LA VENDÉE – 1793
COUNTERREVOLUTION IN THE WEST

Rules of Play

READ THIS FIRST

We've organized the overall structure of the rules of this LPS sim-ulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequen-tially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical pro-gression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4 *This example is the number of the fourth Case of the first Section of the third Module of the rules.*

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remem-ber the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempt-ing to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as com-prehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

Against the Odds Magazine, PO Box 165
Southeastern, PA 19399-0165 USA
Attn: *La Vendée—1793*

Or e-mail us at: *admin@atomagazine.com*

We hope you enjoy this game. Should you have any diffi-culty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomaga-zine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *La Vendée—1793* discussion folders at *consimworld.com*.

Table of Contents

1.0 INTRODUCTION

The King of France called on the Estates General to raise new taxes to replace the funds drained by supporting the American Revolution. The resulting unrest helped support the French Revolution until the new government confiscated private property, suppressed the Catholic Church, and instituted widespread conscription. The resulting counter-revolution in the Vendée (the Whites), which supported the re-establishment of the monarchy, sparked reprisals by the Republican government (the Blues) in a long-running and brutal war.

1.1 Game Scale

One infantry Force Point (FP) represents approximately 2,000 men. One cavalry FP represents 250 troopers. One artillery FP represents eight guns.

Each turn represents one month.

2.0 GAME COMPONENTS AND TERMS

Each copy of *La Vendée—1793* is composed of the following:

- One 22″ x 34″ map sheet
- 176 ⅝″ double-sided counters
- Two Army Display Charts
- 26 Playing Cards
- Four six-sided dice
- This set of rules

2.1 The Game Map

The map portrays the Vendée and surrounding area, divided into 75 individual regions to regulate the placement and movement of units. Thirteen regions contain a fortress, used for determining victory. A unit is considered to be in only one region at any one time, although it may be inside a fortress.

Compass Direction: The scale on the map indicates north.

Map Charts: The mapsheet contains a Map Key and Game Turn Record Track to aid players.

Home Regions: The Royalist home regions are the light-green colored areas on the map (and are also inside the red Royalist army borders). The Republican home regions are the dark-green colored regions on the map (and are also outside the red Royalist army borders).

Ocean Atlantique: Impassable area.

Lac de Grand-Lieu: Impassable area.

Loire River: A water feature that affects unit movement and combat. Crossable by Armies, but with conditions (Case 5.3.2).

Granville: Requires cards/forced marches totaling three or more movement regions to cross back and forth from Savenay or Nantes to Granville (Case 5.3.3).

Fortress: Fortified town or city representing a victory objective.

Ville: Reference town (usually the main village, town, or city within a region).

2.2 Game Terms and Abbreviations

1D6: Roll one six-sided die

2D6: Roll two six-sided dice

3D6: Roll three six-sided dice

4D6: Roll four six-sided dice

Army: Collection of units under an Army Commander and/or *Généralissime*.

BEA: British Expeditionary Army

Brûlez Region: Region that has been torched

Chouans: Royalist units considered to be Irregulars

Detachment: From 1 to 4 Regular troop FPs (Infantry, Cavalry, and Artillery) in a region that are not part of an Army

Die Roll: Rolling one or more six-sided dice.

Die Roll Modifier: An addition or subtraction from a die roll

Eliminated: Permanently removed from game

Fortress Control: Last combat unit to pass through a fortress controls the fortress

FP: Force Points

Garde Nationale: Republican units considered to be Irregulars

Généralissime: Commander-in-Chief Leader

I&D: Irregular & Detachment

Irregular Units: Royalist Chouans and Republican *Garde Nationale* FPs

Leader: Army Commander or *Généralissime*

Region: Area on the map

Region Control: Combat unit in a region controls the region, otherwise, control reverts to original owner

Regular Units: Royalist and Republican Army FPs

Republican: Government (the Blues)

Royalist: Rebels (the Whites)

Unit: 2-FP or 1-FP counter

2.3 Counters

La Vendée—1793 uses counters to represent combat formations as well as informational markers and memory aids. After reading these rules at least once, carefully punch out the counters. Trimming off the "dog ears" from their corners with a fingernail clipper will facilitate easier handling and stacking during play and enhances their appearance.

Each troop counter displays faction (by color), type (by icon), and Force Points (either 1 or 2 icons per counter).

Each Leader counter displays faction (by color), name, and commander-in-chief status (wreath icon). The reverse (bloodied) side indicates wounded status.

2.3.1 Faction Colors

White counters represent the Royalist (rebel) side. Blue counters represent the Republican government in Paris. Red counters represent the British Expeditionary Army.

