

Clouds of Smoke

Objective

Drop enemy army's morale to 0

Game sequence

1. Bombardment
2. Actions
 - Roll action dice
 - Place them on the board
 - Play actions
 - Empty actions
3. Start combat
4. Combat

1. Bombardment

For every battery select a target formation and add to the total dice the power and:

- +1 for units in rear contact
- +1 if > 5 units
- +1 if > 10 units
- +1 if > 15 units
- +1 if in the village
- -1 inside an emplacement
- -1 if cavalry or artillery only

Make one roll. For every 10 points enemy loses 1 morale or retreats with one closest unit.

2. Actions

- 1UW is Unit Width. Units may move over friendly units. Units activate in formations but move independently.
- Simple move: turn in any direction then move straight ahead; first speed digit.
- Difficult movement: turn in any direction then move straight ahead, then turn in any direction; second speed digit.
- Can risk and roll more dice on 1
- May place any number of dice on actions, but they disappear at the end of turn. May place one on each tactic and it stays.

3. Combat start

Place a combat marker in such a way that the maximum number of engaged units become in combat (2UW radius)

4. Combat

- Engaged = in base contact; OR in arc of fire and has LoF from both front corners
- Flanking = +1d6
- Roll all dice and add strength of units in combat
- Each 10 makes a hit
- Each 10 more than your opponent makes one more hit
- Active player resolves hits first
- Can retreat with a unit once to discard a hit

Each retreating unit adds 1 to combat price. If only your units remain in combat, remove marker and enemy loses morale equal to its price.

Advantage: roll 1 more die and discard lowest value.

Disadvantage: roll 1 more die and discard highest value.

Terrain

Broken: more 2UW or less, disadvantage for cavalry

Very broken: more 1UW or less, disadvantage for cavalry and any non-light units, cannot bombard while inside

Cover: units with Use Cover gain advantage, cannot bombard while inside

Elevation: LoF over units not on in, +2UW bombardment range

Blocks LoF: blocks LoF

Elements

Stream, ravine, swamp: very broken

Road: +2 to speed on simple moves

Village: broken, blocks LoF, +1 discipline for infantry, +1 die when bombarding units inside, cannot bombard from within

Hill: blocks LoF, elevation

Wooded hill: very broken, blocks LoF, elevation

Dune: blocks LoF, elevation, broken

Rock: blocks LoF, elevation, very broken

Wood: very broken, blocks LoF

Grove: broken, cover, blocks LoF

Vineyard, bocage: broken, blocks LoF

Ploughed field: broken

Emplacement: can have 1 unit, discards 1 hit per turn, -1 when bombarding units inside, 45 degree arc of fire for bombardment from within

2-3	Rock, stream, ravine, or a swamp
4-5	Village or road
6	Hill
7	Nothing
8	Plowed field
9-10	Wood, vineyard, or bocage
11-12	Wooded hill or a dune

Set up armies

1. Select a scenario
2. Select the army
3. Divide the army into columns
4. Determine the game conditions
5. Determine the first player
6. Set up terrain
7. Set up armies
8. Start the game