

Differences in common rules to C&C games

Retire & Rally / Evade:

- Ancients: A unit may evade even if it can only retreat 1 hex. Attacker may not take ground.
- Napoleonics: Unit may not Retire & Rally if it cannot retreat 2 hexes. Exception: may retreat 1 hex and attach with a lone leader. Attacker may take ground.
- Medieval: Unit may not Retire & Rally if it cannot retreat 2 hexes. Exception: may retreat 1 hex and attach with a lone leader. Attacker may not take ground. **Parthian Shot** : Only evading Light Bow Cavalry units may perform a Parthian shot. If the evading light bow cavalry survives the combat, it will roll 2 battle dice and only unit symbols of the attacking unit will hit.
- Tricorne: Unit may not Retire & Rally if it cannot retreat 2 hexes. Exception: may retreat 1 hex and attach with a lone leader. Attacker may take ground. A unit that performs Retire & Rally still makes a rally check, but does so with 2 additional dice.
- Samurai: There is no evade option.

Attached Leaders in Combat:

- Ancients: Non-elephant units in or adjacent to a leader hit on helmets in melee combat. A unit with an attached leader may perform bonus melee after advancing into the vacated hex.
- Napoleonics: Leaders provide no combat dice bonuses and do not allow an attached unit to perform bonus melee (exception: combat cards from Expansion #5).
- Medieval: Units in or adjacent to a leader hit on helmets in melee combat. A unit with an attached leader may perform bonus melee after advancing into the vacated hex.
- Tricorne: Attached leaders add 1 die to all melee combat and 1 die to infantry (not artillery) ranged fire. A unit with an attached leader may perform bonus melee after advancing into the vacated hex.
- Samurai: A unit with an attached leader may perform bonus melee after advancing into the vacated hex. An ordered Foot leader may spend 1 H&F to add a die to an attached unit in melee. A cavalry leader may spend 1 H&F on an attached unit and 1 H&F for each adjacent unit for each unit to roll a bonus die in melee. The cavalry unit does not have to be ordered to affect adjacent units. When this is performed, collect one less H&F token than the number of H&F symbols rolled.

Combat Cards / Inspired Leadership Tokens:

- Ancients: N/A
- Napoleonics (Expansion #5): A player may play as many Tactician cards during a turn as desired, but only one card may be played on any given lone Leader, unit with an attached Leader, or unit during a turn.
- Medieval: Only one available Inspired Action token may be spent by each player during a player's turn. When a *Leadership (Left/Right/Center/Any) Section* is played on a turn, a player

may choose to spend one Inspired Action token and elect to have only the applicable units that are ordered by the Leadership Command card perform one of the Inspired Leadership actions as listed on the Inspired Action Reference sheet. Either player may spend an Inspired Action Token in order to perform one of the Battlefield Actions on the list. The "Move a Leader" option is only available to the active player (and may be used on a leader that already moved that turn), whereas the "Battle Bonus" and "Bravery" options are available to either player. The Battlefield Actions are not tied to the play of a Leadership Command card.

- Tricorne: A player may play as many Combat cards during a turn as desired, but only one card may be played on any given lone Leader, unit with an attached Leader, or unit during a turn. Also, after all turn actions are taken, a combat card may be discarded and a friendly leader may move up to 3 hexes (terrain restrictions still apply).
- Samurai: Each player may only play one Dragon card during the current player's turn. If the active player did not play a Dragon card during his turn, he may discard one Dragon Card and collect 1 H&F Token.

Misc Combat:

- Ancients: Cavalry, warriors, elephants, chariots, camels, and units with attached leaders are eligible for bonus melee after advancing into the vacated hex. Cavalry have the option to move an additional hex in any direction after advancing into the vacated hex before performing the bonus melee.
- Napoleonic: Only cavalry may make bonus melee after advancing into the vacated hex. In addition, the cavalry unit may move an additional hex in any direction after advancing into the vacated hex before performing the bonus melee.
- Medieval: Cavalry, warriors, and units with attached leaders are eligible for bonus melee after advancing into the vacated hex. Cavalry have the option to move an additional hex in any direction after advancing into the vacated hex before performing the bonus melee. Superior Armor & Stature:
 1. Super Heavy Cataphract Cavalry will ignore a sword from any other type of unit including Heavy Cavalry.
 2. Other types of Heavy Units will ignore one sword rolled against it when attacked in melee by any other type of Medium Unit or Auxilia Infantry.
 3. Medium Units will ignore one sword rolled against it when attacked in melee by Auxilia Infantry.
 4. Any cavalry unit will ignore one sword rolled against it when attacked in melee by any foot unit. That means it will ignore two swords rolled against it if it were attacked by a lower class infantry unit.
- Tricorne: Cavalry, Highlanders, and units with attached leaders are eligible for bonus melee after advancing into the vacated hex. No bonus hex for cavalry. Also, an infantry unit that moves subtracts one die in ranged and melee combat. This one die reduction also happens when a unit advances into a vacant hex and performs bonus melee.

