

EN VERDE LAS MODIFICACIONES DE ESTA VERSIÓN

INTRODUCTION

Searching for Glory is a fast-paced game system that allows players to become a prominent character during the Napoleonic Wars. Every game depicts a famous campaign and every player take the role of one General among those involved in it. Every player must go after the Glory as it is measured in game terms: win victories, take care of your men, capture enemy personalities, take cities and fortresses, surpass your own comrades and allies, be the first to present the captive enemy flags!... Every Scenario has its own Glory and Victory conditions and you must fulfil the conditions established by the character you play. Feel between war gaming and role-playing with all the flavour and amusement of such a romantic age...

SCALE: may vary from scenario to scenario

- One Strength Point = 1.000 to 5.000 men
- One “round” of play = 1 to 7 days or real time
- “One march” distance on the game table = 1 to 7 days march
- Units = division / Corps / Army

I) The map board.

Depicts a “Strategic Map” with a series of features printed on it. There are “location points” that are connected by Lines of Communications, they reflect the localization of combat units and allow them to move from one “location point” to another. They are different types of Lines of Communications, they are printed on different colours.

II) Game pieces.

They came in two types: Military Forces and markers.

II.1).Military Forces: They are divided in Combat Units (CU) and Strength Points (SP).

A) Combat Units (CU): Represent the military formations that every player owns and control during the game. Their size varies from scenario to scenario ranging from divisions to Army Corps or whole Armies.

1.- In every CU is shown a portrait of the famous leader commanding the unit. The player who roles this character will control that CU. Every player control only one CU in every game.

2.- Every CU has the ability to carry Strength Points. Otherwise stated, the amount a given CU can carry is unlimited. You must place a counter with a number of Strength Points to shown the amount the CU carries.

3.- A CU that loses its last SP during a combat is eliminated and its leader captured. Such a pity for his career...! The player controlling it is eliminated from the game. He can resume play by taking another character from those not controlled by another player. He begins the play anew with no Glory Points. If he losses his last SP for another cause his CU can be placed with the nearest friendly SP non stack with another player, in the map. If there is not one eliminate it and apply the rule above in this paragraph.

B) Strength Points (SP): Represent the manpower an Army has. They can stay in a “Location point” or can be carried by a Combat Unit. In order to move they must be incorporated into a CU.

You can stack an unlimited number of CU and SP in the same “location point”. Enemy CU and SP can be stacked in the same “location point”, producing combat.

II.2) Markers. They are used to show information relevant to the course of a play:

- Glory Points. They are used to record the Glory Points a player obtains.
- Generic Points. They are used to resolve a battle or siege.
- Supply status. They are used to show which CU have supplies.
- Bridge blown. They are used to record broken bridges.
- Fatigue Levels. They are used to record CU 's status after extended periods of marching and certain events.

Some scenarios can use additional markers that will be explained in their exclusive rules.

III) The Role Cards.

They depict one personality of Napoleonic times. Every player will assume the role of one of the greatest (or worst) generals of the era, and command the unit depicting its portrait over the map board. This role will be set by the information contained in that character's card. Every one will have his trends, some favourable some unfavourable. Some will have advantages at times and the same will be disadvantages at other times. Every player must play the game obeying the rules concerning the character he/she roles; gaming for victory but above all in the Search for personal Glory.

Every role card contains:

- A portrait of the character.
- His name and titles
- A brief biographical note.
- His special characteristics: both strategic (that can be used a limited number of times during a play) and battle (that can be used in each battle you take part in).
- Glory Points he gives to the enemy that captures him.

IV) The Playing Cards.

They are the main instrument of play. They are divided in Strategic Cards and Battle Cards. They had to sides: front and back. The front side shown a name for the card an its effects; the back side shown a national o coalition flag/symbol.

IV.1.) Strategic Cards. They are used by the player to perform actions over the map boards. They come in four classes: Action Cards, Variety Cards, Special Event Cards and Result Cards. They can be distinguished by a colour code in their front side:

- Action Cards: white frame
- Variety Cards: blue frame
- Special Event Cards: red frame
- Result Cards: green frame

Also there are card call "Reactive Cards" that can be of any of the four aforementioned classes. They had printed an "R" in black. Also some cards have two colours/effects. A player can use either of them playing his/her hand.

Strategic Cards are shuffled in one common deck for all the players. They draw from the deck until it exhaust. As players play cards there are placed in a discard deck that is reshuffled when the common deck exhaust; reshuffled them some many times as needed.

IV.2.) Battle Cards. They are used by players to resolve battles if the optional battle rule is used. They come in three classes: Offensive Cards, Defensive Cards, and Special Cards. They can be distinguished by a colour code in their front side:

- Offensive Cards: red frame
- Defensive Cards: blue frame
- Special Cards: white frame

V) The Dice.

