

STEEL & MAGIC NAPOLEONICA



Rule Book



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INTRODUCTION

Napoleonica: Steel and Magic is a strategy board game that immerses players in an alternate reality of the Napoleonic era. Here, magic and fantasy creatures such as centaurs and wolfens fight alongside historical armies under the banners of great empires. The setting combines familiar elements of real history with mythical motifs to create a unique world where steel and magic determine the outcome of battles.

The game features the excellent 28mm models from Signum Games. Battles take place on a hexBattlefield and the player controls armies made up of troop units and heroes. For the battle, players can choose one of the available game modes, ranging from pre-designed scenarios to the ability to recruit their own armies and victory conditions.

The game includes components such as miniatures, cards, tokens, and a Battlefield that bring battles to life. Different modes are available, from quick scenarios to tournaments and solo campaigns, providing a varied gaming experience. Napoleonica: Steel and Magic invites you to become a great military commander in a world where the fate of empires depends on your skill.

In addition, players can experience an epic solo mode, where they will confront the powerful forces of Chaos. Allies of the forces of Order are always available to help players.



GAME MODES

Napoleonica: Steel and Magic has several modes. We recommend playing a few PVP battles using the previously formed armies and scenario conditions before moving on to the longer Tournament or Solo Company modes.

SCENARIO BATTLES

This is the easiest way to learn more about the game. Players choose one of the suggested terrain maps in the rulebook and then one of the scenarios, which has victory conditions. You can use the recommended armies to play in the scenario or create your own army roster without exceeding the specified point limit. The scenario is won by the player who is the first to score the required number of VPs (Victory points).

TOURNAMENT

In this mode players have maximum freedom to form their own army. Moreover, Tournament allows to turn a single battle into a real confrontation between two tactical geniuses. We recommend this mode for players who are already well familiar with the basic rules of single scenario battles.

The tournament consists of a series of player vs player battles. The results of each game are recorded and affect the conditions of the next battle. At the end of the tournament, players face off in a decisive battle for the title of winner. The basic rules and game mechanics of the Tournament do not change. But in addition to victory points, at the end of each match you gain Development Points (DP) - an in-game currency that allows players to recruit new units, build buildings, and buy necessary artifacts.

SOLO CAMPAIGN

Remember that Napoleon managed to build his empire by himself, and most of the battles he won belong to his genius!

In the solo mode we offer the player just like Napoleon to become the creator of their own destiny. Will they be able to stand alone against the countless Legions of the Abyss? The player will have to gather their own army and shoulder to shoulder with their soldiers to pass all the hard way to victory.

To pass the solo campaign, use a deck of event cards and mark your progress on the world map. To win the solo campaign you have to prepare for the final battle with the army of the Abyss and win it. This is not so easy to do, as on your way you will meet various obstacles from bad weather and gangs of marauders to the territories, which have already spread the corruption of Chaos.

Solo campaign is organized in such a way that each game is significantly different from the previous one, no matter what decisions you make.



OBJECTIVES OF NAPOLEONICA: STEEL AND MAGIC

The objective of Napoleonica: Steel and Magic is to score more victory points (VPs) than your opponent. This is accomplished by completing scripted objectives or destroying enemy units. Alternatively, players can aim to completely destroy the opponent's army, resulting in an immediate victory. Depending on the game mode, objectives may vary:

SCENARIO BATTLES:

The main objective is to fulfill specific conditions, such as capturing and holding key points, destroying important opponent units, or achieving other objectives specified in the scenario.

CAMPAIGN:

Players gain victory points through a series of battles. It is also possible to develop your army through development points (DPs), which are used for improvements between battles. Your goal is to score as many VPs as possible through a series of battles.

SOLO CAMPAIGN:

Under development.

To achieve victory, players need to strategically manage their units on the Battlefield, use Orders and Maneuver cardsmaneuver cards wisely.



THE MAIN COMPONENTS OF NAPOLEONICA: STEEL AND MAGIC

The game Napoleonica: Steel and Magic is a tactical board game in which players command armies on the battlefield. This is accomplished through a set of components that provide visual, tactical, and strategic interaction. The main elements included in the basic game set are listed below, with a brief description of their purpose:

Miniatures

Figurines representing units of troops and heroes, and monsters. Each miniature corresponds to a specific unit listed on the Unit card.



Unit Cards

Cards with Unit characteristics such as attack, size, movement, and special abilities. They are used to manage Units and track their status.

Battlefield

A hexagonal grid Battlefield on which units and terrain elements are placed. Assembled before the game depending on the scenario.



Terrain Hexes

Additional tiles (Forests, Hills, Rivers, etc.) that are placed on the Battlefield and affect movement and combat.



Dice of 6 colors

Multifaceted dice of different colors used to resolve combat and random events. The color of the die reflects the probability of success.

Maneuver cards 31 per player

A deck of cards unique to each faction. Allows you to perform tactical actions, activate abilities, or boost attacks.



Escalation Cards

Cards that indicate how intense the hostilities will be in the coming rounds.



Reinforcement Deck

A common deck from which players draw cards to rebuild units or receive additional Orders.



Reinforcement Track

An area for retired units from which they can be returned back in play in the Reinforcement phase.



Order Pouches and Order Tokens

Pouches contain tokens of different colors that players draw to activate units.



Fatigue

Tokens that indicate the fatigue level of units and affect their activation and actions.

Corruption

Special tokens for the Legions of the Abyss faction. Used to accumulate and spend corruption for unique abilities.



Detachment cards and tokens

Designate unit leaders, adding bonuses such as Master of Attack or Brave.



Rulebook

A complete guide describing rules, scenarios, and game modes.

Player screens

Used to hide information from your opponent



ADDITIONAL COMPONENTS:

SOLO:

Event cards
Two-sided tablet
Campaign book
Loot tokens

TOURNAMENT:

Improvement cards
Notebook
Relic tokens

BASIC RULES

The Basic Rules form the basis of Napoleonica: Steel and Magic and apply to all game modes. The Scenario Battle mode uses only these rules in their entirety. Other modes, such as Tournament or Solo Campaign, may add additional rules or modify existing rules - all changes are detailed in the respective sections.

UNITS

In Napoleonica, the basic formation is the Unit. It can consist several models (usually 3-5).

All units are divided into Branches.

For example:

- **Line Infantry**
- **Elite Infantry**
- **Light Cavalry**
- **Heavy Cavalry**
- **Artillery**
- **Commander**

Units have the characteristic «size», indicating the number of miniatures that unit includes. When a unit takes damage, the player removes the appropriate number of miniatures from the Battlefield. If the last miniature of a unit is removed, the unit is considered **destroyed**.



UNIT CARD

Each Unit has a card with basic characteristics:

- **Name and faction.**
- **Attack** - number and color of dice used in battle.
- **Attack type** - 🗡️ melee / 🏹 ranged attack / ⚡ magic.
- **Size** - maximum number of models in the unit. The unit starts with this number of models. During the game, it cannot exceed this number.