2.3.2 Royalist Counter Types

Infantry	Cavalry	Artillery	Chouans

Généralissime	Army Commander	Army

2.3.3 Republican Counter Types

Infantry	Cavalry	Artillery	*Garde Nationale*

Généralissime	Army Commander	Army

2.3.4 British Expeditionary Army Counter Types

Infantry	Cavalry	Artillery
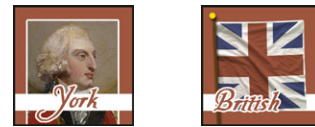
Army Commander	Army

2.3.5 Optional Counters

Dummy Armies *(Optional, Section 16.6)*

Republican Artillery Commander Bonaparte *(Optional, Section 16.11)*

2.4 Counter Limits

The troop unit counters represent all the FPs available to players. Do not create additional FP-strength counters. Additional markers such as Pin or Brûlez may be created by players if needed, but do not create additional Army or FP counters.
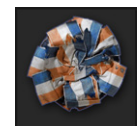
2.5 Markers

Black counters (and one red British counter) are Markers—special counters used to record various game functions. Markers generally contain only a symbol or notation for their use and will be explained at appropriate points in the rules.
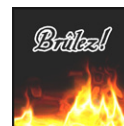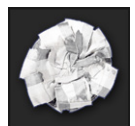
Pin	Brûlez	Fortress Control (Republican/Royalist)

Game Turn	British Army Lands

2.6 Army Display Charts

Each player uses an Army Display Chart to organize his FP and Leader counters into Armies. While the Army counters are placed on the map, FP and Leader counters are placed into an associated Army box. Optionally, for increased fog of war, the player may cover or otherwise hide his Army Display Chart from the other player, revealing FP and Leader counters only when an enemy force occupies the same region.

2.7 Dice

Four six-sided dice are included with the game, although at times players may find it convenient to add more dice to the mix.

2.8 Sample Card

The cards indicate the number of regions and the number of Armies that may move, plus any special effects.

Coup de main

One Army may move 1 region and may attack. If the attack is against a fortress, add +1 to all rolls in the first round.

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2.9 Fortresses and Region Control

The presence of Fortress Control counters determines which player currently controls a Fortress.

If no units are in a region, the region is controlled by its original owner: light-green colored regions are Royalist (rebel) and dark-green colored regions are Republican.

A region that contains forces from both factions is considered an uncontrolled region and may not receive reinforcements.

A Fortress with one player's units inside, but enemy units outside in the region is still considered uncontrolled with regards to reinforcements. Whichever player has units inside the Fortress controls the Fortress, but whichever player has units in the region controls the region. The units within the Fortress are considered besieged.

If no units are inside a Fortress, the last combat unit to pass through the region containing the Fortress determines control of the Fortress. Use the Fortress Control markers to keep track of Fortress control.

2.10 Rules Etiquette

These rules govern game actions. If an action is not specified in the rules, it cannot be performed. Optional rules are included to reflect a variety of historical events and possibilities. That said, players are free to experiment with their own optional "house" rules, as long as both players agree to such rules.

3.0 SEQUENCE OF PLAY

Each turn, perform the following Phases in order, completing each Phase before starting the next Phase.

3.1 Phase 1: Reinforcements

Starting on Turn 2 and every turn thereafter, players may receive Irregular and Army reinforcements.

3.2 Phase 2: Royalist Irregulars & Detachments

The Royalist player moves some, none, or all Irregular & Detachment forces. After movement, the Royalist player may, but is not required to, initiate I&D combat.

3.3 Phase 3: Republican Irregulars & Detachments

The Republican player moves some, none, or all *Garde Nationale* and Detachments. After movement, the Republican player may, but is not required to, initiate I&D combat.

3.4 Phase 4: Card Draw

Players alternate drawing cards, the Royalist player first, until each player has drawn three cards.

3.5 Phase 5: Card Play

The Royalist player plays one card and performs actions listed on the card and any combat.

Then the Republican player plays one card and performs actions listed on the card and any combat.

Each side alternates card play until all cards in their hand have been played. Note that cards labeled "Play Any Time" may be played out of sequence.

3.6 Phase 6: Desertions

This is an optional rule (Section 16.1).

3.7 Phase 7: End Turn
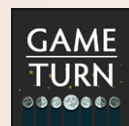
Reshuffle all cards into one deck.

Check to see if the British Expeditionary Army arrives.

If Turn 10, the game is over. Check Victory Conditions (Module 14.0).

If Turns 1- 9, advance the Turn Marker on the Game Turn Record Track and start the new turn.

4.0 REINFORCEMENTS

Neither player receives reinforcements on Turn 1. Reinforcements begin on Turn 2.

A region that contains forces from both factions is considered an uncontrolled region and neither side receives reinforcements. If one player's force is bottled up within a Fortress and the enemy player's force controls the region, it is still considered an uncontrolled region and reinforcements cannot be placed in the region.

Reinforcements for either side never get placed in a region with a Brûlez marker.

Note that counter limits are in effect (Section 2.4). Sometimes, all troop counters are in play and no reinforcements can be taken that turn.

4.1 Irregular Reinforcements

The Royalist player places two 2-FP strength Chouan units on the map in any friendly-controlled Fortress, in any Royalist home region unoccupied by enemy troops, or any Republican home region occupied by friendly troops. The two reinforcement Chouan units may be placed together or separated as long as the reinforcements do not violate the I&D's maximum 4-FP stacking limit per region.

The Republican player may also place any or all *Garde Nationale* units in the Army Reserve box into any friendly Army up to the Army FP maximum limit, into any friendly-controlled Fortress, into any Republican home region unoccupied by enemy troops, or into any Royalist home region occupied by friendly troops.

The Republican player places two 2-FP strength *Garde Nationale* units on the map in any friendly-controlled Fortress, in any Republican home region unoccupied by enemy troops, in any Royalist home region occupied by friendly troops, or into the Army Reserve box. The two reinforcement units may be placed together or placed separately, as long as the reinforcements do not violate the I&D's maximum 4-FP stacking limit per region on the map.

