

Sequence of Play (Module 3.0)

1. Reinforcements (Module 4.0)
2. Royalist Irregulars & Detachments
3. Republican Irregulars & Detachments
4. Card Draw (Module 7.0)
5. Card Play
6. Optional Rule: Desertions (Section 16.1)
7. End Turn

Reinforcements (Module 4.0)

- Gain two 2-FP strength *Garde Nationale* units (Section 4.1)
- Never roll for Army Reinforcements. (Section 4.2)

Movement (Module 5.0)

- I&D (Section 5.2): 1 area
- Army (Section 5.3): By card

Combat (Modules 6.0 and 8.0)

- I&D (Sections 6.1, 6.2):
1D6 for 6+ with +1 die modifier for each additional FP (up to +3)
- Army (Section 8.3): 1D6 per Regular FP (up to 4D6):
- 6s hit on turns 1-5
- 5s and 6s hit on turns 6-10
- Army Retreat (Section 8.7): Lose 1 FP
- *Généralissime* (Section 8.3): Can re-roll any or all dice once per turn in a region.

Brûlez (Module 11.0)

- Created by *Armée de Mayence* and its Detachments
- Regions with a *Brûlez* marker never create reinforcements.
- Royalist units never enter a region with *Brûlez* marker.
- Republican units may enter a region with *Brûlez* marker, but lose 1 FP.

Total Brûlez markers:

≤4	No effect.
5-9	Republican troops stop deserting to Royalist armies (Section 16.12).
10-14	Royalist Army and Detachment <i>attacks</i> hit only on a 6 (not 5 or 6). Chouan combat is unaffected.
≥15	All Royalist Army and Detachment units hit only on a 6 (not 5 or 6). Chouan combat is unaffected.

Republicans



Army Reserve



Brest

Start: 8 Inf, 2 Cav, 2 Art, Canclaux

Max: 12 FPs



La Rochelle

Start: 8 Inf, 2 Cav, 2 Art, Westermann

Max: 12 FPs



l'Ouest

Start: 6 Inf, 2 Cav, 2 Art, Rossignol

Max: 10 FPs



Mayence

Start: 10 Inf, 2 Cav, 2 Art, Kléber

Max: 14 FPs