- **Stamina** - maximum number of Fatigue the unit can hold.
- **Movement** - The maximum distance a unit can move during its activation..
- **Activation Value** - color of Orders required to activate the unit.
- **Cost** - the number of points you must spend to take this unit on your army's roster.
- **Unique unit**
- **Unit Branch.**

In addition to characteristics, units have **unique abilities** - permanent or activatable.

To activate an ability, a Fatigue token is placed on the unit at the beginning of the turn. For description of all abilities see **Glossary** (page ...).

NAME: NAPOLEON

ACTIVATION VALUE: 3

MOVEMENT: 2

STAMINA: 2

FACTION: F-13

SIZE: 3

PERMANENT ABILITIES: Draft 2. Brave. Fortitude. Aura 2.

ACTIVATABLE ABILITIES: Once per game: take 2 random orders.

ATTACK: 45

COST: 45

UNIT BRANCH: Commander

UNIQUE UNIT: Star icon

DETACHMENT

Detachment is a miniature or token that can be added to a unit.

This gives the unit additional abilities, as shown on the corresponding Detachment card.

The Detachment is not treated as a separate model and does not increase the unit's health.

It is removed from the game when the Unit is destroyed.

You must also spend points to take a Detachment, just like when adding regular units to the army roster.

NAME: INFANTRY MUSICIAN

ABILITIES: Brave

COST: 2

NUMBER OF COPIES OF THE CARD: 2/12 B

PREPARING FOR THE GAME

1. CHOOSING A FACTION

Each player starts by choosing a faction. Only units from that faction may be included in the army.

2. FORMING AN ARMY

Scenarios may offer ready-made army rosters, or players assemble their own armies within a set number of Development Points (DPs).

FRANCE

20 Fusiliers x2

22 Voltigeurs

32 Chasseurs a Cheval

43 6-Pound Artillery

45 Napoleon

182

BASE UNITS

- **Development Points (DPs):**

Each unit has a Cost in DPs as indicated on its card. The total Cost of an army may not exceed a set limit.

- **Unit Types:**

An army may include infantry, cavalry, artillery commanders and other. The composition should support tactical objectives.

- **Unique units:**

Star-marked units are unique. You can only take one such Unit for every 100 DPs in the army. You cannot have two of the same unique units in an army.

DETACHMENT

- You can add an officer, standard bearer or musician to your Units — **only one Detachment per unit is allowed.**

COMMANDER

- The army must include at least one Commander.

- **If eliminated, it gives the opponent additional victory points.** See page ((XXXX)).

Before the game, it is important to make sure that:

- The total value of the army does not exceed the DP limit.
- There is at least one Commander in the army.
- The number of unique units complies with the rules.
- Detachments are assigned correctly.

Forming an army is not just a set of units, but a strategic decision that affects your success in the game. A well-planned army gives a strong advantage on the Battlefield.

SETUP

PREPARE THE BATTLEFIELD

The game board in *Napoleonica: Steel and Magic* is the basis for battles. It consists of hexes on which units and terrain elements are placed.

BATTLEFIELD COMPOSITION

- **Hexagonal board** on which players place other components.
- **Terrain hexes:** Additional elements (forests, hills, rivers, bushes, etc.) with different abilities.
- **Landmark Markers:** Marked key areas important in the current scenario.



PREPARATION

1. Setup a Battlefield:

Arrange the game board leaving enough space for other game components.

2. Placing terrain:

Scenarios: Use a map from the rulebook to place terrain hexes and Landmark Markers.

Players can agree to create their own terrain map.

Unique terrains: Some scenarios contain spaces for unique terrains. Players can decide for themselves which terrains to place there. Or, as an initiative, place 1 unique terrain each.



ORDER POUCH

The Order Pouch is an important game component in *Napoleonica: Steel and Magic*. It is used to receive Order Tokens - the main game resource.

POUCH COMPOSITION

Each player gets their own Pouch with 17 Order Tokens placed in the Pouch before the game starts. The Order Tokens are of the following colors:

- 8  green
- 5  blue
- 3  red
- 1  purple - a universal Order, replacing any color.
- ★ – This symbol means that you may spend an Order of any of the specified colors above.

Empty Orders.
Some effects require placing an empty order  on a unit. More details about them will be provided later.



PREPARATION

1. Checking equipment:

Make sure that each Pouch contains exactly 17 Orders in the specified number and colors. You cannot add or remove Orders beyond this number - it can disrupt the balance of the game.

2. Placing tokens:

Place all 17 Orders in a Pouch and mix carefully to ensure random distribution.

3. Placing a Pouch:

The Pouch is placed next to the player so that they can easily draw Orders in the Order phase. Keep it closed between uses so that the Orders do not spill.

Important!

If the Pouch is empty, the player loses the ability to draw new Orders until the end of the round. The Pouch remains personal. Be careful not to let other player's Orders get into your Pouch.

MANEUVER DECK

Maneuver Deck in *Napoleonica: Steel and Magic* is an individual set of Maneuver cards unique to each faction. These cards allow players to perform special actions, reinforce their units and influence the course of battle.

DECK COMPOSITION

- Each faction has its own deck of 30 **Maneuver cards** plus one additional card - «**Decoy tactic**».
- Cards in the deck reflect the faction style and contain various effects: activating units, boosting attacks, reactions, etc.
- Decoy tactic card is not included in the main deck of 30 cards and is issued additionally.

