COMMANDS & COLORS
Napoleonics

John Moore

Arthur Wellesley,
1st Duke of
Wellington

Thomas Picton

SCENARIOS

Game Design by

Richard Borg

2nd Edition

Rolica (French First Position) - 17 August 1808

Historical Background

After landing unopposed at Mondego Bay, Sir Arthur Wellesley led a Portuguese/British army of some 15,000 men south towards Lisbon. Opposing him was General Henri Delaborde, with a force consisting only of some 5000 infantry, 500 cavalry and 5 field pieces. Delaborde resolved to fight a delaying action against Wellesley's advance while awaiting reinforcements from Generals Junot and Loison.

Delaborde chose his first defensive position in the hills just northwest of the village of Rolica. Wellesley advanced in three columns against the French, ordering the Portuguese troops under Colonel Trant on the right and Fergusson's column on the left to turn the enemy's flanks, while the artillery and infantry in his center were to engage the enemy in the front and hold them in position.

The British attack was underway by seven o'clock in the morning on the 17th. Although the French were hotly engaged all morning, Delaborde's outnumbered force still held onto the hill position. However, by early afternoon, the wary Delaborde could see that his position was being outflanked and quickly moved his forces back to a second defensive position to the south.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

British Army
- Commander: Wellesley
- 6 Command Cards
- Move First

French Army
- Commander: Delaborde
- 5 Command Cards

Victory

5 Victory Banners

Special Rules

- The two hill hexes on the French baseline are Victory Banner objective hexes for the British player. If a British unit occupies an objective hex at the start of the British player's turn, the British player gains a Victory Banner. As long as the unit remains on the objective hex it will count as a British Victory Banner (the French position has been outflanked). If it moves off or is eliminated, it no longer counts.

- The entire river is fordable.

Rolica (French Second Position) - 17 August 1808
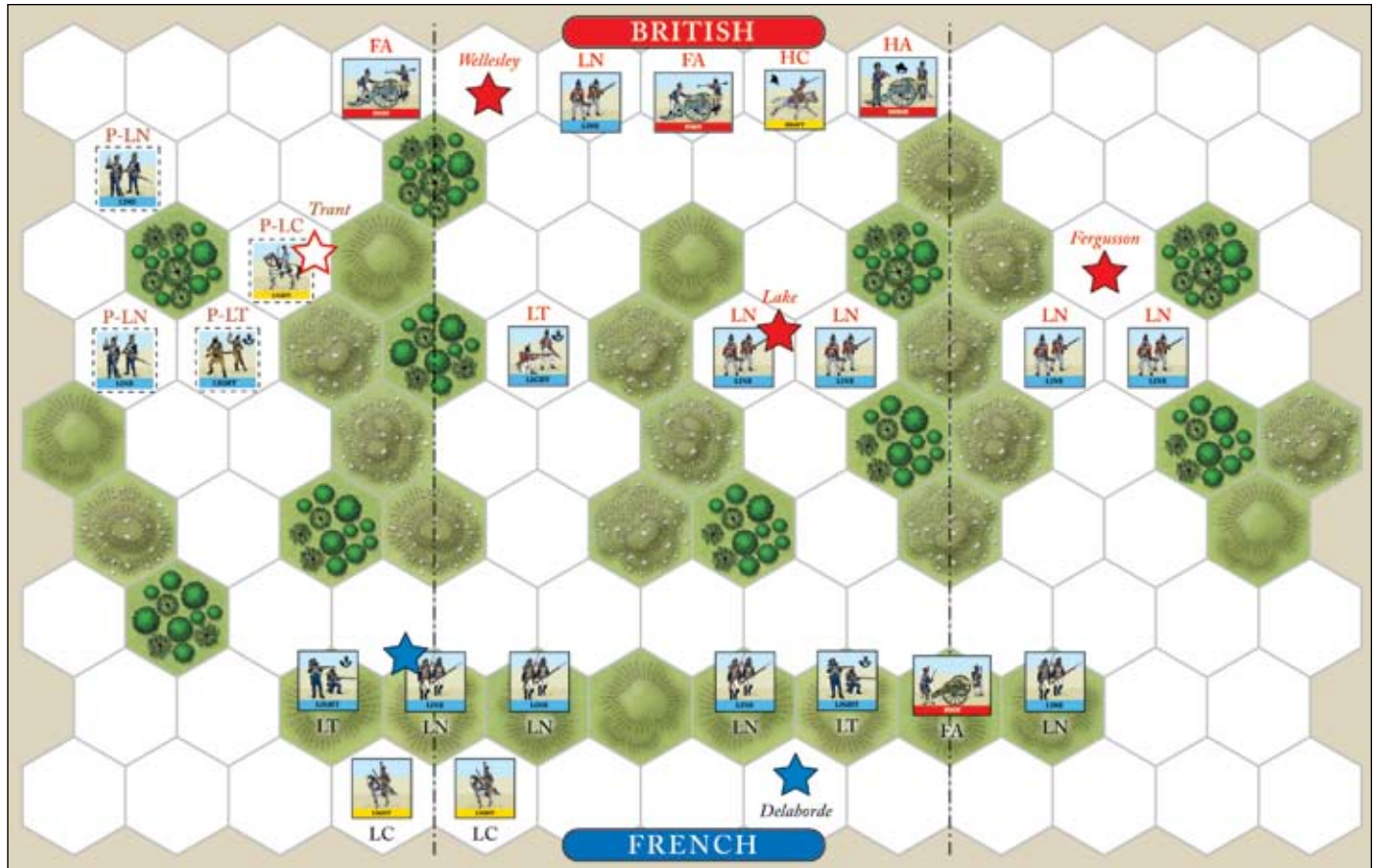
Historical Background

Delaborde expertly withdrew his force near Rolica to a second defensive position before the British flanking columns could encircle him. The new position was extremely strong and could only be reached frontally by four rugged gullies.

Wellesley quickly repositioned his forces to repeat his double envelopment for his afternoon attack, but his plan was preempted when the Lieutenant-Colonel Lake of the 29th Worcestershire Regiment prematurely forced his way up one of the central gullies. Wellesley chose to support Lake's effort and the entire British army surged forward. The French battalions advanced to meet the British before they could emerge from the gullies, but were repulsed. De Laborde once again drew off his troops in good order.

Ultimately Rolica was an indecisive action. Although Delaborde did slow the British advance, Wellesley forced him to retreat before he was reinforced.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