The Army Reserve box may contain any number of FPs.

Remember that the game has a fixed and finite troop counter limit.

4.2 Army Reinforcements

The Republican player never rolls for Army Reinforcements.

All Republican Armies enter the map at full strength (Section 13.2), unless it is a rebuilt Army (Section 8.8).

The Royalist player rolls 4D6. All rolls of "6" are no effect.

All other die rolls that are equal to or less than the number of starting Republican Fortresses captured and currently controlled by the Royalist player generate 1 FP of Regular Royalist Army Infantry reinforcements. The 7 Republican Fortresses at start are: Granville, Paimbœuf, Nantes, Les Sables-d'Olonne, Luçon, Fontenay-le-Comte, and Niort. Do not count any other Fortresses besides these.

Each FP can be added to an Army of the Royalist player's choice, as long as the Royalist Army selected does not exceed the 10-FP maximum and the Army is in a friendly-controlled region.

Note that if no Republican Fortresses are captured by the Royalist player, the Royalist does not roll for Regular reinforcements.

The Royalist player may opt to take some, all, or none of the Army Reinforcements as Detachments, subject to counter limitations, to be placed in friendly-controlled regions.

If a Royalist Army is at full FP strength, and all Regular Army Infantry is on the map, Chouan FPs may be substituted and placed on the map (Section 4.1).

4.2.1 Rebuilt Royalist Army

A rebuilt Royalist Army (Section 8.8) enters in any friendly-controlled region within its original set-up regions (Section 13.1). If all its starting regions are enemy-controlled, the Army cannot be placed on the map until one of the regions is friendly-controlled at the start of a Reinforcements Phase. If all the starting regions contain Brûlez markers, the Army never comes back on the map.

A rebuilt Royalist Army must contain at least 1 FP of reinforcements to be placed on the map.

4.2.2 Rebuilt Republican Army

A rebuilt Republican Army (Section 8.8) enters in any friendly-controlled region on the east edge of the map. If all its starting regions are enemy-controlled, the Army cannot be placed on the map until one of the regions is friendly-controlled at the start of a reinforcements phase.

A rebuilt Republican Army must contain at least 1 FP of reinforcements to be placed on the map.

4.3 Army FP Transfers

If two Armies occupy the same region, FPs may be transferred between them during the Reinforcement Phase.

4.4 Kléber's Armée de Mayence

On Turn 7, Kléber and the Armée de Mayence arrive as a Republican reinforcement.

On turn 8, Army Commander Turreau and 6 FPs of Regular troops are added to the Armée de Mayence. If the Armée is already at its maximum capacity, the FPs are placed in the Army Reserve box. Turreau becomes the Army Commander for the Armée de Mayence. Kléber remains in the game and is considered a Commander for all purposes, including rolling for wounds and capture.

5.0 MOVEMENT

Irregular & Detachment movement occurs in Phase 2: Irregular & Detachment.

Armies move in Phase 4: Card Play.

Movement is optional.

5.1 Stacking

A region can hold a maximum of 4 FPs of Irregular & Detachment units per player.

Two or more friendly Armies may stack in the same region as long as the total number of friendly FPs does not exceed the maximum FP limit of an Army.

The absence or presence of an enemy Army has no effect on friendly Army stacking.

5.2 Irregular & Detachment Movement

In Phase 2: Royalist Chouans and Detachment units may move one region, then perform combat.

In Phase 3: Republican *Garde Nationale* and Detachment units may move one region, then perform combat.

The Loire River has no effect on Chouans, *Garde Nationale*, and Detachment units' movement.

5.2.1 Royalist Chouans and Detachment Movement

The Royalist player moves all Chouan and Detachment units. After all movement is done, he may perform combat with Chouans and Detachment units against enemy units (Module 6.0).

5.2.2 Republican *Garde Nationale* and Detachment Movement

After all Royalist Chouan and Detachment combat is concluded, the Republican player may move all *Garde Nationale* and Detachment units. After all movement is done, the Republican player he may perform combat with *Garde Nationale* and Detachment units against enemy units (Module 6.0).

5.2.3 Royalist Irregular Movement to Granville

Royalist Chouan and Detachment units on the map are prohibited from moving to Granville unless they are part of an Army.

5.2.4 Republican Irregular Movement to Granville

Republican *Garde Nationale* and Detachment units on the map are prohibited from moving to Granville unless they are part of an Army.

Garde Nationale and Detachment units in the Army Reserve box (on the Republican Army Display Chart) may be placed in Granville as reinforcements as long as the Republican player controls the region. *Garde Nationale* units in Granville may be moved from the map into the Army Reserve box during the Reinforcement Phase but must spend the entire turn in the Army Reserve box.

5.3 Army Movement

Each card lists the number of Armies that are allowed to move when playing the card. Each card also lists the number of regions **each** Army can move. Not every card allows for an Army or Armies to move.

After selecting and playing a card, players move some, none, or all Armies up to the number of Armies on the card up to a number of regions (from one to three) listed on the card.

An Army moves from a region to an adjacent region—no skipping of regions—in any direction until the player wants to end movement, the Army moved the maximum regions listed on the card, or the Army enters a region containing an enemy Army.

An Army that **begins** its movement phase in a region occupied by enemy units may exit the region without penalty.