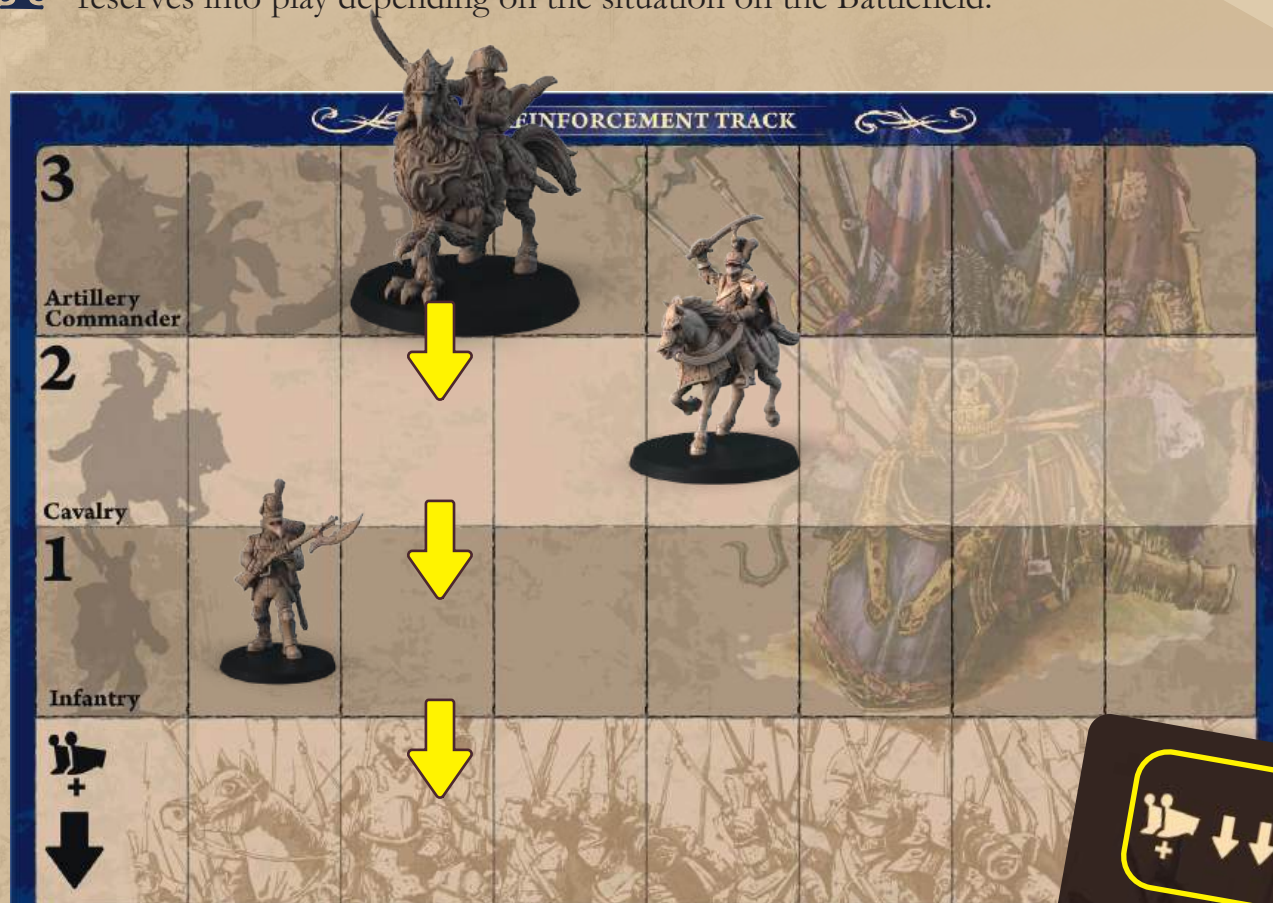
PREPARATION

1. **Choosing a faction:**
Choose which faction you are playing for and take the appropriate deck of Maneuver cards.
2. **Checking composition:**
Make sure that the deck has exactly 30 cards plus a special Decoy tactic card.
3. **Shuffling:**
Carefully shuffle 30 Maneuver cards and place them in the pile shirt up next to you. Decoy tactic card is not shuffled - it is immediately given to the player's Hand.
4. **Placing:**
The deck is placed in a place which is convenient for drawing cards in the End fo Round. Decoy tactic card remains with the player until the end of the game.



REINFORCEMENT TABLET

The Reinforcements Tablet is a special game area designed to place miniatures which the player uses to make up for the losses of their units. It helps to manage and bring reserves into play depending on the situation on the Battlefield.



The Reinforcement tablet consists of lines, each of which is dedicated to a specific branch. When a player's unit suffers losses, the models are taken to the Reinforcement tablet and placed in the hexes according to their type:

- **Line 3** is for Commanders and artillery units.
- **Line 2** is for cavalry units
- **Line 1** is for infantry units.
- **Deployment line.** If a miniature in this zone should move further down - it may instead be placed on the Battlefield to replenish the corresponding unit.

MECHANICS OF REINFORCEMENTS

During the Reinforcement phase and when some cards are played, the player moves miniatures toward lines.

- Units move from top to bottom through lines toward the deployment line.
- The number of lines to which miniatures can be moved is determined by the reinforcements indicated on the card being played. For example, if the card indicates , a miniature moves two Lines down. Or two miniatures are moved 1 Line down.
- When it should leave the deployment line, a miniature may be sent to a unit of the appropriate Unit on the Battlefield if its number of models is now less than its original Size.

UNIT DESTRUCTION

If a unit on the Battlefield is completely destroyed - that is, the last miniature is removed to the Reinforcement Track - it is considered to be completely defeated. Such a Unit can no longer be reinforced. In this case, the player has the following:

- Remove from the Reinforcement Track the miniatures of that type that have a number equal to the Size of the destroyed unit. They leave the game.
- If the unit included a detachment, it also leaves the game.
- The opponent who destroyed a uUnit gains the corresponding number of VPs.

Suppose a player has a Reinforcement card with . On the tablet in the first lane stands a model of Fusilier. The player moves this model 2 lanes down and should leave the deployment zone. From there, the model is sent to the appropriate unit on the Battlefield that has lost one or more models.

If that unit is later completely destroyed, the player removes 4 models (Unit Size) from any lanes on the Reinforcement Track.

REINFORCEMENT DECK

Reinforcement Deck in *Napoleonica: Steel and Magic* is a common resource for all players, used in the Reinforcement phase to recover Units, receive Orders, or relieve Fatigue.

DECK PREPARATION

Reinforcement deck consists of reinforcement cards.

Shuffling:

Thoroughly shuffle the cards and stack them face up.

Placing:

Place the Reinforcement deck in the center of the table, in an area accessible to all players.



ESCALATION DECK

The Escalation deck determines the intensity of the battle. It determines how many orders will be available in the current round and how many maneuver cards players will receive for the next round. Each card has 2 sides. The leader (Player who wins the initiative) determines which side to use.

DETERMINING THE DECK SIZE:

Before the game, players agree on the number of cards in the deck depending on the desired round duration.

- Short game: 4 cards (4 turns).
- Medium game: 6 cards (6 turns).
- Long game: 8 cards (8 turns).
- For scenarios, see the number of cards in the description.



OTHER COMPONENTS

In addition to the basic elements (Battlefield, decks, Pouches), Napoleonica: Steel and Magic uses additional components such as tokens, markers, dice and other accessories. Make sure you have all the necessary components in quick access.

1. Dice:

Multi-faceted dice in different colors to resolve attacks. Put in both players' access.



2. Tokens and markers:

- **Fatigue:** Mark the fatigue level of units. Place in the general supply next to the Battlefield.
- **Corruption Tokens:** Used by the Legions of the Abyss faction to accumulate and spend a corruption resource. Issue 20 tokens to a player for the Legions of the Abyss. At the beginning of the game, they receive 3 of them.
- **Leader Token:** Indicates the first player in the round. Put it between players - it will be passed in the Order phase.



3. Player Screen:

- For storing Orders and hiding information from the opponent.
- Issue a screen to each player.



PLACING UNITS ON THE BATTLEFIELD

Placement of units on the Battlefield in Napoleonica: Steel and Magic is the final stage of preparing the game components, determining the initial positions of each player's army. The success of your strategy from the first turns depends on the correct placement.

COMPONENTS:

- **Miniatures:** Figurines representing units.
- **Unit Cards:** Describe the characteristics and abilities of each unit.
- **Detachment Tokens/Miniatures.**
- **Detachment Cards**



PREPARATION AND DEPLOYMENT

1. **Determining the deployment zones:**
 - Deployment zones are marked on the Battlefield. In some scenarios, they may be strictly assigned to specific factions.
2. **Determining the first player:**
 - The player with the most units starts placing.
 - If armies are equal, roll a d6 die. The player with the highest score chooses the sequence.
3. **Unit placement:**
 - Units are placed on a single.
 - Each unit occupies one hex.
 - If a unit has more than one miniatures, they are considered a single unit and are placed together on the same hex.