British Army
- Commander: Wellesley
- 6 Command Cards
- Move First

French Army
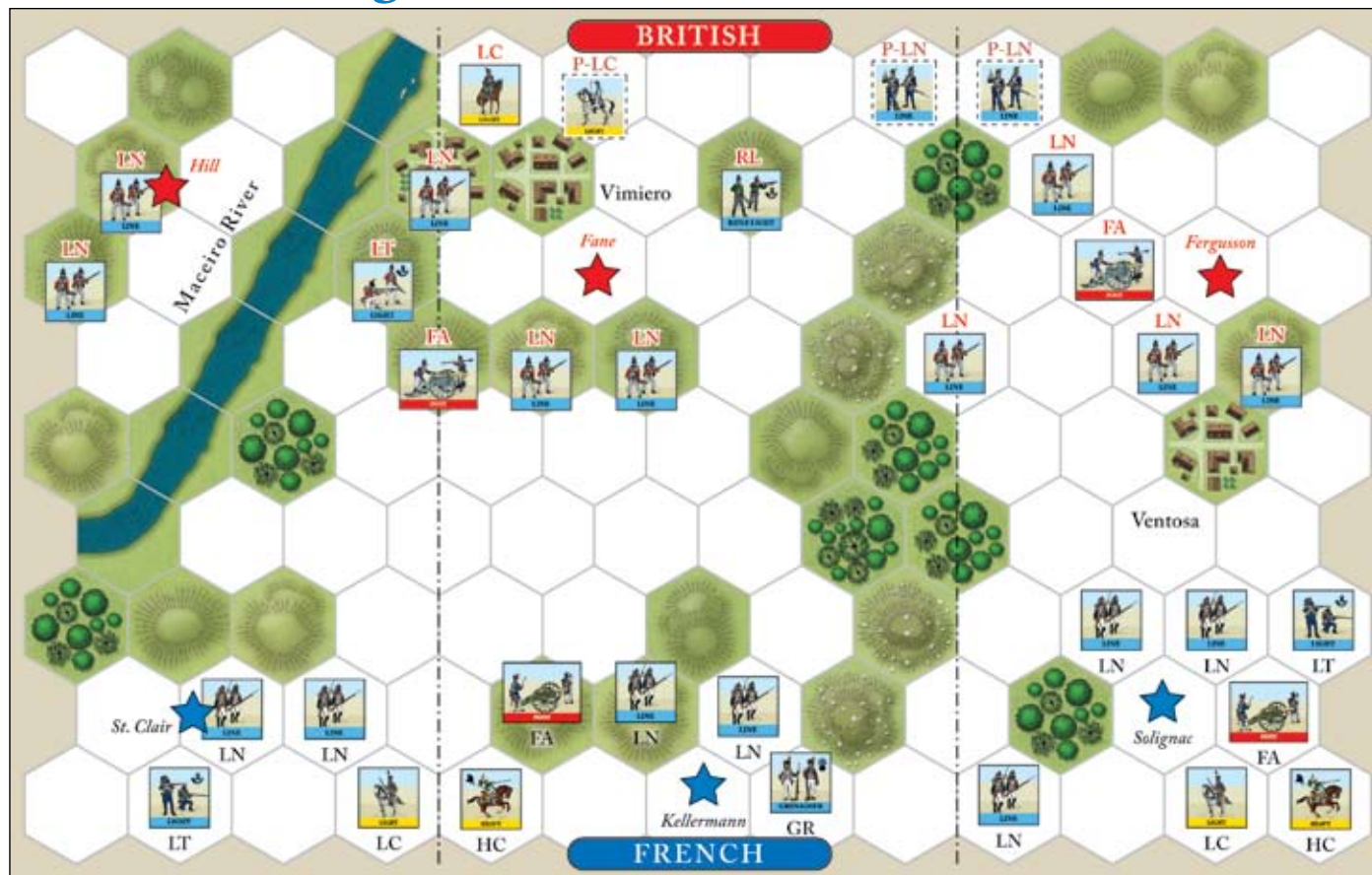- Commander: De Laborde
- 5 Command Cards

Victory

5 Victory Banners

Special Rules

None

Vimiero - 21 August 1808

Historical Background

Four days after Wellesley's initial clash at Rolica, General Jean-Andoche Junot, with an army of 14,000, attacked the Anglo-Portuguese army of 17,000 troops. Junot wanted to defeat the invaders before reinforcements could arrive by sea.

The battle of Vimiero began with three brigades of French advancing to take Vimiero hill and the town, while a fourth brigade had swung right to turn the British left flank. Unfortunately for Junot, his frontal attacks were uncoordinated, and failed to pin the British troops in the center. Wellesley was able to redeploy his army to face the threat on his left.

The French column attacks in the center were finally forced back by sustained British volleys and soon afterwards the flank attack was also beaten back. Covered by his cavalry, Junot retreated towards Torres Vedras and the British did not pursue.

Following the battle, the British senior commanders Generals Dalrymple and Burrard worked out a deal allowing Junot's army to leave for France on British ships, taking all their guns and equipment. This deal, not surprisingly, caused a massive outcry in Britain.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

British Army

- Commander: Wellesley
- 6 Command Cards

French Army

- Commander: Junot
- 5 Command Cards
- Move First

Victory

6 Victory Banners

Special Rules

- The two town hexes of Vimiero are Victory Banner objective hexes for the French player. If French units occupy both objective hexes at the start of the French player's turn, the French player gains two Victory Banners. So long as the both hexes are French occupied the French player will retain the two Victory Banners. If one or both hexes are not occupied, the two Victory Banners are immediately lost.

- The Maceiro River is fordable.

Corunna - 16 January 1809
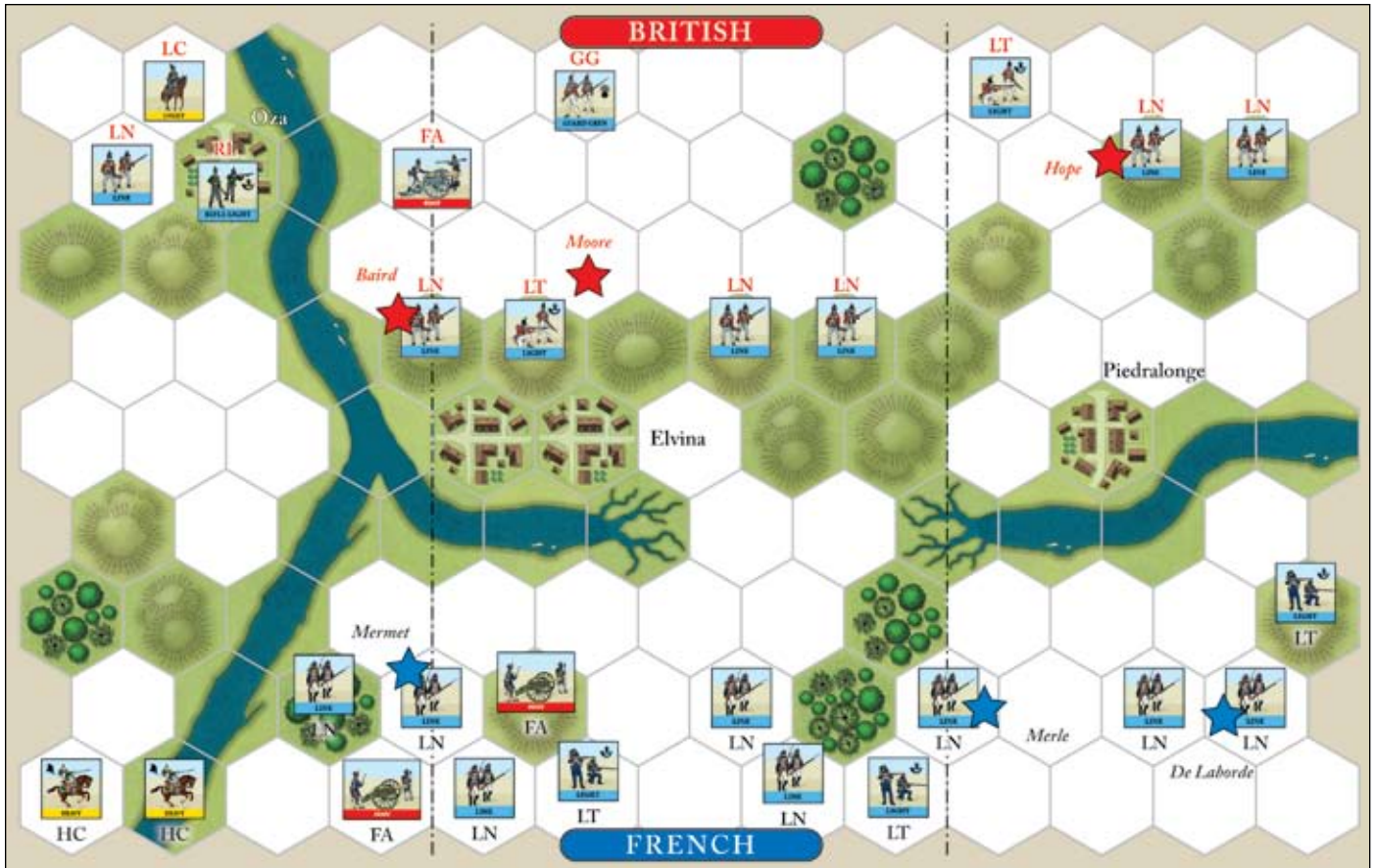
Historical Background

Though Sir John Moore had orders to assist the Spanish army in 1808, he soon realized that the Spanish were beaten and ordered a retreat to evacuate his forces. He managed to keep ahead of the pursuing French, but was forced to turn and give battle at the port of Corunna when his transport vessels were late in arriving.

As day broke on 16 January, Moore had formed a series of defensive lines with the key position being the small village of Elvina. The French were in position on the opposite heights. Napoleon had returned to France when it was clear that he would not trap Moore and Soult was now in command. His plan was to move against the British infantry on the left and center with most of his army, while the infantry division of Mermet attacked Elvina.

Mermet's infantry fought tenaciously for Elvina. The village changed hands several times in fierce fighting before the French infantry were thrown back. Moore remained in the area to direct the battle and was struck by a cannonball, falling mortally wounded.