An Army that enters a region containing an enemy Army must cease movement in the enemy-occupied region.

An Army that enters a region occupied only by enemy I&D units may exit the region and continue moving.

5.3.1 Army Movement and Leaders

An Army without an Army Commander or *Généralissime* never moves more than two regions, even if the card indicates a third region.

An Army with a wounded Army Commander, wounded *Généralissime*, or without an Army Commander or *Généralissime* never conducts a Forced March (Section 5.5).

5.3.2 Army Movement and the Loire River

For an Army to cross the Loire River, the Army must start the turn adjacent to the river and crossing requires all the Army's movement.

If the crossing is into a region containing enemy I&D or Army FPs, the enemy units instantly perform one "free" attack upon the crossing Army. This specifically means Republican I&D FPs can use this "free" attack.

If the crossing is into a region containing enemy and friendly units, no "free" attack is permitted.

An Army never retreats across the Loire River and is eliminated if forced to do so.

5.3.3 Army Movement and Granville

For an Army to move between Savenay or Nantes and Granville, or between Granville and Savenay or Nantes, it must have a leader (Case 5.3.1) and players must play cards totaling three or more movement areas, or play cards totaling two or more movement areas and use Forced March (Section 5.5) for the third area. All cards must be played in one turn—card effects never carry over to the next turn. Multiple cards may be played within a turn to total three or more movement areas.

The map uses black arrows inset with a "3" as a reminder to players who use this March Route.

If the enemy player plays Interdicted Supply (Card 07 or 08) and uses the "select and discard" option, leaving a player with cards (and Forced March) totaling less than the required movement areas, the movement to/from Granville is instantly cancelled.

5.3.4 Army Movement and Attack

When an Army moves into a region and opts to attack (Module 8.0), it may attack all enemy forces (Armies, I&D, and Fortresses) in that region. It may attack them all simultaneously, in which case the defenders all fire back simultaneously, or the Army may attack each sequentially, in which case the defenders all fire back only when attacked. The Army may call off an attack at any point.

Note that Chouan ambushes (Section 6.4) are performed before all other combat in the region.

5.4 Army Pick Up/Drop Off of FPs

Irregular or Detachment FPs may be added to the Army during the I&D Phase by starting the I&D movement in the same region as an Army. I&D FPs never join an Army after moving, even if they move into or retreat into a region containing an Army.

The added FPs may never exceed an Army's maximum FP cap.

An Army may drop off I&D FPs as it moves. Dropped off FPs never attack during the turn they are dropped off, but they defend normally.

5.5 Army Forced Marches

An Army with an unwounded Leader may conduct a Forced March—move one additional region—beyond what the card indicates, but 1 FP is eliminated from the Army. The 1-FP loss can be Regular or Irregular troops.

An Army with a wounded Leader, or without a Leader, never conducts a Forced March.

An Army never conducts a Forced March if it would lose its last FP due to the Force March.

An Army never conducts more than one Forced March per card. Thus, an Army never conducts two or more Forced Marches (move two or more extra regions) on a single card.

An Army may conduct a Forced March with every card played that includes its movement. An Army never Force Marches if it is not assigned movement via a card.

Example: Pardons (cards 09 or 10) allows one Army to move up to two regions. The player could conduct a Forced March with that Army to move a third region. The player's other Armies never move on that card and his other Armies never conduct Forced Marches on that card.

Example: Esprit de corps (cards 05 or 06) allows a player to move all his Armies one region. The player may elect to conduct Forced Marches with some, none, or all the Armies.

5.6 Pinned Armies

The Maneuver Extraordinaire card allows a player to "pin" one enemy Army. Select one enemy Army in a region containing or adjacent to a friendly Army and place a pin marker on the enemy Army. If no enemy Army is with or adjacent to a friendly Army, select an enemy Army in a region adjacent to a friendly Irregular force.

If no enemy Army is adjacent to one or more friendly FPs, the Pin card may not be played.

A Pinned Army is not allowed to move as long as the Pin marker remains on the Army.

A Pinned Army that is forced to retreat carries the Pin marker along with it.

An Army can remain pinned over multiple turns.

Remove a Pinned marker by discarding any card without performing the card's instructions.

5.7 Army Movement and Fortresses

An Army of 4 or fewer FPs may move into a friendly-held Fortress as long as the total FPs inside the Fortress never exceeds the maximum of 4 FPs.

After at least one combat round in a region, an Army of 5 or fewer FPs may retreat into a friendly-held Fortress, automatically losing 1 FP from the retreat (Section 10.2), leaving 4 FPs to retreat into a friendly-held Fortress. The total FPs inside the Fortress may never exceed a maximum of 4 FPs.

5.8 Zero-Strength Army Movement

An Army with 0 (zero) FPs is immediately eliminated from the map. Attached Army commanders and *Généralissimes* are automatically wounded and roll for capture as if the Army suffered a retreat (Section 10.3).

Eliminated Armies may be reconstituted in a later turn with FPs during the Reinforcement Phase and will appear as per its set-up instructions (Module 13.0).

Zero (0) FP-strength Armies may move if using Optional Rule Section 16.7.

6.0
IRREGULAR & DETACHMENT COMBAT

When friendly and enemy Chouans, *Garde Nationale*, and Detachment units are in the same region, they may engage in simultaneous combat. Irregular & Detachment (I&D) combat is voluntary, not mandatory. All combat is simultaneous.