4. Checking:

- Make sure that all units are placed in their zones and do not overlap each other.
- Check that units are not in the impassable terrain (e.g., mountains) unless authorized by the scenario.
- Check the unit cards to make sure that all miniatures match the army composition.

Important!

- You may not place units outside of Deployment zones or on hexes occupied by other units.
- In scenarios with pre-placed units, strictly follow the instructions.

UNIT LIMIT ON THE BATTLEFIELD

- **Limit:** Players cannot deploy more units than the deployment zones in the scenario.
- **Reserve:** Excess units exceeding this limit remain in reserve until summoning to the Battlefield.
- **Summoning from the reserve:**
In the Reinforcement phase, starting with the first player (leader token holder), players may summon units from the reserve to their deployment zone.

Also at the beginning of the game, each player draws 5 cards from the reinforcement deck. After that he must return 2 cards back into the deck and shuffle it.

BASIC GAME MECHANICS

The *Napoleonica Steel and Magic* game consists of a series of rounds. Each round consists of four main phases that players pass through in strict Order. These phases include: the **Order phase**, the **Reinforcement phase**, the **Battle phase**, and the **End of Round**.

ORDER PHASE

In this phase, players prepare for the round, arrange resources, and determine a leader.

1. Draw and reveal 3 Reinforcement cards from the Reinforcement deck. Both players can look at these cards before starting to bid for the Leadership.
2. **Determining the Leader:** Players bid for leadership by discarding 1 Maneuver card each. The one who sacrificed the card with the highest leadership value wins. If the leadership value is equal, the token remains with the player who had it in the previous round. The winner receives a leader token and begins the following phases. The loser returns the card to their hand. During leadership bidding, a player may use the Decoy tactic Decoy tactic card if they do not want to participate in the leadership battle and wish to keep their cards
3. **Escalation card.** The player with the initiative takes the next card from the Escalation Deck and chooses a side - this will determine the number of orders for the current round and the number of maneuver cards for the next round. If the Escalation deck runs out, the game will be over at the end of the current round.
4. **Receiving Orders:** Players draw Order Tokens from their Pouches. Number of tokens is determined by the Escalation card. Orders are placed behind a screen and remain hidden from the opponent.

A player hides the received Orders behind the screen and does not show their opponent what color Orders they received. The opponent can only check the number of Orders.

A player may discard any number of Orders in the Order phase and draw new ones by paying one of any Order. A player may repeat this action multiple times, paying for each exchange with one Order.

Before taking Orders out of the Pouch, a player makes sure that they have not forgotten to return any Orders they used in the previous round.

At the beginning of each round, each player's Pouch must contain 17 Orders and players may not change this number during the game.

Decoy tactic
Decoy Maneuver card is not shuffled into the general deck and is not counted in the hand's card count. A player must return it to their hand even if this card was played during the battle. A player receives a Decoy tactic card at the beginning of the game and keeps it until the end.

REINFORCEMENT PHASE

In this phase, players must regain their forces and get additional resources for the army.

ACTIONS:

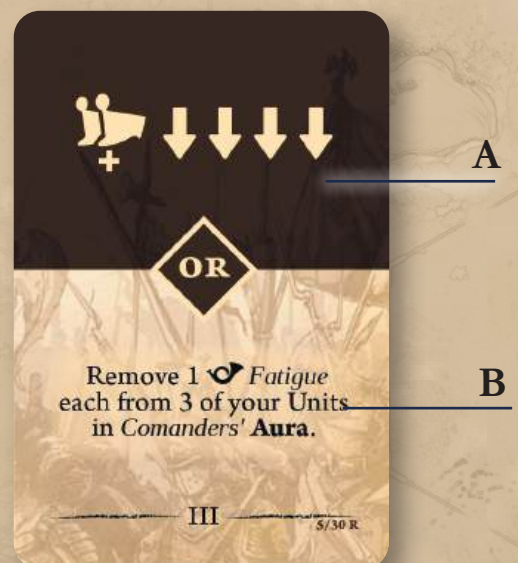
- All miniatures on the reinforcement track move 1 line down. If they are already in the deployment line, the player can immediately replenish their units.

During the Reinforcement Phase, a player may not replenish each of their units by more than 1 miniature. Thus, some miniatures may remain in the Deployment line even if the player has enough Reinforcements to move them.



- The Leader chooses Reinforcement card first and plays it, then the second player chooses from the remaining two. When players apply the effects of the selected cards, this cannot result in additional reinforcements of units that have already been reinforced in this phase.

- After effects are applied, all selected cards are sent to discard.



BATTLE PHASE

In this phase, battles take place on the Battlefield. Players activate their units and play Maneuver cards.

ACTIONS:

- Starting with the Leader, players take turns making actions each until both pass.
- A player may take up to 2 basic actions and any number of free actions on their turn. The player must perform at least one basic action, even if it is a pass.
- BASIC ACTIONS
 - Play a Maneuver card of Action type ➡
 - Activate a unit on the Battlefield.
 - Declare pass - If a player has declared a pass, they can no longer perform basic or free actions until the end of the round.

• FREE ACTIONS

- **Pay 3 of any Orders** to take the **chosen** Order from the Pouch (player may not choose an Order of a color missing from the Pouch, nor may choose a purple Order).
- **Pay 2 of any Order** to take a **random** Order from the Pouch.
- **Pay 1 of any Order** to **reroll their die** once per attack.

Orders used to pay for any action do not return to the Pouch until the End phase. If the Pouch is empty, the player cannot draw new Orders until the end of the round.

A player may only play 1 Maneuver card during 1 action, regardless of the card type. Adding a bonus from a card to Attack is also considered a played card.



