MELEE

Infantry and Cavalry units can only engage in Melee with units directly in front of them (with the exception of the Outflank rules, page 14). When that happens, a Melee marker is placed in between them. Two units that are engaged in a Melee will continue to remain in that Melee until one of them is eliminated one of them retreats, or one of them manage to disengage from the Melee.

When you place an Activation marker on one of your unit already in Melee you continue the combat.

You can't engage in Melee any enemy units already in Melee.

Resolving a Melee roll consists in the controllers of that unit performing a 6+ Melee  test with that unit. Place a Melee marker in between those units.

For each player's Melee test:

- On a failure, nothing happens.
 - On a success, the target receives a Casualty marker.
- Furthermore, if the sum is 9 or more, the target receives an extra Casualty marker.

Warning : When engaging in Melee combat, unlike when firing upon the enemy, both players perform a Melee test. During the resolution of the Melee tests, both units take Casualty markers at the same time.

When one of your units wins a Melee, i.e. the enemy unit retreats or is eliminated - but not when the enemy unit successfully disengages from the Melee - the elation of this Victory might allow the unit to recompose itself. If the unit had Casualty markers on it at the beginning of the Melee (before receiving any subsequent Casualty markers) you may remove one of them upon winning a Melee.

Recovering Casualty markers this way also prevents the unit from having to perform a Morale test due to having two or more Casualty markers on it. The last Casualty marker on a unit can never be removed without a strategy card.



- Cuirassiers unit enters a Melee with one Casualty marker on it.*
- The Cuirassiers manage to win the Melee, but suffer 2 Casualty markers while doing so.*
- Since it won the Melee and had a Casualty marker at the beginning of the engagement, its controller may remove one Casualty marker. Since the unit just won the Melee it is also not required to perform neither the 7+ nor the 6+ Morale tests for having 3 and 2 Casualty markers on it. Its controller can still willingly allow this test to happen and voluntarily fail it to make the unit retreat.*

When one of your units wins a Melee against an enemy occupying a Terrain card, and your unit does not retreat, you can capture that terrain, as long as that terrain could be placed under your unit (following the terrain rules, page 8).

To capture the terrain you place it under your unit. If there already was a terrain under your unit you can discard it and replace it with the captured terrain.

Outflanking units that could capture a terrain discard it instead.

MOVEMENT

As with all actions, to move a unit you first need to place an Activation marker on it. Units in the first Outflank zone or the Retreat zone cannot be activated.

- A unit can move from the 2nd Line towards a free slot of the 1st Line just in front of it.
- A unit in the 2nd Line can exchange places with a unit in the 1st line just in front of it PROVIDED that the unit in the 1st Line is not engaged in a Melee.
- Units in the 1st and 2nd line can perform a lateral movement of one free slot, or exchange positions with an adjacent unit, provided that unit is not engaged in

a Melee. Cavalry units cannot perform a charge when moving in this manner.

- A unit in the 1st Line can move back to a free slot directly behind it. Units in the Center will have two choices while units in the Wings will only have one choice.
- A unit that is not engaged in Melee in Reserve can move towards any of the free slots in the 2nd Line, or exchange position with any unit in the 2nd Line.
- A unit can attempt to disengage from a Melee by getting a successful 7+ Morale test. If successful, the Melee marker is removed. Otherwise, nothing happens. If a Light Cavalry is attempting to disengage from a Melee against an Infantry unit, it receives a +1 bonus to its roll.
- If a non-controlled Terrain card is directly in front of a unit, and that unit can be placed over that type of Terrain card, the unit can be activated to capture that Terrain. The Terrain then is taken from the opponent's play-board and placed underneath the activated unit (respecting the rules from page 8).
- Artillery units in the Reserve can move to any other free slot in the Reserve or exchange positions with another unit in Reserve PROVIDED that unit is not engaged in a Melee, in order to change their firing angle.



In this example the Coalition's 1st Line has a free slot and a British Infantry with two Casualty markers. The two eligible units from the 2nd Line can be activated to move to the free slot. The Prussian Infantry can also exchange its place with the wounded unit.

The Prussian Jaeger from the 1st line can't be activated to move laterally to complete the free slot because it's in a Melee combat.

FIRING AND MOVEMENT

When a Light Cavalry unit performs a lateral movement in the 1st Line this unit can also fire at the enemy unit that is directly in front of them after this movement.

