

# “Commands & Colors Tricorne” Notes

October 16, 2017

## **Opening Cannonade:**

- Beginning with the player that moves first in the scenario, players alternate firing each of their artillery units.
- After an artillery unit fires, it may remain in place or retire 2 hexes towards the friendly baseline. If it retires:
  - It may move through friendly units and terrain.
  - Retiring units do not require a Rally Check.

## **Ranged Combat Modifiers**

- +1 die: Full strength infantry or artillery unit.
- +1 die: Leader attached to an infantry unit.
- 1 die: Infantry unit moves. Light infantry are exempt from this penalty.

## **Melee Combat Modifiers:**

- +1 die: Full strength unit.
- +1 die: Leader attached to any unit: +1 die.
- 1 die: Infantry (including Light) unit moves.

## **Combat Cards:**

- A player may hold any number of Combat cards.
- Any number of Combat cards may be played during a turn, but each leader or unit may be affected by only 1 card.
- Default Combat card effect: a player may discard a Combat card at the end of a turn before drawing a new Command card. Any friendly leader may be repositioned up to 3 hexes.
  - Terrain restrictions still apply.
  - A single leader may only be repositioned once per turn.

## **Support:**

- A unit may ignore 1 Flag when it has an attached leader.
- A unit may ignore 1 Flag when it is adjacent to 2 other friendly units.
- Lone leaders do not also count for support, but a leader alone in a hex allows *all* friendly adjacent units to ignore 1 Flag.

*Note: units may ignore a maximum of 2 Flags per combat.*

**Retire and Rally:** Cavalry and light infantry being attacked in melee may retire 2 hexes before dice are rolled.

- Units may retire 1 hex towards the friendly baseline only if that hex contains a friendly leader. The unit then stops in the leader’s hex. Otherwise, the unit must retire the full 2 hexes.
- Retiring units may move through terrain that would otherwise stop their movement.
- After the unit moves, it must make a Rally Check at +2 dice.
- The attacking unit may Take Ground into the vacated hex, but may not make a Bonus Melee Attack.
- When attacking a retiring unit, the attacker hits only on symbols. Flags and sabers are ignored.

## **Taking Ground and Bonus Melee Attack:**

- *Taking Ground.* Attacking infantry and cavalry units may Take Ground. They may Take Ground if their opponent Retires, but then are not eligible for a Bonus Melee Attack.
- *Bonus Melee Attack.* After Taking Ground, the following units may make Bonus Melee Attacks:
  - Any Infantry with an attached leader.
  - A Highlander infantry unit.
  - A Cavalry unit.

**Rally Checks:** Made anytime a unit (not a leader) retreats.

- Base number of dice = number of surviving blocks in the unit + modifiers. If no Flags are rolled, the unit is eliminated and the opponent gains a victory medal.
- A leader attached to a unit that fails its Rally Check must make a Rally Check with 2 dice.
  - If a Flag is rolled, the leader must retreat 1-3 hexes.
  - If no Flags are rolled, the leader is swept away with the unit and the opponent gains a victory banner. All friendly units adjacent to the leader must make a Rally Check.

## **Rally Check Table**

*Note: units always roll a minimum of 1 die.*

- +1 die: Full strength unit.
- +1 die: Unit has an attached leader.
- +2 dice: Unit is Guard.
- +1 die: Unit is Grenadier.
- 1 die: Unit is Provincial or Militia.
- 1 die: Infantry or artillery unit retreating from cavalry during melee. Note that this penalty does not apply if the cavalry unit causes a retreat during battle back or by when playing an Ambush card.
- +2 dice: Cavalry or light infantry performing a Retire and Rally

## **Leader Retreats:**

- Leader do not make a Rally Check after retreating.
- Leaders may retreat off the battlefield, denying their opponent a victory medal.
- Any enemy unit moved through during retreats attacks the leader using its normal number of dice. A leader is killed if any Sabers are rolled.

## **Lone Leaders:**

- Lone leaders fulfill the adjacent contiguous hex requirements of some Command cards.
- A lone leader may be killed in ranged combat if 2 Sabers are rolled on 2 dice or in melee if 1 Saber is rolled on 1 die.
- Lone leaders who survive an attack must make a retreat move of 1-3 hexes.

## **Leader Casualty Checks:**

- If the attached unit suffers casualties but is not eliminated, roll 2 dice; the leader is killed if 2 Sabers are rolled.
- If the attached unit is eliminated, roll 1 die; the leader is killed if a Saber is rolled.
- If a leader is eliminated, all units in his hex and all friendly adjacent units must make Rally Checks. Note that a unit that must retreat and also loses its attached leader makes only one Rally Check.
- If the attached unit retreats and fails its Rally Check (eliminating it), the leader must retreat 1-3 hexes from the hex where the unit is eliminated.

## **Terrain:**

- Field Works on a Hill still allows an infantry or artillery unit to ignore only 1 Flag (i.e., the effects do not stack).
- An artillery unit on a hill hex may fire over a friendly unit or leader that is on an adjacent lower hex.
- Cavalry meeleing from a building hex to an adjacent building hex, only apply the battling out dice reduction.