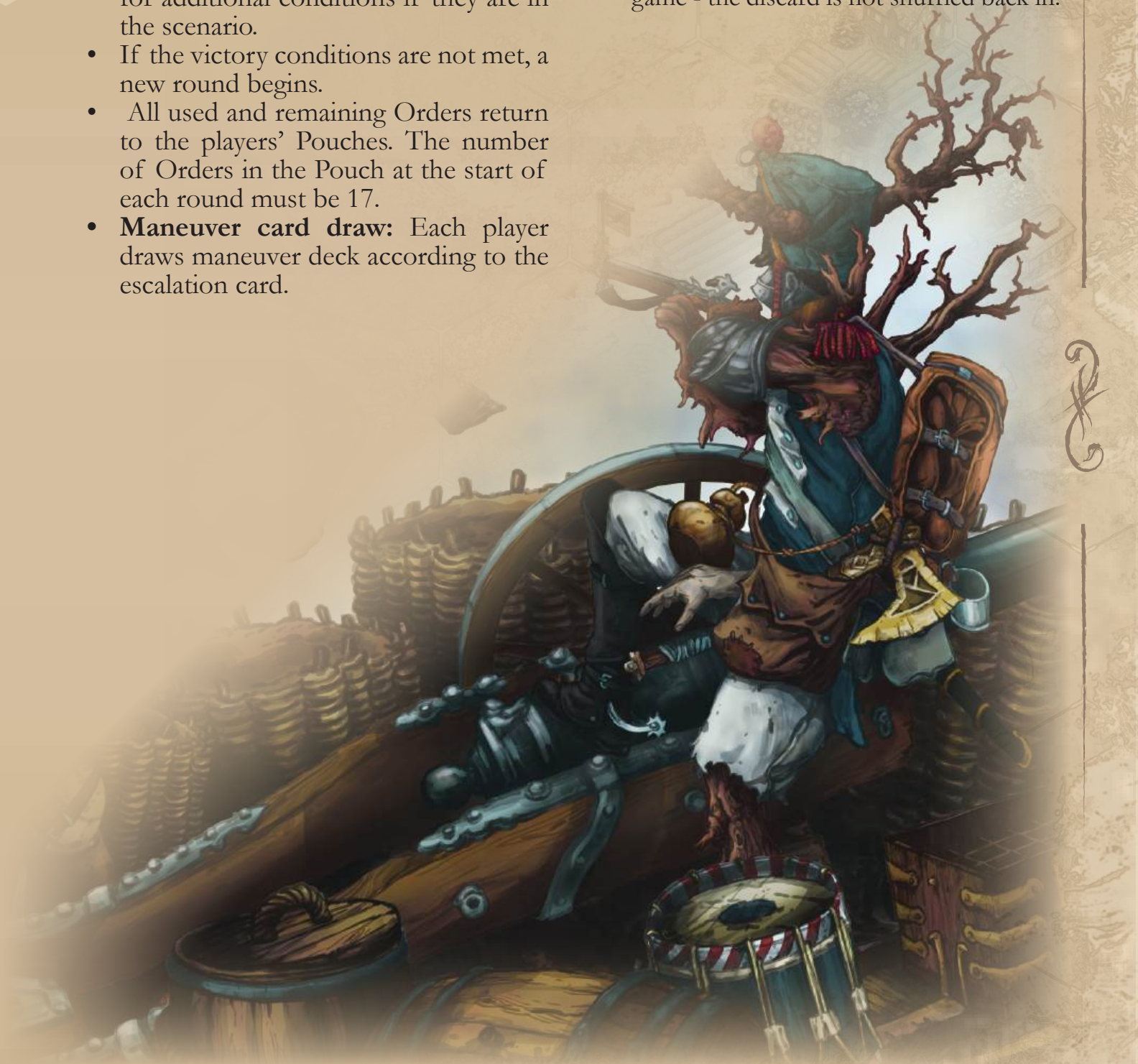
END PHASE

In this phase, players summarize the results of the round.

ACTIONS:

- Players count **victory points (VPs)** for additional conditions if they are in the scenario.
- If the victory conditions are not met, a new round begins.
- All used and remaining Orders return to the players' Pouches. The number of Orders in the Pouch at the start of each round must be 17.
- **Maneuver card draw:** Each player draws maneuver deck according to the escalation card.

- **The maximum number of cards in your hand at any time is 7.** A player must discard the extra cards of their choice.
- If the deck runs out, the player may not draw any more cards for the rest of the game - the discard is not shuffled back in.





MANEUVER CARDS: BASIC ABILITIES



I The basic (paid) abilities of Maneuver cards depend on their type and can be played according to the following rules.

ACTION CARDS

- **When to Play:** Playing this card is considered a basic action.
- **How to play:**
 - Apply an effect specified on the card (such as activating multiple units or taking a special action).
 - The card is then discarded.



ATTACK CARDS

- **When to Play:** Whenever your Unit declares a melee or ranged attack.
- **How to play:**
 - Put a card face down before rolling the dice.
 - Reveal the card at the same time as the defender and decide whether to activate main effect or attack bonus.
 - Apply an effect (such as adding bonus dice to an attack).
 - The card is then discarded.

Please note!
Any card can be used as an Attack card, but you can only choose the Attack bonus.
See Maneuver card attack bonus.



REACTION CARDS

- **When to Play:** In response to an opponent attack if you are defending.
- **How to play:**
 - Put a card face down after declaring an attack.
 - Reveal the card with the attacker.
 - Apply an effect (such as defense reinforcement or counterattack).
 - The card is then discarded.



DECOY TACTIC CARD

- **When to Play:** Any time a Maneuver card can be played (including in leadership bidding).
- **How to play:**
 - Use it to avoid wasting other cards or to make your opponent play extra cards.
 - After use, the card returns to your hand and is not discarded.



MANEUVER CARD ATTACK BONUS

Any Maneuver card can be played as an attack card.

ACTIVATION TIME

Can be applied when your unit attacks. The type of attack is indicated as an infographic. For example:

-  Melee attack
-  Shot
-  Magic attack

They usually add the specified die to a specific type of attack.

HOW TO USE

- **Limit:** A player may only use one Maneuver card per action, regardless of which ability they choose.
- **Card discard:** Once activated, the card is sent to discard.





BLANK ORDER

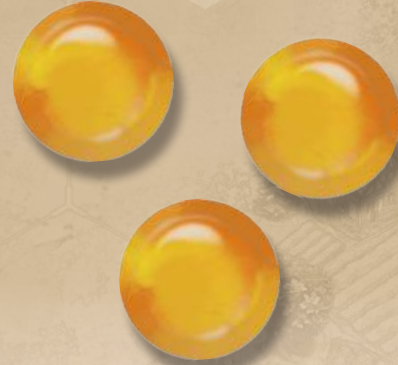


- **Description:** Blank Order is a special token from the common supply used to indicate the activation of a unit without spending Orders from the player's personal Pouch.
- **Common Reserve:** The game has a common pool of Blank Orders available to all players. This is an unlimited resource. If the Blank Orders in the reserve run out, use coins or something similar to replace them.
- **Usage:**
Some effects (such as Maneuver cards or abilities) allow you to activate a unit without spending personal Orders. Such cases, you may need a Blank Order from the common reserve.

**Do not add Blank Order
unless explicitly noted.**

Fatigue is added according to the normal rules. See page XXX.

- **Return:**
At the end of the round, in the End of Round Phase, all Blank Orders are removed from units and returned to the common reserve.
If a unit is destroyed or removed from the Battlefield, the Blank Order is immediately returned to the common reserve.





HOW TO ACTIVATE A UNIT



- **Condition:** On their turn in the Battle phase, a player can activate one unit as an action by spending an Order of Activation Value color.
- **Order selection:** The color of the Order is indicated on the unit card:
 - If the colors are separated by a slash (e.g., /) , either color may be used.
 - If colors are listed with a plus (e.g.,  + ) , both Orders must be spent.
 - A unit may be activated by the effect of a Maneuver card. In this case, you may need to put a Blank Order on it only if this is explicitly stated in the text of the effect.
- **Activation Marker:** The used Order is placed on the unit as a marker and remains until the end of the round.
- **Multiple Activation:** One unit can be activated multiple times per round.
- **Fatigue:**
 - If you place an Order on a unit that already has an Order on it, the unit gains 1 fatigue token before activation.
 - A unit with 2 Fatigue before its activation is considered exhausted and can only perform the Rest (and only if it has no Order Tokens on it).
- **Exception:** Activation via a Maneuver card does not require to place a Blank Order on the unit, unless specified on the card.

ACTIVATION ACTIONS



An activated unit can do one of the following:

1. Movement:

- The unit moves a number of hexes equal to or less than its Movement parameter.