Further to the west, the French cavalry were hampered by the rough terrain and were eventually driven back. Night brought an end to the fighting and the British finished successfully evacuating their troops.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

British Army
- Commander: Sir John Moore
- 5 Command Cards

French Army
- Commander: Soult
- 5 Command Cards
- Move First

Victory

6 Victory Banners

Special Rules
- All streams are fordable.

Talavera (French attack on British) - 28 July 1809

Historical Background

Sir Arthur Wellesley crossed into Spain and on July 20th joined with General Cuesta's beaten Spanish Army to oppose two French armies under Soult and Victor. Hearing of the allied advance, Soult proposed that Victor attack to hold the British and Spanish armies while he marched south and placed his army between Wellesley and his base in Portugal.

On the evening of 27th July, the British and Spanish were deployed around Talavera with the Spanish holding the strongest defensive terrain. A line of high ground, the Cerro de Medellin, formed the main position for the British troops.

Victor's approaching army had been reinforced by a corps under Sebastiani and a large body of cavalry under King Jerome Bonaparte. Victor decided to assault the Cerro de Medellin without delay and ordered Ruffin's Division to make a night attack. The French broke through the surprised British troops and one gallant regiment actually reached the crest before being driven off by reserves. Next morning, Ruffin's division attacked again. As the infantry reached the crest of the hill, volleys from the waiting British caused fearful execution in Ruffin's columns. The British then charged and drove the French back across Portina brook.

There was a pause as the French leadership decided its next move. Joseph ordered Sebastiani to attack along with Ruffin's depleted division. Meanwhile, Victor's remaining infantry attempted to outflank the British line. Sebastiani and Ruffin were driven back while Wellesley countered the flanking move with cavalry. The French infantry formed square and drove the cavalry off with heavy loss. Joseph did not commit his last reserves. During the night he ordered the French army to retreat.

The stage is set. The battle lines are drawn and you are in command. Change you change history?

Battle Notes

British Army
• Commander: Wellesley
• 6 Command Cards

French Army
• Commander: King Joseph Bonaparte, Marshal Jourdan, Marshal Victor and General Sebastiani
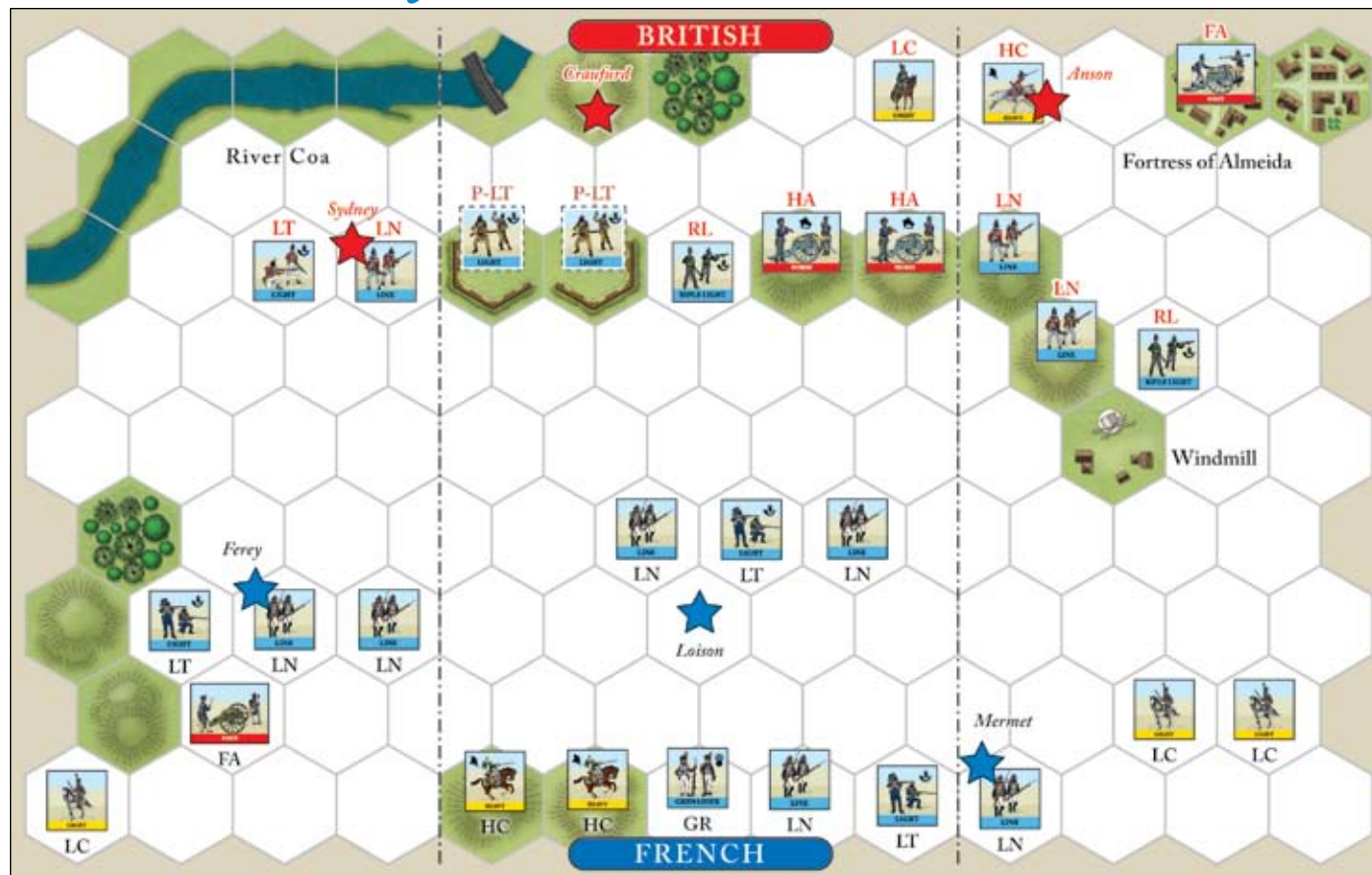• 5 Command Cards
• Move First

Victory

7 Victory Banners

Special Rules

• The Portina Brook will stop movement, but does not cause any battle restrictions.

River Coa - 24 July 1810

Historical Background

After eliminating the garrison at Ciudad Rodrigo, Marshal André Masséna ordered Marshal Ney's 6th Corps to advance on the fortress of Almeida. Rather than retreat and cross the river as ordered by Wellington, Crauford courted disaster and chose to hold his bridgehead. Crauford and the French both wanted to control the narrow stone bridge which was the only way to cross the Côa for several miles.

In the early hours of July 24th, Ney pushed forward his entire force against Crauford's outnumbered Anglo-Portuguese Light Division. The first French attacks by Loison's Division were checked by intense musket and rifle fire. As the fight in the center raged, French light cavalry braved the fire of the guns of Almeida and charged forward, routing the left flank of Crauford's line. With his line in danger of being rolled up, Crauford ordered an immediate retreat to the bridge. The Portuguese Cacadores and guns were first to cross the bridge while several British battalions held the French at bay. Soon these British units also fell back in good order across the river. Desiring a complete victory, Ney launched three disastrous assaults across the stone bridge, but all attempts failed to dislodge the British. That night Crauford withdrew toward Pinhel, leaving Masséna to lay siege to Almeida.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

British Army
- Commander: Crauford
- 4 Command Cards
- Move First

French Army
- Commander: Marshal Ney
- 4 Command Cards

Victory

6 Victory Banners

Special Rules

- Any ordered Anglo-Portuguese unit (regardless of strength) that exits the battlefield from the bridge hex will count as a Victory Banner for the British army. Exited leaders do not count for British Victory Banners.

- Anglo-Portuguese units cannot exit off the bridge hex when forced to retreat due to ranged or melee combat. Units must halt or remain on the bridge hex and lose one block for each retreat hex that cannot be taken. If the unit is eliminated, the French player receives one Victory Banner.

- The River Coa is impassable except at the bridge.

- The Fortress of Almeida is treated as a town. In addition, Anglo-Portuguese units on a Fortress of Almeida hex may ignore one flag.

Bussaco (Reynier's Assault) - 27 September 1810

Historical Background

Retreating towards Torres Vedras, the Duke of Wellington's army of 25,000 British and the same number of Portuguese halted at Bussaco to make a stand along the crest of Bussaco Ridge and check the advance of Marshal Massena and the French army of Portugal. As Massena's army of 65,000 approached the British position, he was uncertain of the exact disposition and strength of the enemy, for Wellington had adopted his favorite tactic of hiding his true strength from the enemy by deploying his forces on the reverse slope of the ridge.

