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The Sequence of a Round:

- 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 the CinC

Summary of Command Choices				
Action / Choice	Card Draw	Notes	Card Play	
Charge	none		Play card(s)	
March	1	One force is activated.	whose Span ≥	
Rally	2	One force is activated.	distance to the	
Bombard	2		CinC.	
Pass	3	No action.		
Play an Event	none	Play card for the Event.		

	Resolving Combat				
	Combat Score	Combat Results			
Basic Combat Value		1. Resolve Defender			
6	INF or CAV	Attacker Doubles	Defender Broken		
1	Artillery	Attacker	Defender: 2 DISR		
	Combat Modifiers	Greater	Defender. 2 Disk		
-1	Atk vs Higher Elevation	Defender ≥	Defender: 1 DISR		
-1	per DISR	2. Resolve Attacker			
-2	in Bad Terrain	Defender			
-2	Atk v. INF, ART w/ Cover	2	Attacker: 2 DISR		
-6	Vulnerable Unit	Otherwise	Attacker: 1 DISR		
-?	Outnumbered				
?	Modifying Card	Attackers st	ill in contact Fall Back		
	Plus Die Roll				

Shooting					
Sho	ooting	Modifiers		Roll To DISR	
2 dice per base	Canister	DISR shooter			INF or CAV target is:
1 die	All Others	vs Cover	-1	4+	To Disrupt
per base					ART target hit by:
Basic T	o Hit 4+	Dense Target	+1	4+	Musketry, Canister
		Enfilade		6	Bombardment

Movement Allowances				
CAV INF Formation				
16	12	In Column		
4	4	Column near the enemy		
8	4	In Massed or Line		
(Halved)		In retrograde		

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

Permitted Moves in Line or Massed:

- * Directly forward
- * Direct Retrograde
- * Wheel (either direction)

A unit may never combine forward and retrograde movement in one round.

Retrograde movement allowance is halved.

Difficult Terrain causes 1 DISR to INF or CAV. May not move if the DISR would break a unit.

Interpenetration causes 1 DISR. May not interpenetrate if the DISR would break a unit.

Columns may move in any direction, interpenetrate without penalty. If they move near the enemy, they may not move >4BW.

Formation Changes:

- March activation only
- Must be done before movement
- No movement cost if changing from Column
- Other formation changes require ALL movement

Artillery Movement:

- * ART may not move if marked by Smoke.
 - Smoke marker is removed by a separate "March" activation specifically for that purpose.
- ART is not disrupted by difficult ground, but rather moves
- ART that wishes to end its move near the enemy may not move more than 2BW.

Rally					
	To Rally		Modifiers		
4+	Infantry		In Bad Terrain -1		
5+	Cavalry, Artillery		Not Near Enemy +1		
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