Horse Artillery units can fire before or after their move action. Opposite to their "walking" counterparts, Horse Artillery units can move in the 1st Line, and therefore fire at a unit directly in front of them. This is a much more powerful shot, and as such receives a +2 modifier to its Fire test (Canister shot Keyword).

CAVALRY CHARGE

Cavalry units can perform a Charge to be more powerful in the first round of combat.

- Cavalry units moving from the 2nd to the 1st Line can perform a Charge while doing so, and can therefore immediately engage in Melee combat.
- Cavalry units in the 1st Line can also perform a Charge to engage in Melee but cannot move beforehand.

Units with a Charge marker receive +1 in their Melee score on the turn it is placed on them. When a unit with a Charge marker stops being in Melee then flip the Charge marker so that it becomes a Disarray marker. A unit with a Disarray marker suffers a -1 to their Melee score.

When a Cavalry unit is being charged it can perform a 7+ Morale test. On a success it can perform a counter-charge. Place a Charge Marker on that Cavalry unit too.



The French Cuirassier Cavalry unit in the 2nd Line cannot exchange places with the Infantry unit with the two Casualty markers at the center, since that unit is engaged in Melee.



That Cuirassier Cavalry unit could however exchange positions with the Infantry unit at the left of the center, since it is not engaged in Melee.



Since it is a Cavalry unit, it can, upon arriving in the 1st Line, perform a charge and engage in Melee without requiring an extra activation.

Phase IV : Reinforcements

“The art of alternating between extreme audacity and extreme prudence is the art of success!”

Napoleon

During this phase, starting with the First player, the players will alternatively perform the following actions:

1. All unengaged (without Melee markers) Cavalry units in the 1st Line or in the opponent’s outflank zone with a disarray marker on them must perform a 6+ Morale  test. Upon a success they remove any Disarray markers on them. All other Cavalry units automatically remove any Disarray markers on them.
2. Similarly, all non-engaged units in the 1st Line or in the opponent’s outflank zone may perform a 6+ Morale  test. Upon success they can remove any Formation markers on them. All other units may automatically remove any Formation markers on them.

3. Each player controlling a unit in their own Outflank zone must attempt to outflank (see page 14).
4. Each player can discard any number of strategy cards from their hand.
5. Each player refills their hands to five strategy cards.
6. Each player returns the bluff card to their hand. Remove the Activation markers on all units.
7. Each player may draw a unit card from his Army deck. If they do, they place it face-down in an empty Reserve slot even if there is an outflanking enemy unit.

REINFORCEMENT RULES

When an Artillery unit arrives in your Reserve you can rearrange all the non-activated, non-engaged units in your Reserve.

If, at any point of the game, a unit should arrive or return to the Reserve zone, and that zone is full, then:

- Either replace a unit without any Casualty markers on it that is currently in the Reserve. That unit is placed on the bottom of the Army Deck.
- Or replace a unit with Casualty markers on it. That unit is given to the opponent but counts as only 1 Victory point towards winning the game.

Warning : A card that was drawn from the Army Deck during the Reinforcements Phase **MUST** be placed in the Reserve zone! It cannot be immediately replaced below the Army Deck. Be cautious not to reinforce unwisely.

“The great military art involves changing throughout the battle. Ruin awaits a general that comes to fight with a system.”

Napoleon



Victory

At the end of a turn, the game ends if:

- A player has **3 or more empty slots of his 1st Line!** That player automatically loses the game. If both players would lose from this condition, the game ends in a draw.
- A player has accumulated **10 points** (through enemy units, objectives and Strategic card) then the players tally up their Victory points and the player with the most Victory points is crowned victor. In the case of a tie the game is a draw.

When tallying up the Victory points, each successful Objective gives 1 point, each opposing unit gives 2 points (with two exceptions: units with the Auxiliary keyword and wounded opponent units that were replaced in their Reserve. Both only give 1 point) and some Strategy cards, such as Officer and Flag give 1 point.

OBJECTIVE CARDS

Not succeeding an objective does not provide negative points. There are two objective categories: immediate objectives  and long-term objectives . The first can be scored as soon as their condition is met, while the latter can only be scored when one player triggers the end of the game by reaching 10 Victory points.



Advanced Rules

The advanced rules exist to add some more depth to the game once you are familiar with it.

Light Cavalry extra skills

When a Light Cavalry unit without any Disarray markers on it is engaged in Melee by a Heavy Cavalry unit or an Infantry unit it can potentially negate the engagement.