Massana's army was deployed on the 26th with Ney's Corps on the right, Junot's Corps in the centre and Reynier's Corps on the left. Massena, rather than avoid battle, ordered Major-General Jean Reynier's II Corps to attack the centre of the ridge, which he mistakenly believed was the British right flank. Once the II Corps attack showed some signs of success, Massena planned to launch Ney's corps at the British left while Junot's Corps stood in reserve, ready to exploit.

Reynier's troops moved forward in the early morning mist of the 27th. Heudelet's Division was the first to come into contact. Before long, they were brought to a standstill from Anglo-Portuguese infantry fire, supported by artillery. Merle's Division, veering away from Heudelet in the mist, had early success and occupied part of the ridge, but the French came under flanking

fire, and were then thrown back by the shock of a British infantry charge. The fighting in this sector of the battlefield was effectively at an end. Hearing gunfire, Ney assumed Reynier's men were enjoying success and ordered his attack.

The stage is set. The battle lines are drawn and you are in command. The rest is history.

Battle Notes

British Army
- Commander: Wellington
- 6 Command Cards

French Army
- Commander: Massena
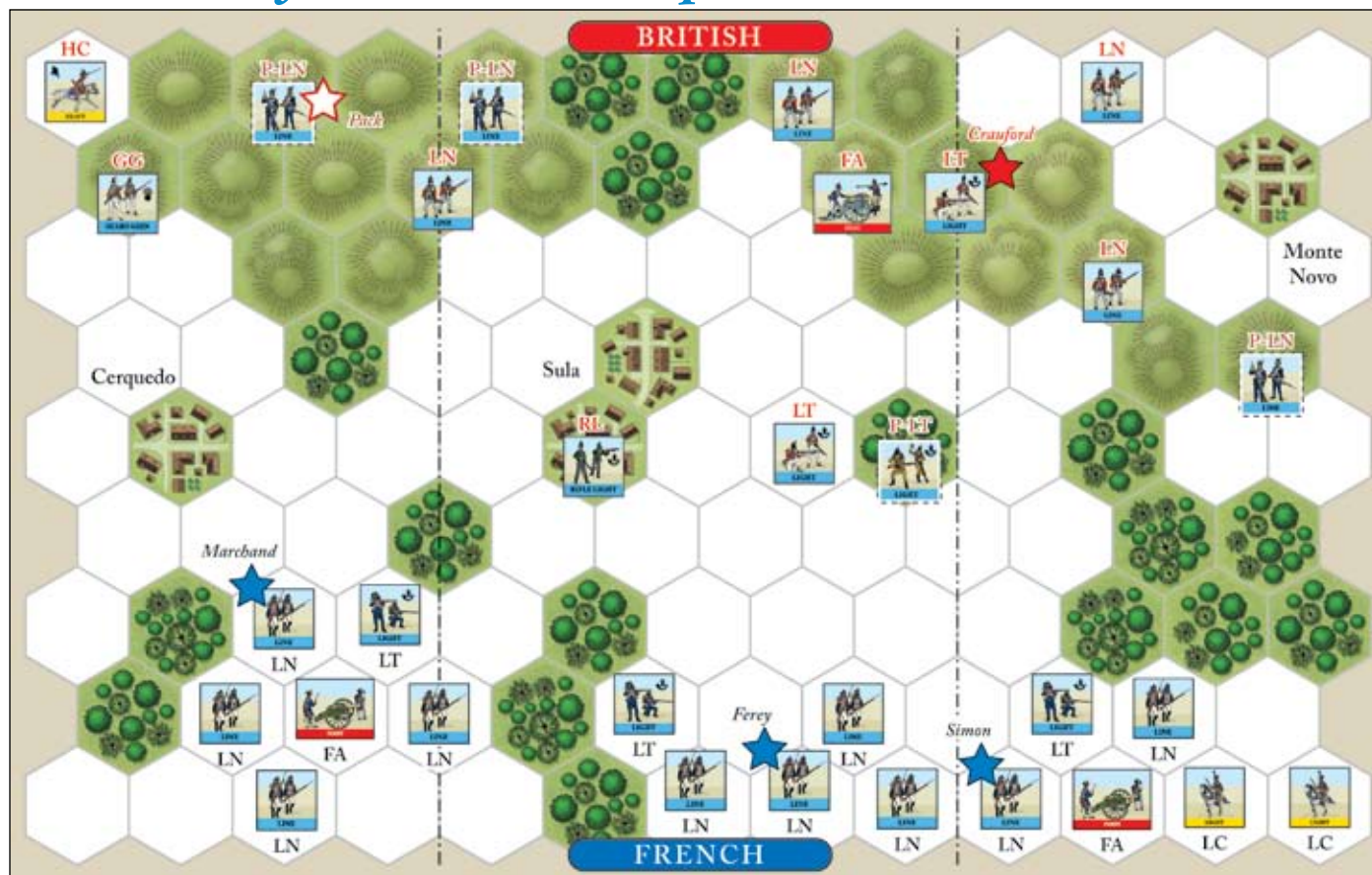- 5 Command Cards
- Move First

Victory

6 Victory Banners

Special Rules
- The stream is a fordable.

Bussaco (Ney's Assault) - 27 September 1810

Historical Background

Uncertain how his army of 50,000 troops, composed of equal portions British and Portuguese, would deal with another open clash with the larger French army, Wellington had deployed most of his forces on the reverse slope of Bussaco ridge and awaited attack. Marshal Andre Massena did not let his uncertainty of the Allied position deter him from attacking. He planned a two-phase attack, first with Reynier's Corps on what Massena believed was the British right flank, followed by Ney attacking the left after Reynier met with success. Massena kept Junot's corps in reserve, to exploit success wherever it happened.

Reynier's disjointed attacks were beaten back, but hearing the heavy gunfire, Ney assumed Reynier's men were enjoying success and ordered his attack. Just after 8am, Ney sent Loison's and Marchand's divisions against the British left. Loison's Division forced back a stubborn enemy skirmish line and then advanced to capture a troublesome British battery. Two concealed British light regiments (the 43rd and 52nd) awaited the French. As the French neared the battery, Crauford ordered these troops to stand and pour murderous volleys into Loison's columns. Within minutes, Loison's Division was streaming back down the hillside in full retreat. Meanwhile Marchand's Division had advanced to the foot of the ridge, but after several unsuccessful assaults up the hillside, Ney called off Marchand's attack. Massena accepted the futility of making any further attempts to

storm the ridge and withdrew. Massena's cavalry subsequently found a road leading past Wellington's army and when Massena advanced along it, Wellington resumed the retreat to the fortified Lines of Torres Vedras.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