2. Attack:

- The unit attacks an enemy within attack range (Melee or Ranged attack).

3. Move + Attack:

- The unit moves and then attacks.

4. Rest:

- Can only be declared if the unit had no Order Tokens on it before activation.
- Remove all Fatigue tokens from the Unit.



ATTACKS

A unit attack is a key battle mechanic in *Napoleonica: Steel and Magic* that allows players to deal damage to the enemy or force them to retreat. The attack is performed in the Battle phase during the unit activation.

CRITICAL EFFECT	 FRENZY			
ATTACK TYPE		 	 1	ATTACK RANGE
		 	 2	
	ATTACK STRENGTH			

ATTACK CONDITIONS

- **Activation:** The unit must be activated during the Battle phase.
- **Range:** The target must be within the attack range.
- **Line of Sight:**
 - Draw a straight line from the center of the attacker's hex to any point on the target hex.
 - The line must not cross hexes with units or terrain blocking the line of sight.
 - Make sure no abilities (such as Defender) are blocking the attack.

-  attack is made by general rules.
-  attack - the target of this attack cannot be a unit in an adjacent square.
-  attack - the damage of a magic attack cannot be reduced by getting Fatigue.



ATTACK ORDER

1. Announcing an attack:

- The player announces which unit attacking, specifies the target and type of attack.

2. Laying Maneuver cards:

- Both players (first the attacker, then the defender) may lay down one Maneuver card each.
- The attacker may use Attack card, or any other card that has a free ability that enhances the appropriate attack type.
- The defender may use a Reaction card.

3. Revealing Cards:

- Players reveal cards simultaneously.
- Apply the ability starting with the word "IMMEDIATE". If there are none or both cards have it, the attacker's ability is applied first.
- Only those abilities that can be applied are applied. For example - a defending unit cannot receive bonus dice to its attack.
- A player may choose not to apply any effects from their card.

4. Rolling dice:

- The attacker rolls the number of dice indicated in the unit attack characteristics. Played cards and some abilities may also add additional dice.
- The number of dice per attack cannot exceed 6. Excess dice are discarded at the attacker's choice.

5. Rerolling dice:

The attacking player may reroll dice at the expense of:

- A unit ability (e.g., Master of Attack).
- Maneuver cards.
- Pay 1 order to reroll 1 die. Remove fatigue from an enemy unit to reroll 1 die. (see pXX.)
- Dice with  rolled cannot be rerolled
- Each die is rerolled no more than once by each player.

6. Applying Critical Effects:

- If at least one  rolls, a critical effect is applied once. The details of Crit application read in the effect description.
- Additional dice gained by a critical effect are rolled immediately and can be rerolled.  on these dice does not activate the critical effect again, but is counted for effects that count the number of  symbols (such as Hammerblow).



7. Application of results:

- Some abilities can add or ignore dice values on a roll.
- Apply effects that allow the defender to ignore symbols (for example, ignoring 1  in the forest or 1  if the Brave ability is available).
- Symbols on dice:
 - : Deals 1 damage + activates a unit's critical effect (once per attack).
 - : Deals 1 damage.
 - : Retreat
 - : Misses.

8. Retreat

- For each , the defending unit must retreat 1 hex. If the unit cannot retreat completely or retreats into difficult terrain, it takes 1 additional damage.
- Units stop in difficult terrain even if they have to retreat further.

9. Taking Damage

- Damage:
 - For each 1 damage, 1 miniature is removed from the unit and is taken to the reinforcement tablet
 - If damage exceeds 1, the defending unit may take 1 fatigue to reduce losses by 1 (but not to 0).
 - A unit is destroyed when it loses all miniatures.



UNIT DESTRUCTION

A unit is considered destroyed when it loses all of its miniatures and is eliminated from the game. This process affects the course of the battle and the calculation of victory points (VPs).

DESTRUCTION CONDITIONS

- Units with size :
A unit is considered destroyed if it loses all miniatures.



DESTRUCTION PROCESS

REINFORCEMENT TABLET:

- A unit miniature is removed from the Battlefield.
- If a unit is destroyed - remove models of the same kind from the Reinforcement tablet in an amount equal to the original size of the unit (for example, if an infantry unit of 4 units is destroyed, remove 4 infantry units from the tablet).

SPECIFICS

- Detachment:**
 - A detachment character (officer, standard bearer, musician) is not considered a miniature and is removed with the last one. It is not transferred to the Reinforcements tablet.
- Points:**
 - Destroying a unit earns the player 1 VP
 - Destroying a Commander brings 2 VPs.

FATIGUE

Fatigue is a mechanic in *Napoleonica: Steel and Magic* that reflects the exhaustion of units during active actions. It limits the capabilities of troops and requires strategic management. Each unit has a Stamina parameter (usually 2) that determines how many Fatigue it can have.

GAINING AND REMOVING FATIGUE

GAINING FATIGUE

A unit gains 1 fatigue token in the following cases:

- **Re-activation:** If you place an Order on a unit that already has an Order, it receives a fatigue token. The fatigue token is applied immediately at the start of activation.
- A unit may make a full activation before it is considered exhausted.
- **Abilities:** When using a unit's activable abilities that require gaining fatigue (indicated on the card). The token is applied before the ability is activated.

- **Damage Reduction:** During an attack, a unit can receive 1 fatigue to reduce damage by 1 (*only if the damage is higher than 1: reduction to 0 is not possible*).

Unit cannot have more Fatigue than its stamina.

FATIGUE REMOVAL

Fatigue is removed through the Rest action:

- **Condition:** Only available when the unit is activated for the first time in a round (no Order Tokens on the unit).
- **Effect:** The unit loses all accumulated Fatigue.
- **Optional:** Some reinforcement or Maneuver cards may remove fatigue outside of Rest.

EXHAUSTION

If the number of Fatigue equals the unit's Stamina, the unit is considered exhausted.

- Exhausted unit cannot be activated if it already has an Order Token and is exhausted at the same time. Even if activation does not add an Order Token.
- A unit cannot move or attack, even if it is a separate action caused by a game effect.
- The only available action of an exhausted unit is Rest. To declare Rest, a unit must not have any Order Tokens at that moment.



ADDITIONAL RULES

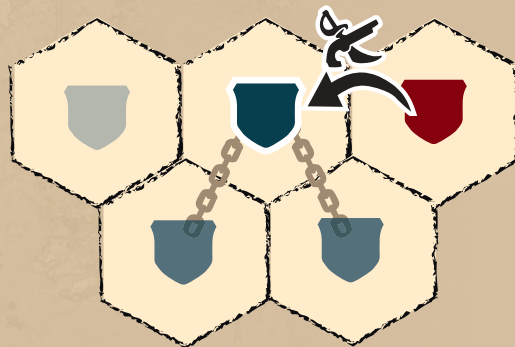
Your first game

If you are playing for the first time, you may not use the following rules until you have mastered the basic principles of the game.

