

## Sequence of Play

### The Sequence of a Round (p.29)

1. **Volley Phase**  
if active player chooses, resolve volleys.
2. **Active player picks one Command Choice**  
choose Pass, Event, or Action.  
draw card(s), if eligible .  
resolve the event or action.
3. **Active side may move officers**
4. **Isolated units surrender**

#### Definition of a Force (p.15)

- Same unit type.
- Same formation.
- Same terrain effect.
- Within 2BW of another unit in the force.

Irregular units may form forces with other irregulars in any terrain.

### Command Choice and Card Draw (p.29)

Command Choice	Card Draw	Notes	Card Play
Charge	None	One force is activated.	Play card(s) whose Span > distance to the CinC.
March	1		
Bombard	2		
Rally	2		
Pass	3	No action.	
Play an Event	None	Play card for the Event.	



## Movement

<p><b>Permitted Moves in Line or Massed (p.38)</b></p> <ul style="list-style-type: none"> <li>• Directly forward.</li> <li>• Direct Retrograde.</li> <li>• Wheel (either direction).</li> </ul> <p>A unit may never combine forward and retrograde movement in one round.</p> <p><b>Retrograde</b> movement allowance is halved.</p> <p><b>Difficult terrain</b> causes 1 DISR to INF or CAV. May not move if the DISR would break a unit. (p.36)</p> <p><b>Interpenetration</b> causes 1 DISR. May not inter-penetrate if the DISR would break a unit. (p.37)</p> <p><b>About-Face:</b> Turn all bases to face rear, without changing unit footprint. May not combine with formation change. Cavalry and irregulars may then move, but only if they end not near the enemy. (p.42)</p>	<p><b>The Charge Move (p.50-52)</b> (At least half of the units in a force activated to charge, must charge,)</p> <ol style="list-style-type: none"> <li>1. May wheel up to 1BW, then forward only.</li> <li>2. Not in column formation.</li> <li>3. May not have four DISRs.</li> <li>4. May not inter-penetrate.</li> </ol> <p><b>Restrictions:</b> CAV may not charge a town. INF may not charge CAV, except in a town. Reg CAV may not charge woods. If enemies within 4BW, then check for mandatory targets.</p> <p><b>Non-Charging Units in the Force:</b> May not use any retrograde movement.</p>
<p><b>Fall Back (p.59)</b></p> <ul style="list-style-type: none"> <li>• Units fall back 1BW.</li> <li>• Interpenetration may cause DISR to moving and stationary units, as per normal interpenetration rules.</li> <li>• Falling back through difficult terrain causes 1DISR.</li> <li>• Unit can be broken by DISR during fall back.</li> </ul>	<p><b>Artillery Movement (p.39)</b></p> <ul style="list-style-type: none"> <li>• ART may not move if marked by smoke. Smoke marker is removed by a separate "march" activation specifically for that purpose.</li> <li>• ART is not disrupted by difficult ground, but rather moves at 2BW.</li> <li>• ART that wishes to end its move near the enemy may not move more than 2BW.</li> </ul>
<p><b>Formation Changes (p.40)</b></p> <ul style="list-style-type: none"> <li>• March activation only.</li> <li>• Must be done before movement.</li> <li>• No movement cost if changing from Column.</li> <li>• Other formation changes require all movement.</li> </ul>	<p><b>Moving in Columns (p.37)</b></p> <ul style="list-style-type: none"> <li>• May be inter-penetrated without suffering DISR.</li> <li>• Difficult Terrain causes 1 DISR to INF or CAV. May not move if the DISR would break a unit.</li> </ul>

### Movement Allowances (p.36)

CAV	INF	Formation
16	12	In Column
4	4	Column near the enemy
8	4	In Massed or Line
<i>(Halved)</i>		In retrograde

Artillery Movement Allowance	
6	In open terrain
2	In difficult terrain
2	End its move near the enemy

Terrain	Difficult for	Cover?	Bad Terrain for	Obstructs?	Impassable to
Woods	RI, RC	Yes	RI, RC	Yes	ART
Rocks or Ploughed Field	RI, RC, ART	No	RI, RC, ART	No	-
Marsh or Swamp	RI, RC	No	RI, RC	No	ART
Slope of a Hill	ART	No	-	Yes	-
Stream, Small River	RI, RC, ART	No	RI, RC, ART	No	-
Linear Obstacle	RC, ART	Yes	RC, ART	Yes	-
Town, Buildings	RI, RC in Massed or Line	Maybe	ART	Yes	-

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## Shooting and Combat

Roll to Hit		Modifiers		Roll to Disrupt			
				INF or CAV target		ART target	
2 dice per base	Canister	Dense Target	+1	5+	Guard/Elite	4+	Hit by Musketry, cannister
1 die per base	All others	Enfilade		4+	Trained	6	Hit by Bombardment
<b>Basic to Hit</b>	<b>4+</b>	DISR* shooter vs Cover Irregular Shooter	-1	3+	Conscript/Irregular		

Musketry & Cannister against a unit in garrison must re-roll due to hard cover (p.64)  
DISR\* >= half no. of DISR (2+ Inf 1+ ART)

### Who May Fire

- In a volley phase, the active side shoots, then the passive side shoots back. Both infantry and artillery may fire, if eligible. Artillery may fire only at short range (canister).
- In a bombard action, only the artillery units of the active side may shoot, and only at long range.

### Who may Not fire

- Cavalry.
- A unit in column formation.
- Regular infantry bases in water or on an obstacle.
- Artillery bases that are in water, on an obstacle, or in a town.