British Army

- Commander: Wellington
- 6 Command Cards

French Army

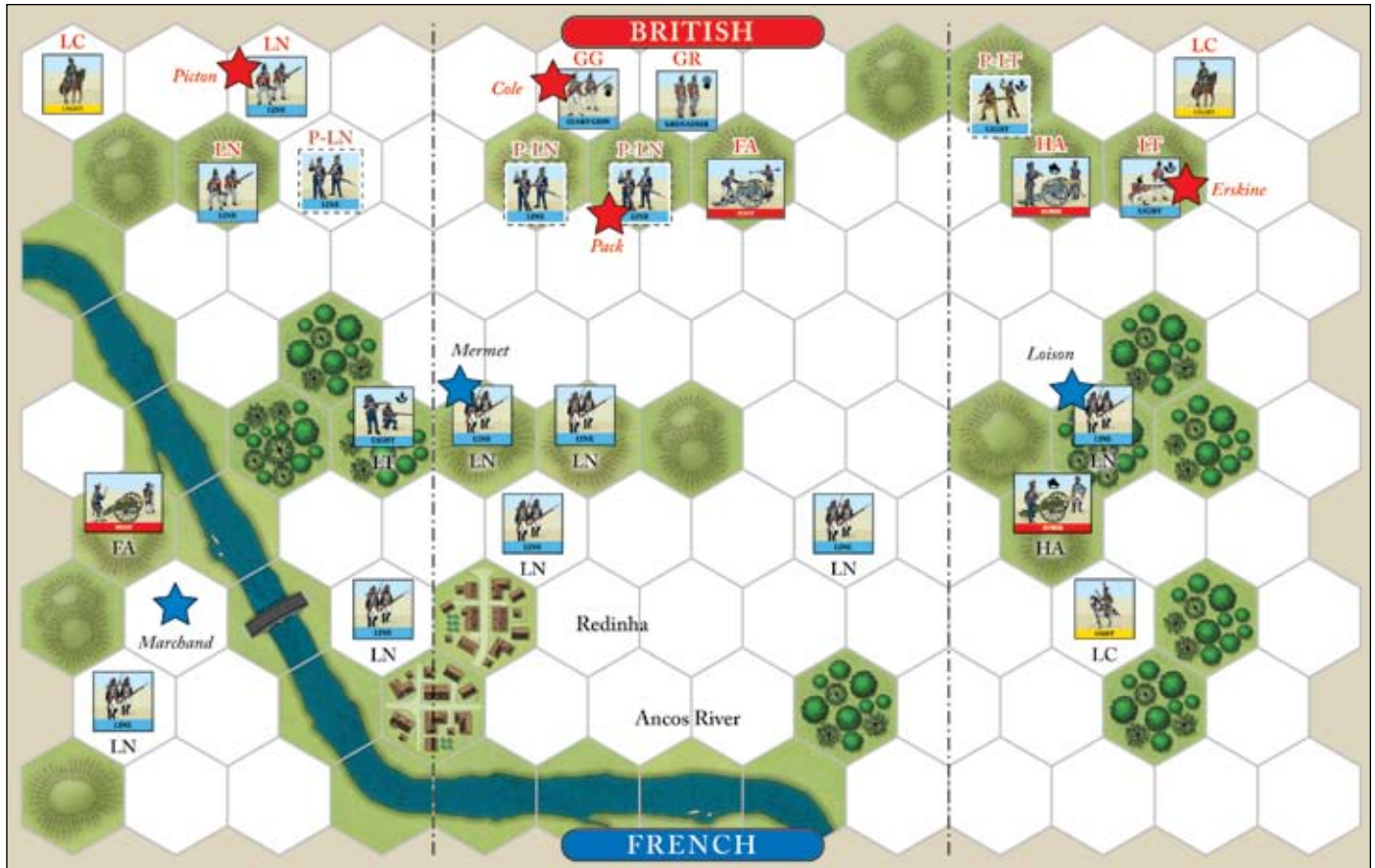- Commander: Massena
- 5 Command Cards
- Move First

Victory

7 Victory Banners

Special Rules

- None

Combat at Redinha - 12 March 1811

Historical Background

The battle at Redinha on March 12th, 1811, was the second re-arguard action fought during Massena's retreat from the Lines of Torres Vedras. Marshall Ney commanded the rear guard. Having failed to delay the British on the 11th, Ney retreated to a new position, near Redinha. His second rearguard stand was at an ideal place, with a plateau south of the village and woods on each flank. Ney deployed Mermet's division on the plateau and Marchand's division north of the village on the far side of the Ancos River.

Wellington knew that he was close to the main French force and proceeded very cautiously, giving Ney the opportunity to move most of Marchand's brigades to support Mermet. It was almost 2 PM, when all of Wellington's forces were in position, and the general advance was ordered. The 3rd Division attacked the French left and the Light Division the French right. Erskine's force threw the French out of the woods on the right and only a timely charge by the French cavalry prevented the position from being overrun. Soon, however, Ney's flanks were both threatened and Mermet and Marchand were ordered to retreat across the river.

Ney was praised for his handling of the rearguard, for he had held Wellington up for an entire day, giving Massena the time he needed to force his way across the Mondego River.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

British Army
- Commander: Wellington
- 6 Command Cards
- Move First

French Army
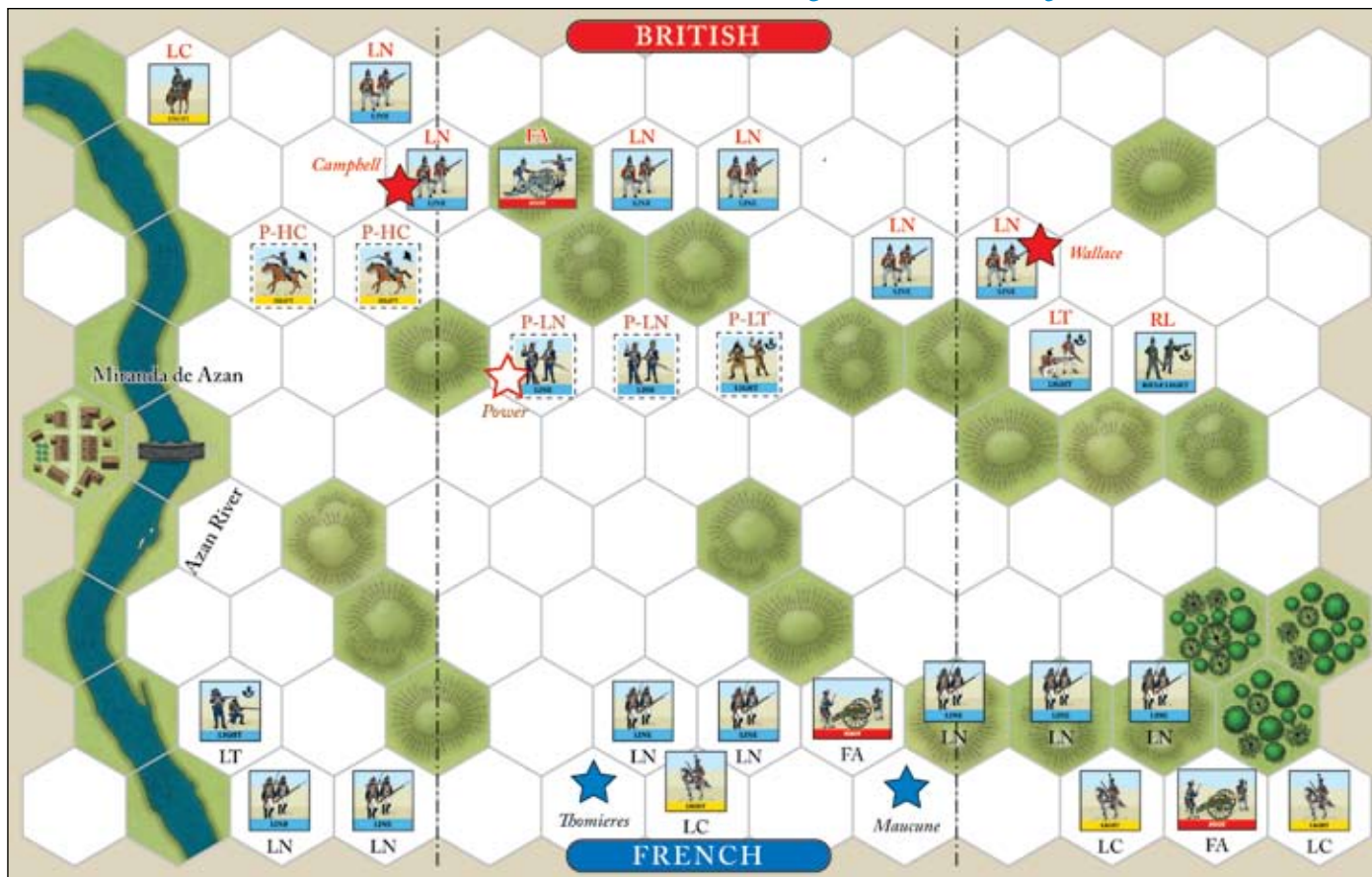- Commander: Ney
- 5 Command Cards

Victory

6 Victory Banners

Special Rules
- The Ancos River is impassable except at the bridge.

Salamanca (Attack on the French Left) - 22 July 1812

Historical Background

Following the capture of Badajoz and Ciudad Rodrigo, Wellington advanced into Spain where Marshal Marmont's Army of Portugal awaited him. The two armies sparred for position, each looking to catch the other at a disadvantage. When Marmont threatened the British supply lines, Wellington began a retreat, but still looked for an opportunity.

On July 22nd, Marmont found a British force in plain view on a ridge and great clouds beyond the hills to the south. Thinking this was just a rearguard, Marmont made a fatal mistake. He extended his army to try and flank the defenders and catch up to what he thought was Wellington's fleeing main body. It turned out the "rear guard" was the left flank of Wellington's army (the clouds were from the baggage train) and Marmont's army became badly strung out and vulnerable before the hidden allied main body.

Wellington gave a "whoop" of delight and set several combined arms counterattacks in motion, starting with an attack by his brother-in-law, Edward Packenham's 3rd Division against Thomiere's lead division.