Formation Rule
Flanking Rule
Deactivation Rule

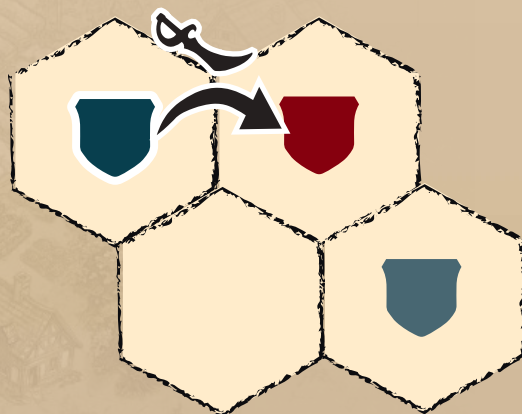
FORMATION RULE

- **Description:** Increases interaction between units adjacent to each other.
- **Condition:** A unit is considered in Formation if it is in contact (adjacent) with two or more allied units.
- **Effect in Defense:**
 - A unit in Formation may ignore one  symbol when attacked, reducing forced retreat.



FLANKING RULE

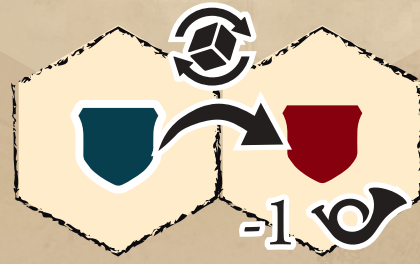
- **Condition:** The unit Flanks if there is at least one allied unit in contact with the target of its  attack that also has  attack.
- **Effect on attack (melee):**
- The Flanking unit adds +1  to the attack. *It doesn't matter how many allied units provide flanking*
- **Limitation:** The Flanking rule is not applied during a  attack.



Units with their own Flank gain specified advantage even if players do not use the Flanking rule.

FATIGUE REROLLS

- **Description:** Allows players to influence the outcome of battle by relying on the fatigue of enemy units.
- **Condition:** Used during battle after a dice roll.
- **Mechanics:**
 - Attacker: Can reroll one of their attack dice, removing 1 fatigue from the defender's unit.
 - Defender: Can force the attacker to reroll one die, removing 1 fatigue from attacker's unit.
- **Limitations:**
 - Each player can only use this rule once per battle.
 - It is still not possible to reroll .
 - Each die is rerolled a maximum of once by each player (according to the general rerolling rules).
 - Fatigue is only removed from the unit involved in the battle.
 - The attacker rerolls first.
- **Note:** If the enemy unit has no fatigue, reroll is not possible.



DEACTIVATION RULE

- **Description:** Allows the player to interrupt an enemy unit's action by expending its stamina.
- **Condition:** Used at the beginning of an enemy unit's activation in the Battle phase.
- **Mechanics:**
 - When a unit is activated, the enemy may remove 2 Fatigue from the unit. In this case, the unit cannot perform any actions. Its activation ends immediately.
- **Limitations:**
 - Deactivation is only possible if the unit has 2 fatigue to remove, even if the unit received one of the Fatigue at the beginning of deactivation.



A player cannot perform this action twice per turn for a single unit. This action can be performed at the beginning of activation. If a unit performs an action that is not part of activation or receives a second fatigue already within its activation to pay for the ability, this action cannot be interrupted.

MOVEMENT AND TERRAIN

Movement mechanics and terrain effects in Napoleonica: Steel and Magic determine the tactical positioning of units on the Battlefield. Movement rules determine how far and under what conditions units can move. And terrain types add strategic depth, affecting speed, fatigue, and battle.

MOVEMENT RULES

- **Movement parameter:** Specified on the unit's card:
The number indicated is the base movement distance (e.g., 2 hexes).
- **Base Movement:**
When activated, the unit may move a number of hexes equal to or less than Movement value.
- **Limitations:**
 - A unit may not pass through hexes with other units (either its own or enemy).
 - Movement into difficult terrain may be restricted (see below).
 - An exhausted unit may not move, see "Fatigue and Exhaustion".



TERRAIN TYPES AND THEIR EFFECTS

The terrain on the Battlefield is represented by hexes with special abilities that affect movement and battle. Here are the main types and their effects:

1. Plain:

- **Movement:** No restrictions - the unit moves full range.
- **Battle:** Neutral, with no bonuses or penalties.



2. Forest:

- **Movement:** The unit stops upon entry and immediately ends activation if there was any.
- **Battle:** Ignores 1  when defending; Ranged attack is impossible through the forest (blocks line of sight).



3. Hill:

- **Movement:** The unit stops upon entering and immediately ends activation if there was any.
- **Battle:** Ignores 1  when defending; shooting attack impossible through the woods (blocks line of sight).



4. River:

- **Movement:** Impassable, can only be crossed via a bridge (movement across the bridge is the same as across the plain).
- **Battle:** No effects if battle is across a bridge.



5. Mountains:

- **Movement:** Completely impassable for all units.
- **Battle:** Block line of sight for Ranged attacks.



6. Landmark Marker:

- The ability of Landmark Markers is scenario-defined.



LEGIONS OF THE ABYSS CORRUPTION

 **Corruption** is a unique resource of the Legions of the Abyss faction in *Napoleonica: Steel and Magic*. It is a dark magical energy that Abyss units store and use to activate powerful effects. This section describes the rules for obtaining and using the corruption.

GAINING AND USING CORRUPTION

GAINING CORRUPTION

The corruption is accumulated as tokens (maximum 20 per player) and is gained in the following ways:

At the beginning of the game, the player gets 3 Corruptions.

- **Exchanging Orders:**

In the Order phase, a player may discard an Order of any color to get



- **Destroying units:**

- For each enemy unit destroyed (by their own units or effects), the player gains 1 Corruption token.

- **Special Abilities:**

- Some units of the Legions of the Abyss generate corruption when conditions are met.

- **Maneuver Cards:**

- Certain Maneuver cardsmaneuver cards of the Abyss give corruption as part of the effect.

USING CORRUPTION

Corruption is spent to reinforce units or activate unique effects.

- **Ability activation:**

- Some unit or Maneuver card abilities require spending of corruption.

- **Regeneration:**

- A player may spend 3 corruptions in the Reinforcement Phase to move 1 unit on the Reinforcement. Plate 1 line cell down.

- **Movement**

- A player may spend 2 corruption points to allow an activated unit to move 1 additional hex.

FEATURES

- **Limit:** A player may not have more than 20 corruption tokens. Excess tokens are lost.

- **Controls:** The corruption tokens are stored next to the player's tablet and are open for the opponent to view.

VICTORY CONDITIONS

In *Napoleonica: Steel and Magic*, victory is determined by a score of **victory points (VPs)**. The game ends when one of the end conditions is met, after which the winner is determined.

SCORING OF VICTORY POINTS

- **1 VP:** For destroying one opponent unit.
- **2 VPs:** For destroying a Commander.
- **Special Conditions:** Some scenarios or campaigns may have unique ways to gain VPs (indicated in the description).

GAME ENDING

The game ends in one of the following cases:

1. **Meeting VP goal:**
 - One of the players scores a predetermined number of VPs.
 - The exact number of VPs depends on the scenario or agreement.
 - In this case, the game ends immediately.
2. **Total destruction of the army:**
 - If all of one player's units are destroyed on the Battlefield, their opponent wins immediately, regardless of the current VPs score.
3. **Exhausting a Escalation deck:**
 - When the Reinforcement deck runs out, the game ends at the end of the current round.