- Samurai: Cavalry and units with attached leaders are eligible for bonus melee after advancing into the vacated hex. No bonus hex for cavalry. Bow units that move roll only one die in ranged combat. AA units that move may not battle at all.

Superior Armor & Stature:

1. Heavy units ignore 1 sword from medium infantry and 2 swords from light infantry.
2. Medium infantry ignore 1 sword from light infantry.
3. Cavalry units ignore an additional sword from any foot unit.

Leader Checks:

- Ancients: If attached unit loses 1+ block, but was not eliminated, roll 2 dice and the leader is eliminated if 2 helmets are rolled. If attached unit was eliminated, roll 1 die and the leader is eliminated on a helmet. If targeting a lone leader in melee or ranged combat, roll normal combat dice and leader is eliminated on 1 helmet.
- Napoleonics: If attached unit loses 1+ block, but was not eliminated, roll 2 dice and the leader is eliminated if 2 swords are rolled. If attached unit was eliminated, roll 1 die and the leader is eliminated on a sword. If targeting a lone leader, roll normal combat dice and leader is eliminated on 1 sword in melee or 2 swords in ranged combat, even if the attacking unit doesn't hit on swords (ranged combat not allowed in the base game, but added in Expansion #5).
- Medieval: If attached unit loses 1+ block, but was not eliminated, roll 2 dice and the leader is eliminated if 2 helmets are rolled. If attached unit was eliminated, roll 1 die and the leader is eliminated on a helmet. If targeting a lone leader in melee or ranged combat, roll normal combat dice and leader is eliminated on 1 helmet.
- Tricorne: If attached unit loses 1+ block, but was not eliminated, roll 2 dice and the leader is eliminated if 2 swords are rolled. If attached unit was eliminated, roll 1 die and the leader is eliminated on a sword. If targeting a lone leader, roll normal combat dice and leader is eliminated on 1 sword in melee or 2 swords in ranged combat, even if the attacking unit doesn't hit on swords.
- Samurai: If attached unit loses 1+ block in melee, roll 1 die and the leader is eliminated on a sword. If attached unit loses 1+ block in ranged combat, roll 2 dice and the leader is eliminated on 2 swords. If attached unit is eliminated in ranged combat, roll 1 die and the leader is eliminated on a sword. If targeting a lone leader in melee, roll normal combat dice and leader is eliminated on 1 sword, even if the attacking unit doesn't hit on swords.

Retreat / Support:

- Ancients: Lone leaders provide support. Elephants give support but do not receive it.
Napoleonics: Lone leaders provide support. Units in square give support but do not receive it. A unit in square with an attached leader may ignore 1 flag. Otherwise, flags are hits. Attacking cavalry may never ignore a bounce flag from an infantry in square.
- Medieval: Lone leaders provide support to units without attached leaders. You may spend one Inspired Action token to ignore a retreat.

- Tricorne: A unit may only ignore a maximum of 2 flags. Lone leaders do not support, but all adjacent units ignore 1 flag. Units that retreat must make a rally check.
- Samurai: Lone leaders provide support. Units that retreat pay a cost in H+F tokens. An attached leader adds 1 for each hex retreated. A lone leader that retreats costs 3 H+F tokens. A leader may commit seppuku instead of retreat, gaining the player 5 H+F tokens, but costing them a random discard and a 1 card reduction in hand size, and the opponent draws a Dragon card. Inability to pay H+F costs a Lack of Honor roll after the retreat: roll 4 dice + dice equal to unpaid H+F tokens: each symbol hits a retreating unit or if not, the closest matching unit (owner decides ties) & leader checks are not made for Lack of Honor losses.

Special Rules (other than specific rules for unit types & terrain) that you might want to brush up on:

- Ancients: New game mechanics for each expansion.
- Napoleonic: Infantry Square & Combined Arms. New game mechanics for each expansion.
- Medieval: Inspired Actions.
- Tricorne: Rally Checks, Clan Chief (Jacobite only).
- Samurai: Honor & Fortune Tokens, Dragon Cards, Seppuku, Lack of Honor.