Still in march order, Thomiere's troops were quickly routed. Two additional British divisions joined the attack and the two remaining left flank French divisions also retired in disorder. With Marmont wounded, command fell to General Clausel, who organized a truly effective combined arms attack that shattered Cole's British Division. British reserves, however, were close at hand and soon Clausel's forces were also in retreat.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

British Army
- Commander: Wellington
- 6 Command Cards

French Army
- Commander: Marmont and Clausel
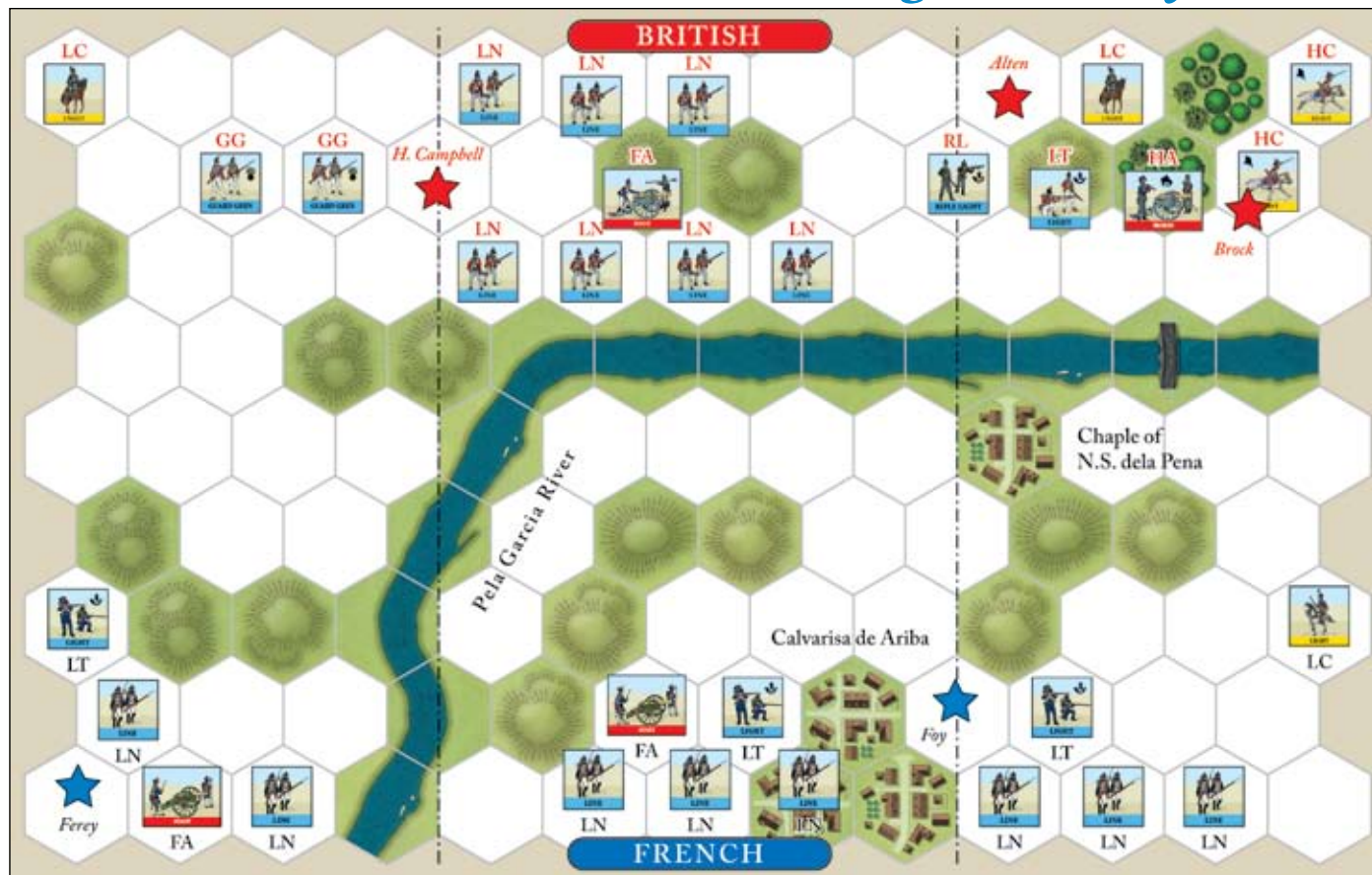- 5 Command Cards
- Move First

Victory

6 Victory Banners

Special Rules
- The Azan River is impassable except at the bridge.

Salamanca (British Attack on French Right) - 22 July 1812

Historical Background

Marmont's army had marched into a deadly British ambush. In the first hour of fighting, three of the eight French divisions were completely smashed and the French left wing ceased to exist. Despite a successful counterattack in the center by General Clausel, the French were beaten, and it became a question of how badly they would lose. Wellington was determined to destroy the entire French army. To that end, he launched the 1st and Light Divisions against the French divisions of Ferey and Foy on the French right. A decisive British victory here would block the French route of retreat

The British divisions emerged from hiding behind a ridge, crossed the Pela Gracia River with little opposition and engaged the surprised French. Ferey's 3rd Division, while still in march column, was attacked by the British guards and was forced back, while Foy's 1st Division attempted to make a stand near Calvarisa de Ariba, but were also driven back. Bloody but not beaten, these two French formations still managed to hold the British at bay, covering the French retreat toward Alba de Tormes and saving Marmont's army to fight another day.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

British Army
- Commander: Wellington
- 6 Command Cards
- Move First

French Army
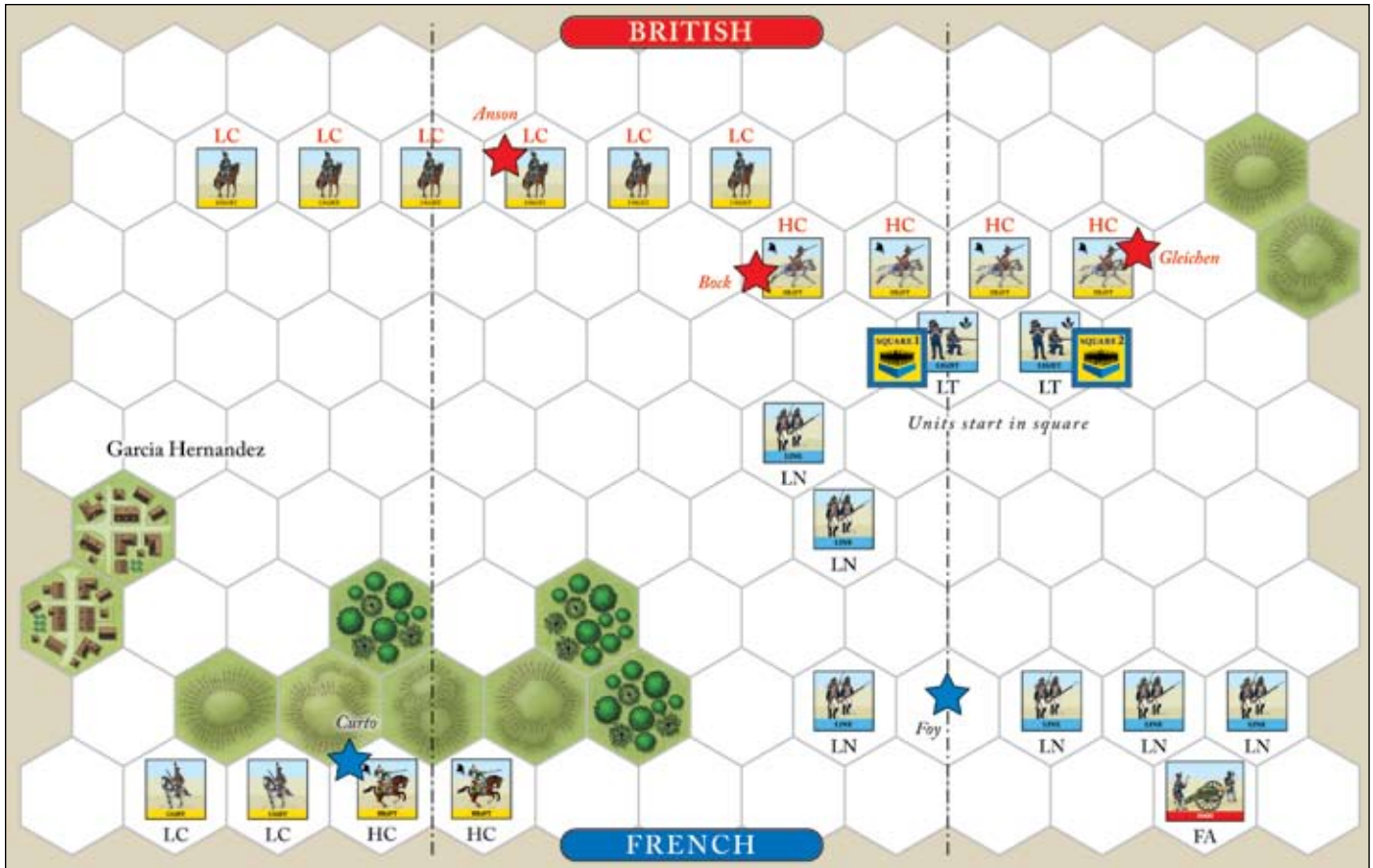- Commander: Marmont and Clausel
- 5 Command Cards

Victory

6 Victory Banners

Special Rules
- The Pela Gracia River is fordable in all hexes. In addition, a unit or leader's movement is not stopped when moving onto a river hex.