Each firing I&D unit or group of firing I&D units selects a target—losses (if any) are taken by the target group.

All firing is simultaneous and any and all combat losses are taken simultaneously. The owning player determines which FPs are taken as losses.

6.1 Royalist I&D Combat

After all Royalist I&D movement has finished, the Royalist player may attack with Chouans and Detachment units in the same region as enemy units. Enemy Fortresses and any FPs within are never attacked by I&D forces.

Roll 1D6 per region and add +1 die modifier for every FP **over the first**. Thus, a 2-FP I&D force rolls 1D6 +1, while a 4-FP I&D force rolls 1D6 +3.

If the modified die roll is 6+, a hit occurs. Eliminate 1 FP from the unit that was hit.

6.2 Republican I&D Combat

After all Republican *Garde Nationale* and Detachment movement has finished, the Republican player may attack with *Garde Nationale* and Detachment units in the same region as enemy units.

Enemy Fortresses and any FPs within are never attacked by I&D forces.

Roll 1D6 per region and add +1 die modifier for every FP **over the first**. Thus, a 2-FP I&D force rolls 1D6 +1, while a 4-FP I&D force rolls 1D6 +3.

If the modified die roll is 6+, a hit occurs. Eliminate 1 FP from the enemy unit or Army that was hit.

6.3 I&D Combat Rounds

An I&D force performs only one round of combat.

6.4 Royalist Chouans Ambush Combat

On Royalist phases, the Royalist Chouans units perform as per Irregular units. However, in Republican phases, a Chouans force may perform a "free" ambush combat against Republican Armies that **enter** a region containing a Chouans force. The ambush is performed before all other combat in the region. If a Republican Army retreats into a region with Chouans FPs, the Chouans troops still perform an ambush attack.

Republican forces that depart a region with Chouans units never get ambushed.

The Chouans force rolls 1D6 and adds +1 die modifier for every FP over the first.

A Republican Army that is ambushed never fires back.

Historical Note: Chouan hit and run raids caused considerable mischief among Republican movements.

6.5 I&D Losses

Each firing I&D unit or group of firing I&D units selects a target—losses (if any) are taken by the targeted unit—either an I&D force or an Army. Thus, the firer determines where hits are placed on the enemy.

One hit eliminates 1 FP of the targeted enemy force.

6.6 I&D Retreats

I&D forces may, but are not forced to, retreat after one round of combat with an enemy I&D force.

I&D forces **must** retreat after one round of combat with an enemy Army. If the I&D force moved into the region with the Army, then the I&D retreat must be back to the region from where it started movement.

Note that an I&D force that retreats into a region containing an enemy Army without a friendly Army in the same region loses 2 FPs.

I&D units may opt to retreat into a friendly-controlled Fortress in the same region instead of an adjacent area, as long as such a retreat does not exceed the 4-FP maximum limit for a Fortress.

I&D forces never lose 1 FP for a retreat.

7.0 CARD DRAW AND PLAY

The card deck consists of 26 cards. Players alternate drawing cards, the Royalist player first, until each player has drawn three cards.

7.1 Card Info

All 26 cards contain text indicating movement, combat actions, and options. For most cards, this includes the ability to move a specific number of friendly Armies a specific number of regions and then initiate combat. Others perform special actions upon enemy Armies. Most cards are played alternately (Section 7.3), but cards labeled "Play Any Time" may be played out of order.

See Module 15.0 for full descriptions of each card.

7.2 Hand Size

A player may have a maximum of three cards. Players may never possess more than three cards.

Players never hold cards from one turn to the next. All cards must be played during Phase 5: Card Play. Players never hold cards from one turn to the next.

7.3 Card Play

The Royalist player plays one card and performs actions listed on the card and any combat.

Then the Republican player plays one card and performs actions listed on the card and any combat.

Each side alternates card play until all cards in their hand have been played. Note that some cards may be played out of sequence.

Note that situations will arise where a card effect cannot occur. The card is still played, but ignore the effect.

7.3.1 Card Limitations

Cards often do not allow players to move/attack with all their Armies.

7.3.2 Card Limitations and Army Location

If two friendly Armies are located in the same region, each requires an Army action to move/attack.

If a friendly Army starts in the same region as an enemy Army, the friendly Army needs a card action to attack—combat is not automatic.

7.3.3 Turn 1 Republican Card Play

The Republican player draws and plays three cards on Turn 1, even though no Republican Armies are on the map, as some card effects may still be used.

7.4 Deck Reshuffle

After all cards have been played and combats resolved, place all cards in the deck and shuffle all 26 cards.

7.5 Play Any Time Cards

Four cards are labeled "Play Any Time." This means they can be played out of the usual Royalist-Republican alternating sequence of card play.

If both players simultaneously play a "Play Any Time" card, the Royalist card will be implemented first, and then the Republican card.

If a player plays a "Play Any Time" card and the other player plays a "Play Any Time" card in response, the initial "Play Any Time" card will be implemented first and then the second "Play Any Time" card.

8.0 ARMY COMBAT

Army combat may be performed if the card played allows it. If so, combat is voluntary and simultaneous.

When an Army moves into an enemy Army-occupied region, it must stop, even if it has unused movement. When an Army moves into an enemy I&D-occupied region, it may stop or may continue moving if movement remains.