To do so the Light Cavalry's controller must make a 4+ Evade test, with +1 if evading an Infantry unit. On a success, the Melee does not take place. If that happens, the opposing unit may roll a 6+ Morale test to recover the Activation marker that was spent. That unit however can no longer be activated to engage in a Melee that

turn, and Infantry units receive -1 on their Fire score until end of turn. On a failure, the Light Cavalry unit cannot counter-charge or use the Echelon Formation strategy card.

Warning: When you try to evade a Melee combat against a Cavalry, you must announce your intention before your opponent announces if he Charges or not.

The rules of Outflanking are advanced rules. As such we suggest not using them in your first few games.

Outflanking

An Infantry or Cavalry unit in the Reserve zone can be activated in order to perform an Outflank action. This will potentially allow it to spot the units that are in the

opponent's Reserve, making the opponent turn them face-up, and allow engaging them in combat.

Initiating an outflank is considered a move action. Heavy Cavalry and Guard units are not allowed to perform this action. You can only have one unit outflanking at a time and you cannot outflank on the same side as your opponent.

When a unit is activated from the Reserve to perform an outflank action, place the Activation marker on it, but **DO NOT** turn it face-up. Place your unit in one of the outflank slots of your battlefield.

Once a unit is in their controller's outflank zone they can no longer be activated. At the end of each turn, the unit will perform a 6+ Outflank test.

Each time a unit fails this test, add +1 to its die roll on its next Outflank test. Light Cavalry units also receive a +1 bonus modifier to this test.

On a success, place an Outflanking token on the unit and move it up into the outflank zone in the opponent's part of the battlefield. At that point all units in the opponent's Reserve and this unit are turned face-up and revealed.

A unit in the opponent's outflank zone cannot be attacked or engaged as long as it has not been activated since its arrival in that zone. The unit will remain a thorn in your opponent's backside. After it is activated however it can be fired upon, engaged by or charged by any unit in the player's Reserve.

The Outflanking marker gives a +1 bonus on the Melee score of the unit on its next Melee attack. If it is an Infantry unit it may choose to get a +1 to its Fire score instead on its first fire roll. Units in their opponent's outflank zone can be activated to Fire upon, engage in Melee with or Charge, at any unit in the opponent's Reserve.

In the case of a Charge, enemy Cavalry can always try to Counter-charge.



In the below board state the Coalition player chooses to perform an outflank action with his Light Cavalry unit. That unit is face-down, and he activates it and moves it to his left outflank zone without turning it face-up. If it succeeds its outflank test, it will be moved up to the opponent's side of the board, and this unit and any face-down units in the opponent's Reserve will be turned face-up and revealed.



During the Reinforcements phase, the Coalition player makes a 6+ Outflank test with his Light Cavalry unit. He rolls a D6 and obtains 5. Since he performs the test with a Light Cavalry unit he adds +1 to the roll. The sum is 5+1=6, and the Outflank is successful. The French player reveals that the two face-down units were Guard units, while the Coalition player reveals his Light Cavalry unit that just moved in the opponent's outflank slot.

On the next turn, the Coalition player, having won the initiative, chooses to activate the Outflanking Light Cavalry unit. He can potentially attack any unit in the French player's Reserve, but chooses to charge the Artillery unit. A Melee Marker is placed on the artillery unit, and the French player performs a Fire test with a -1 modifier.

If an outflanking unit engages an enemy Artillery unit, the Artillery unit gets to perform a Fire roll against it with a -1 penalty on its roll.

If an Outflanking unit retreats, it must immediately leave their Outflank slot and be placed in the Retreat slot on the side they outflanked. If that slot is occupied the unit receives a Casualty marker as per the usual retreat rules, page 9.

If an Outflanking unit is activated for a move action, it returns to a free slot of their controller's Reserve, following the Reinforcement rules, page 5.

Alternative Victory Conditions

The objectives you get dealt initially can influence the game, but we propose three alternative rules:

- You deal 2 objectives to each player. But each player reveals one of his objectives to the other.
- You deal 3 objective cards to each player. They must reveal one of their objectives to their opponent. They can still only complete 2 of them, but can complete any combination of their revealed and hidden objectives.

You can also change the number of Victory points required to reach a Victory. This will alter the length of the game.

Creating your own Armies

"With audacity, one can attempt anything, not do everything."

Napoleon

As seen in page xxx, each unit has on the upper left corner its unit cost. When creating an army of your own composition you must previously have decided with your opponent the number of points you are allowed in your decks. We recommend to play with **1200 army points**.