Garcia Hernandez - 23 July 1812

Historical Background

Bock's heavy (Kings German Legion) cavalry brigade and Anson's British light cavalry brigade were in hot pursuit of the French army on the 23rd, the day after Wellington's smashing victory at Salamanca. Marshal Marmont detailed Foy's French division along with Curto's French cavalry brigade to act as the rearguard and cover the French retreat. As the Anglo-German cavalry force approached, Curto's cavalry retreated instead of advancing to engage, leaving Foy's infantry alone to face the cavalry. Foy quickly ordered his rear-most units to form square, but the first square charged held their fire too long. Their volley hit home, but the momentum of the charge propelled mortally wounded horses and riders into the square. The shaken infantry did not close ranks and surviving troopers burst into the square through the gaps. The square dissolved in panic - a rare event in the Napoleonic Wars. Normally a steady square could withstand the best cavalry, but the extraordinary event of horse and rider smashing into the square led to the square's demise this time.

The heavy cavalry, joined by Anson's light cavalry, continued their pursuit and attacked a second square. The second square was so demoralized by the destruction of the first square that its troops also broke and ran before the cavalry.

Foy, seeing that the field could not be held, retired with the rest of his troops. His division had fought magnificently the day before at Salamanca, allowing the French army to escape, but

Garcia Hernandez was one rear guard action too many for these fatigued troops.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

British Army
• Commander: Bock
• 6 Command Cards

French Army
• Commander: Foy
• 6 Command Cards (The two French Light Infantry units start the battle in square. The French player selects two cards randomly from his hand and places them on the Infantry In Square Track. French Command is reduced to four.)
• Move First

Victory

6 Victory Banners

Special Rules

• The first French infantry unit eliminated will count as one Victory Banner for the British player and each infantry unit eliminated after the first will count as two Victory Banners.

Combat at Aire - 2 March 1814

Historical Background

Wellington's victorious army was too tired to give immediate chase to the defeated French after the Battle of Orthez, but Wellington did dispatch General Hill with two divisions of infantry, a cavalry brigade and horse artillery to deny the French time to regroup. Hill caught up with General Clausel's rear guard at Aire. Marshall Soult ordered Clausel, with two divisions, to hold Aire long enough to allow Soult's artillery stores and ammunition to be moved out of harm's way.

The battle opened with the Portuguese assailing the center and left of the French line. These attacks were met with a bayonet counter-charge that sent the Portuguese back toward the Grave River. Stewart's advancing British reinforced Da Costa's men and halted their retreat. The Portuguese and the British reinforcements stormed up the ridge a second time and hurled the French back. Aire was captured and the French stores became Hill's prize.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

British Army

- Commander: Hill
- 6 Command Cards
- Move First

French Army

- Commander: Clausel
- 5 Command Cards

Victory

6 Victory Banners

Special Rules

- The two town hexes are Victory Banner objective hexes for the British player. If an Anglo-Portuguese unit occupies an objective hex at the start of the British player's turn, the British player gains a Victory Banner. As long as the unit remains on the objective hex it will count as a British Victory Banner. If it moves off or is eliminated, it no longer counts.
- The River Grave can be forded not only at the ford terrain hex, but in all other hexes as well. However, when crossing the ford terrain hex, a unit or leader does not cease movement (the ford terrain hex represents a low water crossing point).

Quatre Bras - 16 June 1815
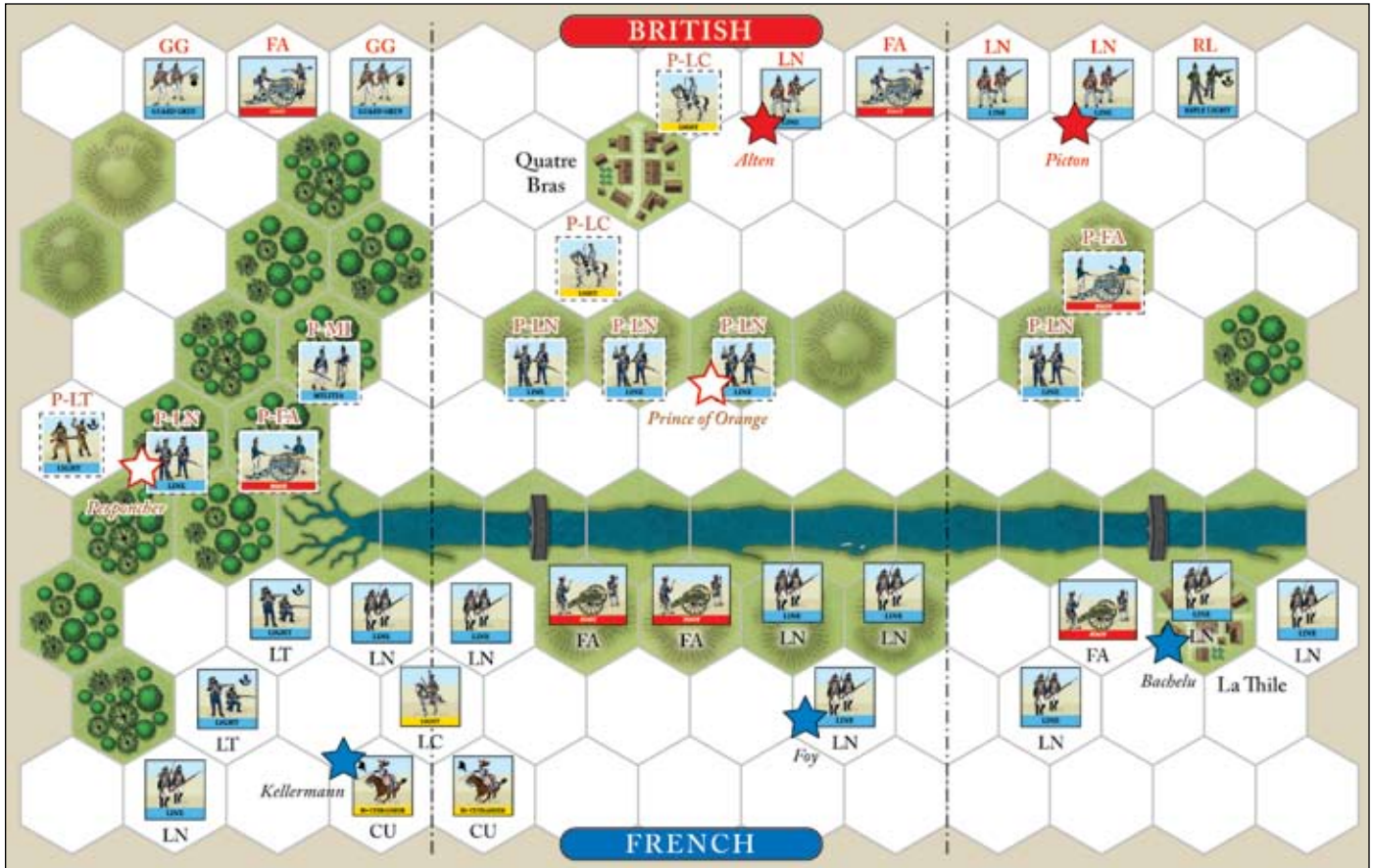
Historical Background

Napoleon Bonaparte's surprise march placed his army squarely between Blucher's Prussians at Ligny and Wellington's Anglo-Allied army assembling around Brussels. Napoleon concentrated most of his strength against Blucher, but ordered Ney and the II Corps to capture the vital crossroads of Quatre Bras to deny Wellington the chance to reinforce Blucher. Ney procrastinated and his attack did not get underway until two in the afternoon. The delay allowed Wellington to bring fresh allied troops to support the Dutch-Belgians and the Nassau Brigade that were thinly deployed south of the crossroads.