Royalist Chouans forces may ambush Republican Armies entering their regions (Section 6.4).

Republican *Garde Nationale* and Detachment forces (I&D) never fire at Royalist Armies entering or exiting their region.

8.1 Combat Not Mandatory

Players are not obligated to roll combat dice when an enemy Army is in the same area as a friendly Army. Combat is optional for the player who is playing the card.

When playing a card, the enemy Army never initiates combat—Armies only initiate combat on their own card.

If an Army enters a region with both an enemy Army, enemy I&D force, and enemy-controlled Fortress, the moving Army may select to battle the enemy I&D force, the Fortress, the enemy Army, or all three at once. These battles may be simultaneous (all three at once), or may be sequential (first one enemy, then the second enemy, and finally the third force).

If a friendly Army starts in the same region as an enemy Army, the friendly Army needs a card action to attack—combat is not automatic just because both occupy the same region.

8.2 Combat Rounds

If a player opts to attack, the Army must perform at least one combat round, but there is no limit to the total number of combat rounds that may be performed in a battle started by an Army. However, one side or the other may opt to retreat out of the region to end combat, or combat ends when one side loses all its FPs. An Army must end combat and retreat if it loses 4 FPs (Section 8.7).

8.3 Army Dice

Each Army may roll 1D6 for each Regular FP in the Army, **up to a maximum of 4D6**. Even if the Army has 14 Regular FPs, it may roll a maximum of 4D6. This 4D6 limit is for combats against Armies and I&D units. Armies attacking a Fortress may roll additional dice (Module 9.0).

If an Army contains regular and irregular FPs, the Army will roll 1D6 for each Regular FP in the Army, u**p to a maximum of 4D6.** If Chouan or *Garde Nationale* irregular FPs are part of the Army, roll dice as per Sections 6.1 and 6.2—i.e., 1D6 and add +1 die modifier for every Irregular FP **over the first,** up to a maximum die modifier of +3.

If an Army is in the same region as a friendly Fortress, the Army does not receive any dice from the Fortress.

Both players roll dice and eliminate FP losses simultaneously.

Généralissime **Reroll:** An Army containing a *Généralissime* may reroll any or all friendly combat dice once per turn during a battle in a region.

8.4 Army To-Hit Numbers

Army to-hit numbers change during the game.

8.4.1 Royalist Army

At the start of the game, Royalist Army FPs score a hit on a die roll of 5+.

When the Republican player places 10 or more Brûlez markers (Section 11.5), Royalist Army **attacks** (when the Royalist player played a card and attacked) now hit on a 6+, while Royalist Army **defense** (when the Republican player played a card and attacked) continue to hit on 5+.

When 15 Brûlez markers have been placed, all Royalist Armies on attack or defense now need a die roll of 6+ to score a hit on the Republican forces.

Note that Chouan and Detachment to-hit numbers are not affected by the number of Brûlez markers.

8.4.2 Republican Army

On Turns 1 through 5, Republican Army FPs hit on a 6+.

On Turn 6, when Kléber's Army arrives as a reinforcement, all Republican Army FPs now hit on a roll of 5+.

8.4.3 Pinned Army Modifier

An Army (not I&D) that fires on an enemy pinned Army receives a +1 to all dice **on the first round only**. If the *Généralissime* performs a re-roll on that first round, add +1 to the re-rolled dice.

8.5 Army vs. I&D Forces

When an Army is in combat with an I&D force, the Army rolls one die, no matter how many FPs are in the Army. The I&D force rolls one die (Section 6.1 or 6.2).

However, the I&D force **must** retreat after one combat round if even 1 FP of an enemy Army remains.

8.6 Army Losses

If the number of FPs in an Army drops to 4 or less, it remains an Army. It is **not** a Detachment.

When an Army containing any combination of Regular, Artillery, Cavalry, and Irregular FPs take losses, the player owning the Army decides which FPs to take as losses.

If an Army loses all its FPs, it is eliminated from play (except when using Optional Rule Section 16.7) and any Army commanders and *Généralissime* will roll for possible wounding and/or capture.

8.7 Army Retreats

An Army may voluntarily retreat at the end of a combat round and after at least one combat round.

An Army **must** retreat if it receives four or more FP losses during a combat with another Army. If both Armies suffer four or more FP losses simultaneously, the Army that lost more FPs retreats. If both lost the same amount of FPs, the Army without an Army Commander or *Généralissime* will retreat. If both lost the same number of FPs and leaders are not a factor, then roll 1D6 each—low die retreats (reroll ties).

An Army may, but is not required to, retreat if it receives four or more hits during a combat with a Fortress.

An Army that retreats voluntarily or involuntarily suffers a 1-FP loss, but if it retreats into a region containing an enemy Army (not I&D), it will suffer a loss of 2 FPs. If a Republican Army retreats into a region with Chouan FPs, the Chouans may perform an ambush combat (Section 6.4).

8.8 Rebuilding a Destroyed Army

Placed the destroyed Army marker on the next turn of the Turn Record Track. It returns as a reinforcement if it fulfils certain conditions (Section 4.2).

9.0 FORTRESS COMBAT

A Fortress holds a maximum of 4 FPs, which may consist of I&D and/or Army FPs.

All troops inside a Fortress never retreat.