DETERMINING THE WINNER

- **VPs:** If the game ends due to deck exhaustion, the player with the most VPs wins.
- **Equal number of VPs:** The player with the Leadership Token wins.
- **Instant Victory:** Destroying all of an opponent's units automatically makes the Player the winner, even if the number of VPs is less.



GLOSSARY

Special abilities are unique abilities of units that can be permanent or activatable. Activable abilities require 1 fatigue token at the start of a unit's Activation and last until the end of the unit's Activation, unless otherwise noted.

If a unit gains abilities with the same name, their effects do not stack. For example, a unit with two Brave abilities it will not ignore 2 . However, this still stacks with other abilities with the same effect, such as the Hill trait.

Grenade    2 - When deployed (at the start of the game or from reserves), the Unit gains 1 Marker (**Grenade**). By spending the Marker, the Unit may declare the specified attack. It is not considered a  or  attack. The attack roll is always as stated and cannot be changed. The Unit's Critical effect is not activated with this attack. The Grenade token may only be used once per game – after use, it is removed. The attack requires line of sight, as any other attack.

Counterblow  - When this Unit is attacked in , it may declare its own  attack against the attacker with strength , if it is still alive, not exhausted, and within melee distance. To declare a Counterblow, you must spend 1 any Order. A Counterblow is not considered an activation and does not cause *Fatigue*. All modifiers that apply to a normal attack apply here. You cannot play a card when declaring a Counterblow. Critical effects may be triggered as usual. If the Unit has no  attack, its attack value  is 1. A Counterblow cannot be declared in response to another Counterblow. ??Unit cannot form a Square against a Counterblow.??

Agile - The Unit may move through allied Units.

Brave - Ignore 1  of the opponent's attack or damage rolls.

Buckshot:  - This Unit may declare a  attack into an adjacent hex. If it does, it adds the specified  to the attack.

Clumsy - This Unit cannot Retreat. If forced to retreat any distance, it suffers 1 damage instead.

Draft X - For each of your Units with this ability on the Battlefield, draw X additional Orders from the bag during the Order phase. Then return the same number of Orders back.

Flank X - The Unit gains X (instead of ) when declaring a  attack against an enemy in contact with another allied Unit that also has a .

Fortitude - Unit takes 1 damage less from attacks. The total amount of damage CANNOT be reduced to 0, even when combined with other damage-reducing effects.

Marauder - If Unit deals damage in , it lose 1  Fatigue.

Master of Attack X - The attacking Unit may reroll up to X dice, each no more than once.

Master of Deffence X - This Unit may force the attacking Unit to reroll up to X attack dice, each no more than once.

Persecution X - When this Unit eliminates an enemy with  attack or forces it to retreat, it may declare another  attack. It may move up to X to contact another enemy before making this extra attack. It cannot

move into Difficult Terrain during this move. This ability can be used once per activation.

Ranger - The Unit ignores the Difficult Terrain ability (it does not stop and may attack after entering).

Regroup - If this Unit did not panic when attacked with ☠ This ability can be used once per activation, it may retreat by 1 as if it had panicked, and reduce damage by 1. If retreating into Difficult Terrain, it suffers 1 damage.

Shield - Unit ignores 1 ⚔ in opponent's attacks.

Slow - The Unit cannot declare an attack after moving (and cannot declare a Run).

Square - When this Unit is attacked by Cavalry, it can immediately gains 1 *Fatigue*. In this both sides roll only 1 chosen attack die. The attacking Cavalry Unit strikes first. The unit in the Square cannot retreat and declares a attack on the second. Cannot be declared in Difficult Terrain.

Veteran - All 🎲 and 🎲 in attacks against this Unit become 🎲

CRIT EFFECT

Advance (Nimble) - This Unit can move by 1 after attacking.

Frenzy - The Unit may declare another melee attack if the target is not destroyed and did not retreat.

If the enemy has a Counterblow, it is resolved before the second attack. This ability can be used once per activation.

Hammerblow - When this Unit performs a ⚔ attack, each 🐉 deals 2 damage.

Vampirism - Each 🐉 heals the attacking Unit by 1.

FREQUENTLY ASKED QUESTIONS

The following are answers to frequently asked questions about the Napoleonica: Steel and Magic rules. This section will help quickly understand controversial points and clarify the details of the game.

1. Can I activate a unit without an Order of the right color?

No, you need an Order of the specified color (or purple as a universal color) to activate a unit. If you do not have the required Order, the unit remains inactive.

2. What if the Maneuver deck runs out?

If your Maneuver deck runs out, you can no longer draw cards for the rest of the game. The Decoy tactic card remains in your hand and is independent of your deck.

3. Can I move through units?

No, units (your own or enemy) block movement. You can only move through free hexes.

4. What happens if a unit cannot retreat because of a .

If no retreat is possible (hexes are occupied or impassable), the unit takes 1 damage, regardless of the number of .

5. How does rerolling dice for fatigue work?

In a battle, each player can reroll one of attack dice by removing 1 fatigue from an enemy unit. The attacker performs all rerolls first. If there is no fatigue on that unit, reroll is not possible.

6. How many times can I use a corruption per turn?

There is no strict limit. You can spend corruption as many times as you like, as long as you have tokens (maximum 20) and appropriate effects.

7. What if the Reinforcement deck runs out?

The game ends at the end of the current round. The winner is determined by VPs scored. In case of a tie, the player with the Leadership Token wins.

8. How do I count a "Formation" if units are at different terrain levels?

Only the adjacent hexes matter for "Formation". Terrain level (for example, a hill) has no difference - units are still counted in Formation. In fact, there is no concept of terrain level in this game.

9. What do I do if I don't have enough Fatigue?

Use substitutes (coins, papers). Agree them with your opponent in advance. Fatigue is not a limited component, unlike corruption or cards.

10. Can I play two Maneuver cards of different types during one action?

No, you can only play one Maneuver card per action, regardless of type. Thus, for example, you cannot use a card to strengthen the attack of a unit activated by another card. A Decoy tactic card is considered a played card. However, you can't play it out just as a basic action to simulate skipping an action.

11. What happens to the miniatures on the Reinforcement tablet if a unit is destroyed?

If a unit is completely destroyed, its miniatures are removed from the Reinforcement tablet (from the game) in an amount equal to the unit's original size. Formally, the last miniature of the destroyed unit is placed on the Reinforcement track. After that, you must remove any suitable miniatures equal to the original number of Unit.

12. Is it possible to attack across a river?

Yes, if there is a bridge (melee attack across the bridge is possible). Without a bridge, the river is Impassable. But a Ranged attack can be declared across it.

13. What does "adjacent units" mean on the Break the Line maneuver card?

The term "**adjacent units**" on the Break the Line card means that each unit in the group must be in contact (on an adjacent hex) with at least one other unit from the same group. Units can be arranged in any formation – a line, a triangle, or any other shape – as long as none of them are isolated from the rest. The group is considered intact as long as all units are connected through adjacent hexes.