The initial French advance was greeted with musket volleys, but the outnumbered Allied troops were forced back. The Allied units in the wood, however, managed to hold. Facing three infantry divisions and a cavalry brigade, the Allied situation was fast becoming desperate, but additional troops kept arriving and Wellington, now in command, directed them to key positions on the battlefield.

Ney realized that the numerical balance was shifting in favor of the Anglo-Allies and that he could only capture and hold Quatre Bras by a desperate move. He ordered General Kellermann to lead his cuirassier brigades forward and break through Wellington's line. The cuirassiers managed to reach the crossroads, but were driven back by close range artillery and musket fire. The arrival of the British Guards Division late in the day gave Wellington sufficient strength to launch a counter-attack that forced the French to give up all of their hard fought territorial gains.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

British Army (Use brown Portuguese blocks for the Nassau, Hanover and Dutch units. Also use the Portuguese National Unit Reference card for the Allied troops with one exception: line infantry units will retreat 2 hexes for each flag.)

- Commander: Wellington
- 6 Command Cards

French Army

- Commander: Ney
- 5 Command Cards
- Move First

Victory

9 Victory Banners

Special Rules

- Quatre Bras is a Victory Banner objective hex for the French player. If a French unit occupies the objective hex at the start of the French player's turn, the French player gains a Victory Banner. As long as the unit remains on the objective hex it will count as a French Victory Banner. If it moves off or is eliminated, it no longer counts.
- The entire stream is fordable. In addition, a unit or leader's movement is not stopped when moving onto a stream hex.

Waterloo - 18 June 1815 (11AM to 3PM)
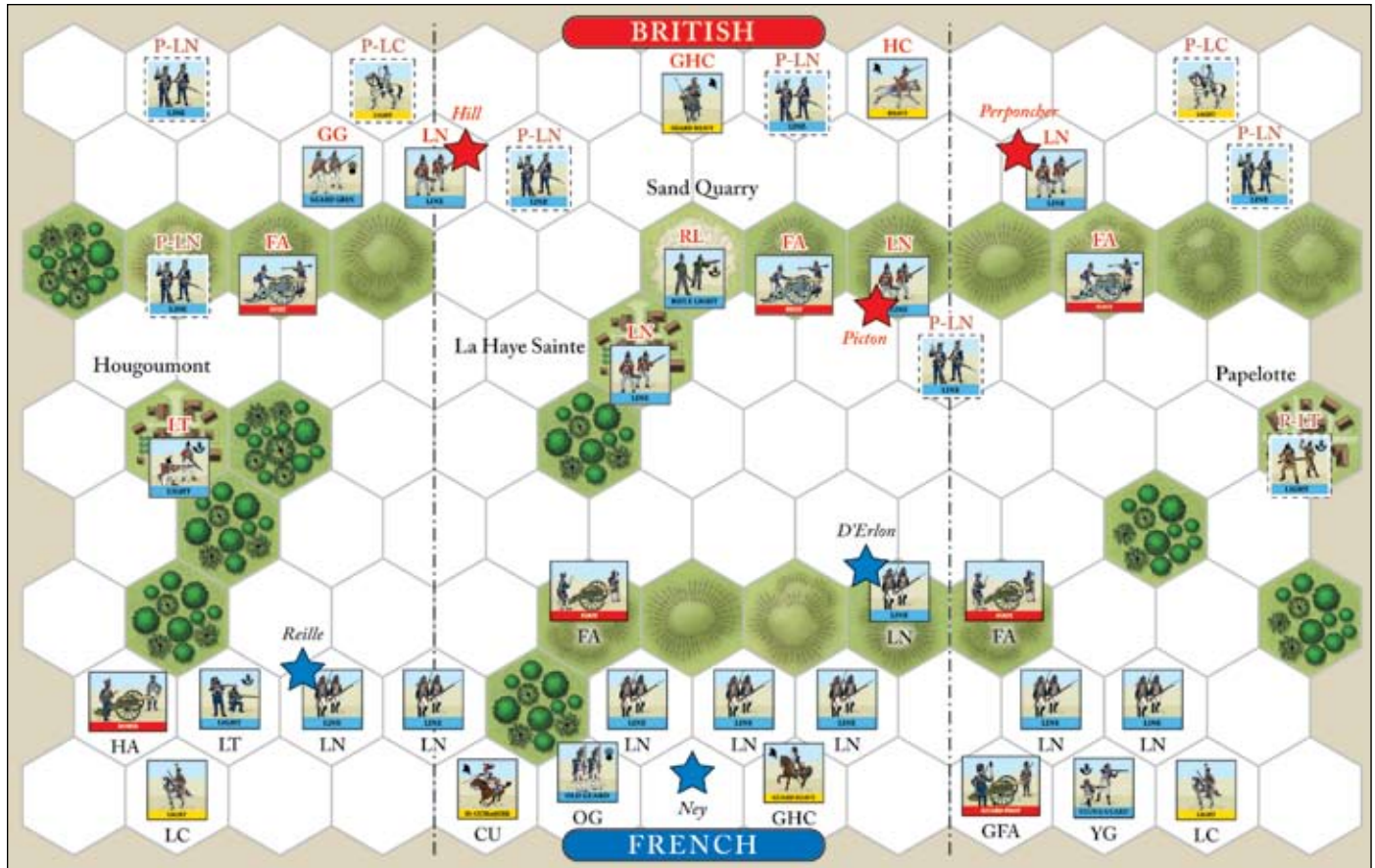
Historical Background

Napoleon retained his strategic brilliance, placing his army squarely between the Prussian and Anglo-Allied armies on June 16th. His tactical genius was fading. He allowed an entire corps to countermarch aimlessly on the 16th, deny him the opportunity for a decisive victory either at Ligny or Quatre Bras. Instead, at the end of the day the beaten Prussians escaped at Ligny and Wellington still held the crossroads at Quatre Bras.

On the 17th Napoleon turned his main strength towards the British, after detaching Grouchy with two corps to pursue the retreating Prussians and prevent them from uniting with Wellington. A massive storm drenched the area on the 17th as Napoleon advanced upon the Anglo-Allied army that was deploying for battle in front of Mount Saint Jean.

The 18th dawned clear, but the rain-soaked ground still made maneuvering cavalry and artillery difficult, so Napoleon delayed the start of the battle, waiting for the ground to dry.

Wellington fielded an Anglo-Allied army of 50,000 infantry, 11,000 cavalry and 150 guns. In front of his line, there were three strong positions; the château of Hougoumont, the hamlet of Papelotte and the farmhouse and orchards of La Haye Sainte. Many of his veteran regiments from Spain had been sent to Canada and the United States to fight the Americans. Napoleon's army consisted of 48,000 infantry, 14,000 cavalry and 250 guns. Many of these troops were veterans of at least one campaign. It was about 11AM before Napoleon gave battle with artillery salvoes and ordered the initial assault against Hougoumont.

The battle of Waterloo is well documented, and rather than skim through the account, it is recommended that players take advantage of the numerous sources available and enjoy reading about this epic struggle between two of the greatest commanders in history.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

British Army*
- Commander: Wellington
- 6 Command Cards

French Army
- Commander: Napoleon
- 6 Command Cards
- Move First

Use brown blocks for the Nassau, Brunswick, Hanover and Dutch units. Also use the Portuguese National Unit Reference card for the Allied troops with one exception: line infantry units will retreat 2 hexes for each flag.

Victory

8 Victory Banners

Special Rules

- The three building hexes are Victory Banner objective hexes for the French player. If a French unit occupies an objective hex at the start of the French player's turn, the French player gains a Victory Banner. As long as the unit remains on the objective hex it will count as a French Victory Banner. If it moves off or is eliminated, it no longer counts.

- **Impetuous British Cavalry.** A victorious British cavalry unit must Cavalry Breakthrough after a successful melee, and must also advance one extra hex after its regular combat, if a vacant hex is available. The unit may not advance back onto its original starting hex. The unit must also advance after its bonus combat if successful.