I&D FPs never fire on FPs within Fortresses. I&D FPs inside the Fortress never fire on enemy I&D FPs, but will fire at an enemy Army attacking the Fortress.

All combat is simultaneous against Fortresses.

9.1 Attacking a Fortress

Only Armies, not I&D forces, may attack a Fortress.

Armies roll 1D6 per Regular Infantry FP, up to a maximum of 4D6. In addition, the Army rolls 1D6 per Artillery FP. Army Cavalry and Irregular FPs never get die rolls when attacking a Fortress, although they may be taken as losses.

Army to-hit numbers vary depending on the turn and situation (Section 8.4).

9.2 Fortress Dice

Each Fortress possesses an intrinsic garrison that rolls 2D6.

Additional I&D or Army FPs inside the Fortress also roll dice during each combat round. Army FPs roll 1D6 per FP, up to a maximum of 4 dice. Thus, a Fortress with 4-FP Army inside will roll a maximum of 6d6 against an enemy force attacking the Fortress.

I&D FPs inside a Fortress roll 1D6 with +1 die modifier for every FP after the first FP.

Fortresses never add their two dice to a force outside a Fortress—only use the 2D6 when an Army is attacking a Fortress. No matter how many times a Fortress is captured and recaptured, it always retains an intrinsic garrison with 2D6.

9.3 Fortress To-Hit Numbers

Royalist and Republican Fortresses roll 2D6 and hit enemy Armies on 5+ (**exception:** Section 8.4).

9.4 Hits on Fortresses

The first hit on a Fortress eliminates the first of the 2D6 Fortress dice. The second hit eliminates the second of the 2D6 Fortress dice. The third and subsequent hits eliminate FPs within the Fortress.

If both Fortress D6s and all FPs within are eliminated, the Fortress surrenders.

If both Fortress D6s and all FPs within are eliminated, but the besieging Army also has all FPs eliminated, the besieging Army is removed and commanders roll for wounding and/or capture (Section 8.6). The Fortress remains in control of the original owner.

For example: A Fortress with no I&D or Army FPs within needs two hits to be taken—the first two eliminate the intrinsic garrison and force a surrender.

For example: A Fortress with 4 I&D or Army FPs within needs six hits to be taken—the first two eliminate the intrinsic garrison, the next four eliminate the 4 FPs and force a surrender.

9.5 Fortress Captures

When a Fortress is taken, the player rolls 1D6:

- 5: the player gains a 2-FP cavalry unit.
- 6: the player gains a 2-FP artillery unit.

The cavalry unit or artillery unit is added to the victorious Army. If the Army has its maximum complement of FPs, the new units are turned into a Detachment. If the region also contains the maximum of 4 I&D FPs, the cavalry or artillery FPs are not added to the capturing player's forces.

9.6 Fortress Sieges

FPs inside and defending a Fortress being attacked by an enemy Army never retreat out of the Fortress and into an adjacent area. They remain inside the Fortress and fight until eliminated or until the enemy Army retreats.

10.0 RETREATS

After the mandatory one round of combat, forces may voluntarily retreat to an adjacent region. A retreat never triggers a new combat because of the retreat (exception: Section 6.4). A retreat will cause a die roll for possible leader wounding or capturing.

Retreats off the map result in the elimination of the retreating force.

10.1 I&D Retreats

After an I&D force performs the mandatory one combat round against an enemy Army, it **must** retreat to an adjacent region or into a friendly Fortress within the same region.

After an I&D force performs the mandatory one combat round against an enemy I&D force, it may, but is not required to, retreat to an adjacent region or into a friendly Fortress within the same region, or may remain in the region.

Note that a Fortress holds a maximum of 4 FPs.

10.2 Army Retreats

After an Army performs the mandatory one combat round, it may, but is not required to, retreat to an adjacent region.

If an Army loses 4 FP or more during combat, it **must** retreat to an adjacent region.

An Army never retreats across the Loire River and is eliminated if forced to do so.

If the Army is 4 FP or less, it may retreat into a friendly Fortress within the same region instead of retreating into an adjacent region.

If an Army retreats into an adjacent region containing an enemy Army that is not inside a Fortress, the retreating Army suffers an automatic 1-FP loss of the owning player's choice. If the Army only has 1 FP left when it suffers this loss, the Army is eliminated from play and attached leaders are automatically wounded and must roll for capture.

10.3 Army Retreats and Commanders

When an Army retreats, roll 1D6 for each leader (Army Commander and *Généralissime*) attached to the Army.

10.3.1 Wounding and Capture

Leader rolls for wounding

- 1-5: No effect
- 6: Leader wounded (flip the counter to the "Wounded" side)

Wounded Leaders roll for capture

- 1-4: No effect
- 5-6: Leader captured

Note that a leader wounded during a retreat also triggers a roll for capture.

10.3.2 Royalist Commander Succession

When a Royalist Army Commander is captured, on the next Reinforcement Phase, the Royalist player brings in another Army Commander (Lesucre or Rochejaquelein), placed with the Army without a Commander. When a Royalist Army Commander is wounded, the Royalist player may replace the wounded Army Commander with a healthy Army Commander (Lesucre or Rochejaquelein). The wounded Commander is removed from the game, still counts as a VP, but cannot be captured.