- A Unit is lost and removed from table when the number of disruptions exceed it number of stands.

## COMBAT

Basic Combat Value	Combat Modifiers	Resolving Combat			
9 Guard	+1 Regular INF in Massed	Resolve Defender First		Resolve Attacker	
8 Elite	-1 Atk v. Higher Elevation	Attacker x2	Defender Broken	Defender >=	Attacker: 2 DISR
6 Trained	-1 Per DISR	Attacker >	Defender: 2 DISR	Otherwise	Attacker: 1 DISR
4 Conscript	-2 In Bad Terrain	Defender >=	Defender: 1 DISR		
3 Irregular	-2 Atk v. INF, ART w/Cover				
2 Artillery	-6 Vulnerable Unit ? Outnumbered + A die Roll				

### Army Morale (p.23)

- One point for each RI, RC, and ART unit.

#### Losses to Army Morale

	None	One	Two	Three
Regular		1-2	3-4	5-6
ART, Irregular	1	2-4	5-6	

### Rallying (p.60)

Roll to Rally		Modifiers	
4+	Infantry	Not Near the Enemy	+1
5+	Cavalry, Artillery	In Difficult Terrain	-1

### Officer Casualties (p.62)

The CinC	Hazard # of 11
<i>If Killed</i>	Discard all cards. Lose 1 morale point.
<i>If Captured</i>	Give all cards to opponent. Lose 1 morale point.
<i>If Displaced</i>	Discard 1 card.
Notables	Hazard # varies
<i>If Killed</i>	Lose 1 morale point.
<i>If Captured</i>	Lose 1 morale point.
<i>If Displaced</i>	No penalty.

### Variable Weather (p.78)

Weather	Effects
Dry	Normal rules apply.
Light	Visibility is 4BW. No long range fire.
Steady Downfall	Visibility is 4BW. No musketry. One die for canister. Add 4BW to all activations.
Storm	Roll two dice & remove that many cards. Resume as steady downfall.

### Special Rules for Irregular Units (p.65-66)

- They may combine infantry and cavalry in the same force.
- They may attempt to evade when attacked by regulars of the same type (II may evade RI; IC may evade RC).
- They may about-face and move.
- They have no difficult or "bad" terrain.
- They may be inter-penetrated by any unit without disruption to either, unless in garrison formation.
- They fire with a -1 to hit, but no penalty for being a disrupted shooter.

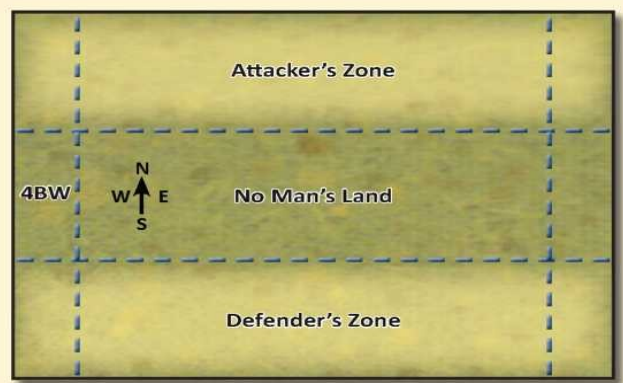
## Maurice QR Sheet v3

### Set up Game

Type	Costs	Conscript	Trained
	Regulars	4	6
Trained to Elite		+1,+2 ...	
	Irregular	3	
	Artillery	1, 2, 3,...	

#### Set Up The Game (p.16)

1. Create the armies.
  2. Draw a battlefield card.
  3. Scouting rolls determine the advantage. That player chooses to be attacker or defender.
  4. Place terrain.
  5. Place the objective.
  6. Deploy the armies: defender first, then the attacker.
  7. Attacker plays the first round.
- The attacker begins with 8 cards, the defender with 5.



#### Terrain Size (p.20)

	Hill		Rocky Ground
	Marsh		Town
	Ploughed Field		Woods

#### Place the Objective (p.22)

- Attacker places the objective in the defender's setup zone, not within 4BW of an east/west table edge.

Must be placed in one on these terrain types( in oder).

1. Town
2. Hilltop
3. Road, Bridge, Ford
4. Open, ploughed field, marsh, wood

## Campaign Rules

#### The Sequence of a Campaign

1. First player declares war. Form camps.
2. Campaign Turn:
  - a) Select opponents and play a series of battles.
  - b) "After the Battle" phase.
  - c) Advance the player order. (New first player).
  - d) Check for peace. If the war continues, play another campaign turn (return to 2.a.)
3. "The Peace"
  - a) Reward the winners
  - b) Train the armies
  - c) Politics

First player declares war. Form camps. A new turn begins. Return to 2

#### Losing & Spending Eps (p.72)

- Loss of an Officer. Miraculous Escape.
- Buy Cards.
- Tempt Fate.
- Recruiting.
- Transfer a Unit.
- Sack a Notable.
- Change Your Allegiance.

#### "After the Battle" Phase (p.100)

1. Replace a Lost CinC.
2. Retirement.
3. New Notables.
4. Sacking Notables.
5. Promote Surviving Units.
6. Rebuild Broken Units.

#### The Politics Step (p.102)

1. Recruit a new unit.
2. Transfer a unit.
3. Notable prisoners are released.

#### Gaining EPs (p.71)

- Fighting the Good Fight. Level of Victory.
- Underdog Bonus.
- Gracious Captor.
- Epic Defense.
- Epic Charge.
- Accepting a Surrender
- Granting Honours of War
- Pursuit
- Carnage
- Winning a War