

PREPARATION

Absorb Detachments*
 French Activate or Withdraw Orders*
 Battle Checks*
 Alternative Orders*
 Place Primary Magazines
 Place Secondary Magazines
 Allies Activate or Withdraw

ACTIVITY	MP
Move	
Siege Trains	6
Armies	8
Detachments	8
Retreat	8

Engineering

Siege	6
Build a Fortified Line	7
Build a Strongpoint	8
Dismantle a Fortress	8
Repair a Fortress	8

Other Actions

Battle	1
Exit Enemy Fortress	1
Disengage a Line	1

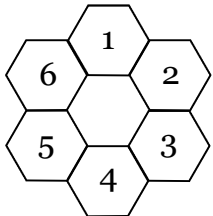
Enemy Actions

Intercept	4
Retreat	8

END

Reduce Demoralization
 Winter Desertion
 Advance Turn Marker

* Extra French Solo Rules



FRENCH ORDERS

Siege, Dismantle Fortress, Repair Fortress

D6	Order
1 or less	Fortify
2	French Fortress
3	Redeploy
4-5	Siege Allied Fortress
6 or more	Battle Allied Force

8 Leader +1
 9 Leader +2
 Demoralized -2

Fortify

- Build a Strongpoint
- Build a Fortified Line

French Fortress (Supply)

Also Siege Trains, Secondary Magazines, Retreats & Withdrawals

- Move towards the nearest French fortress with the highest garrison size
- If already in the fortress with the highest garrison size, alternative French Orders are Fortify

Redeploy

- Move D6 MP in a random direction

Siege Allied Fortress (Supply)

Also Siege Trains

- Move towards the nearest Allied fortress or open city with the highest victory points
- If there are no eligible fortresses or open cities, alternative French Orders are Redeploy

Battle Allied Force

- Move towards the nearest Allied force with the lowest SP
- If there are no eligible forces, alternative French Orders are Siege Allied Fortress

Honours of War

- Move towards the nearest French Force with the lowest SP
- Move towards the nearest French fortress with the highest garrison size

BATTLE CHECK

Base: Allied SP=100%

French battle if modified Allied SP can be matched

Factors	French	Allies	Battle
vs Minor River	+5%	-5%	-1
vs Fortified Line	+5%	-5%	-1
vs Isolated Strongpoint	+15%	-15%	-3
Out of Supply	+5%	-5%	-1
Demoralized	+5%	-5%	-1
Battle Modifier -1	+5%	-5%	-1
Battle Modifier +1	-5%	+5%	+1
Battle Modifier +2	-10%	+10%	+2
Battle Modifier +3	-	+15%	+3
French Élan 1,2	-5%	-	-
French Élan 3,4	-10%	-	-
French Élan 5,6	-15%	-	-

BATTLE

Penetrate Line
 Battle Roll
 Lose SP
 Lose Leaders
 Rout
 Rally
 Pursuit Roll
 Capture SP
 Capture Leaders
 Demoralization
 Relief of Commission

SIEGE

Siege Roll
 Lose SP
 Honours of War
 Surrender
 Dismantle Fortress
 Form Organic Garrison