If the Royalist *Généralissime* Cathelineau is captured, replace him with *Généralissime* d'Elbée and replace d'Elbée with another Army Commander (Lesucre or Rochejaquelein). If the Royalist *Généralissime* Cathelineau is wounded, the Royalist player may replace the wounded Army Commander with a healthy *Généralissime* d'Elbée and replace d'Elbée with another Army Commander (Lesucre or Rochejaquelein). The wounded *Généralissime* Cathelineau is removed from the game, still counts as a VP, but cannot be captured.

If the Royalist *Généralissime* d'Elbée is captured, replace him with *Généralissime* Rochejaquelein and replace Rochejaquelein with Army Commander Lesucre. If the Royalist *Généralissime* d'Elbée is wounded, the Royalist player may replace the wounded Army Commander with a healthy *Généralissime* Rochejaquelein and replace Rochejaquelein with Army Commander Lesucre. The wounded *Généralissime* d'Elbée is removed from the game, still counts as a VP, but cannot be captured.

10.3.3 British Commander Succession

The Royalist player never replaces British Army Commander York.

10.3.4 Republican Commander Succession

The Republican player never replaces *Généralissime* Berruyer.

If using Napoléon Bonaparte (Optional Rule Section 16.11), the Republican player may replace a captured or wounded Republican Army Commander with a healthy Bonaparte. Otherwise, Republican Army Commanders are never replaced.

10.4 I&D Retreats

If an I&D force moves into a region with enemy units and performs combat against an enemy Army, it must retreat back to its starting region.

If an I&D force retreats into an adjacent region with an enemy Army, the retreating I&D suffers an automatic 2-FP loss of the owning player's choice.

11.0 BRÛLEZ
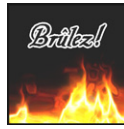
Brûlez markers represents scorched earth tactics used by the Armée de Mayence in regions of the Vendée that were in revolt at the start of the game. Once placed, Brûlez markers are never moved or removed.

11.1 Brûlez Marker Placement

Armée de Mayence or any Detachments created from it may place Brûlez marker in any region they **depart that does not contain Royalist units and** in regions of the Vendée that were in revolt at the start of the game (light green regions). These 22 regions are within the red lines on the map.

Once placed, a Brûlez marker is never moved or removed.

11.2 Brûlez and Reinforcements

Regions with a Brûlez marker never create or receive reinforcements from either side.

11.3 Brûlez and Movement

Royalist units never enter a region with Brûlez marker.

Republican units may enter a region with Brûlez marker but lose 1 FP for entering a Brûlez region.

A Republican Army with a Commander that Force Marches into a region with Brûlez marker will eliminate 1 FP for the Force March and 1 more FP for entering a region with Brûlez marker.

11.4 Brûlez, Fortresses, and Victory

A Fortress in a region containing Brûlez marker never counts for victory purposes.

11.5 Total Brûlez Markers

When the total number of Brûlez markers placed on the map exceed a certain number, events occur that affect combat (and optional desertion).

- **Up to 4 markers:** No effect.
- **5-9 markers:** Republican troops stop deserting to Royalist Armies (Optional Rule Section 16.1)
- **10-14 markers:** Royalist Army and Detachment attacks hit only on a 6+ (not 5+). Royalist firing against Republican attacks still hit on a roll of 5+. Irregular combat is unaffected (Section 8.4).
- **15+ markers:** Royalist Army and Detachment attacks and defense hit only on a 6+. Irregular combat is unaffected (Section 8.4).

11.6 BEA and Brûlez Markers

The BEA's to-hit number is always 5+ and is never changed by the number of Brûlez markers on the map.

BEA units may enter a region with Brûlez marker, but lose 1 FP entering the Brûlez region.

12.0 BRITISH EXPEDITIONARY ARMY (BEA)

The Republican player starts the game in control of the Granville region and Fortress. If the Royalist player captures the Fortress and holds it for two turns (i.e., two consecutive End Phases), the British Expeditionary Army (BEA) enters the game with Army Commander York, 10 FPs of Infantry, 2 FPs of Cavalry, and 2 FPs of Artillery on the Royalist side during the next Reinforcement Phase.

For example: The Royalist player captures the Granville Fortress on Turn 3 and holds it for Turns 4 and 5. The British Army shows up on Turn 6 during the Reinforcement Phase.

Place the British Army Lands marker on the appropriate Game Turn Track to remind the Royalist player when to bring the BEA on the map as a reinforcement.

12.1 British Landing

The BEA may land in any region adjacent to the ocean containing:

- a Royalist-controlled Fortress, or
- a Ville in a Royalist Home Region.

12.2 British Army Operation

The BEA operates the same as the Royalist Army.

The BEA always hits on a die roll of 5+ and this to-hit number is unaffected by the number of Brûlez markers.

12.2 British Reinforcements

During the Reinforcement Phase, roll 1D6—on an even roll (2, 4, or 6), the Royalist player places 2 British FPs in either Granville, Saint-Jean-de-Monts, Bouin, or Les Sables d'Olonne regions, but only if the Fortress or region is controlled by the Royalist player. On an odd roll (1, 3, or 5), the BEA does not land any reinforcements.

12.3 BEA Withdrawal

If the BEA ever falls to 7 FPs or less, regardless of the number of BEA Detachments on the map, the BEA is recalled to England. The BEA and all British Detachments are immediately removed from play.