Below the unit's cost, you can find the **maximum number of time** a unit can be included in your Army Deck. When building your deck you need to select which faction (French, Coalition or Prussian) your deck will represent.

While you can both play the same faction with different unit compositions, we would recommend you to opt for different factions.

Each Army deck must contain **at least 20 cards**, whose total point's value is inferior or equal to the limit you have agreed upon.

Additionally, there are the following limitations for a twenty cards deck:

- You can only have up to 1 Cavalry unit for every 2 Infantry units in your deck.
- You can only have up to 1 artillery unit for every 7 units in your deck.
- You can only have up to 2 Guard units in your deck for every 7 units in your deck plus 1.

If your Army deck contains at least 22 units then you can have both 1 Artillery and 1 Guard additional units.

You then need to constitute your strategy deck. It must contain at least **40 cards**, and **cannot contain a single strategy card more than twice**.

Keywords

Accurate: +1 Fire score against non-Elite, non-Guard units.

Artillery: The unit is of the Artillery type and can fire up to 3 squares. Artillery units can never be placed in the 1st Line, no matter the stage of the game. Only the Hill and River Terrain card can be placed below an Artillery unit.

Auxiliary: This unit only gives 1 Victory point to your opponent when eliminated.

Breakthrough: The charge bonus of this unit cannot be taken off.

Building: Terrain type. Cavalry and Artillery units cannot enter a slot containing a building.

Canister Shoot: Horse Artilleries get +2 to their Fire score when firing a unit directly in front of them, when they are in the 1st Line or in Reserve against an outflanking enemy unit.

Cavalry: The unit is a Cavalry type.

Compact: Infantry unit suffers -1 to their Melee score against Cavalry with the compact Keyword.

Dismounted: When not in a Melee, this unit can be activated as either a Cavalry, or, if you place a Dismounted marker on it as an Infantry. The rules pertaining to Infantries and Cavalries apply to this unit depending on the existence or not of a Dismounted marker on it. You may remove the Dismounted marker when activating this unit outside a Forest or a Building Terrain, when it is not engaged in a Melee.

Echelon: Cavalry formation. As long as a unit is in an Echelon formation adds +1 to its Melee score during a Melee. If this unit takes a Disarray marker, then the Cavalry unit loses its Echelon formation marker.

Fast: Provides +1 to the Evade roll of the Light Cavalry unit.

Heavy Cavalry: The unit is a Cavalry type. It cannot perform an Outflank. It can never occupy or engage in Melee with a unit occupying a slot that contains a Terrain card of the Building or Woods type.

Horse Artillery: The unit is of the Artillery type and can fire up to 3 squares. Horse Artillery units can never be placed in the 1st Line at the start of the game. Only the Hill and River Terrain card can be placed below an Artillery unit.

Impact: Provides +1 to the Melee score of the Cavalry unit when it is charging.

Infantry: The unit is an Infantry type.

Light Cavalry: The unit is a Cavalry type. It can perform Outflanks, and receives a +1 to its Outflank test roll. It can never occupy or engage in Melee with a unit occupying a slot that contains a Terrain card of the Building type. A light Cavalry unit that is activated to move laterally or exchange positions with an adjacent unit can, after its movement, fire upon the enemy unit opposite to it.

Line: Infantry formation. As long as a unit is in a Line formation, it adds +1 to its Fire score during a Fire test and suffers -1 to its Melee score.

Relentless: Provides +1 to the Melee score of the unit if it has already performed a Melee test in that Melee.

River: Terrain type. A River can only be placed in the 1st Line.

If a unit engages or is engaged in a Melee, the attacking unit suffers a -1 to its Melee roll.

Square: Infantry formation. Enemy Cavalry, who engaged a unit in a Square formation, loses all bonuses

from a Cavalry charge. Enemy units Firing upon a unit in a square formation adds +1 to its Fire score during a Fire roll. A unit in a Square formation cannot engage in a new Melee, but can be engaged by another unit. It can also be activated to continue fighting in a Melee it has already engaged with.

Steadfast: You may automatically omit Morale tests when receiving Casualty markers. Sadly should you want to retreat after receiving Casualty markers you must make the usual moral test. On a failure, the unit retreats but on a success the unit stays in position.

Woods: Terrain type. Heavy Cavalry and Artillery units can't enter a Wood Terrain.

STATUS

Standard: A unit without a status.

Elite: A unit with the Elite status.

Guard: A unit with the Guard status. This unit must be placed in the Reserve zone during deployment, and cannot perform an Outflank.



Credits

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