It is a ten sided die ranging from 1 to 10 (“0” is ten).

VI) Rounding Rule.

Every time you must divide a number for give fractions. In fact always round down.

*** NARRATIVE SEQUENCE OF PLAY*.**

To play a scenario players must read its exclusive rules and choose a character among those available. Every play consists in a series of “Rounds” of card play. When every character in play has used his cards and made his actions the round finish and another round begins. Every round is played using the following sequence:

1.- Draw Phase. Every player draw 6 cards from the deck, in the same order as they played their hand in the previous turn, hiding their identity to other players. If there are not enough cards in the deck reshuffle those in the discard pile.

2.- Planning Phase. Every player must plan his/her actions with the hand of cards that have drawn in the previous Phase. Some characters can retain certain cards from a round to the next –this will be stated in the Role Cards. A player can use up to 4 of his/her cards in a single round to plan his/her actions. Up to one card of every colour. He/she puts those cards aside, they can not be used in other ways. Players are encouraged to plan their hands secretly. Player can only speak to each other if they are physically in the same Location Point at this moment.

3.- Operational Phase.

3.1. Determining Initiative: The player with the Strategic Card “Reap the Initiative!” begins. If no one has got that card and Napoleon is present in play he begins. Also he can signal to other character in their side –french or french allied- to act. If Napoleon is not present: every player rolls a die –that can be modified as the Role Cards state-, high number wins and begins. Reroll any ties.

3.2. First Player Operations: Now the player with the Initiative plays his cards. He/She must give a logical message to the rest of players using the cards he/she selected to use in the previous Phase. His/her unit undertakes the action/s set in the cards played. Any other player can use a “Reactive card” during the execution of this operations. Resolve any combat as it evolves.

3.3. Rest of players Operations: Usually the turn for playing cards is clockwise.

3.4. Non player Character operations: after every player has play his hand is the turn for the characters that no player role. The player in his side that has his unit farthest from the one to be activated decides what action it will undertake. In order to do so he draws a normal hand from the deck and decides which will be his next operations. Other players can play, normally, “Reactive cards” at this operations. Also players can have “auxiliary” Units and players put out of game can re-enter the game taking the place of a non-player character.

3.5. Finish the round. After every character has undertaken his operations return any card held to the discard pile –some characters can retain some of them. Play continues to the next round.

1.- STRATEGIC CARDS.

They reflect actions, events and situations that take place during a campaign. As was said above they are divided in four categories: Action, Variety, Special Events and Result. Every player will draw a number of them from the deck and will use up to four of them to implement his own operations.

- a) During the Draw Phase every player draw 6 cards from the deck –exclusive rules can vary for certain scenarios and also certain characters can have additional rules or modifications. If a player draws the Initiative Cards he must hide its identity to other players up to the Determination of Initiative of the Operational Phase.
- b) During the Planning Phase every player can select up to 4 of these cards to reflect what his CU will do. Also some characters have their own strategic cards that can be played among the ones drew from the deck; although only four can be used at a give round. Every card used in a single round must be from a different colour/category.
- c) The rest of cards can be used to react to other actions during this round –if they are Reactive Cards- or simply their are discarded at the end of the round.
- d) Some characters can withhold some non played cards from round to round.
- e) When a player reveals his cards to execute his own operations any other player can play a “Reactive Card” that modifies the operation. Indeed the player who revealed his hand or other player can play a new “Reactive Card” to nullify the one played and this process continues until no player wants to play more “Reactive Cards”. In this moment the operation is resolved as stated by the cards in this moment. You can play Reactive Cards to do what you want: to impede enemy actions, to help your allies ones or to impede them...!
- f) It may be impossible to execute any actions with the hand of cards drawn from the deck. So this round you do nothing... Bad Luck. Also you can play no card and simply pass...
- g) Every card explain in his text its effect over the course of play, also indicates its incompatibilities with other cards and any conditions needed to be played.

Action Cards. (WHITE)

They reflect the possible range of actions a force can do during a campaign. They are:

- March (16) /Attack (Green) (6)
- Force March (10)
- Rest (5)
- Avoid Combat* (3)
- Gather Supplies (4)
- Entrench (2)

In brackets the number of cards of each type that comes with the deck. The name after the slash indicates the card has a double colour/category. Only one of then can be play at once.

Variety Cards. (BLUE)

They add or subtract to the effect of an Action Card played. Some of them are also reactive cards that can be used to interfere in the operations of other player. They are:

- Good Weather (1)
- Bad Weather* (1)
- Poor roads* (1)
- Good roads* (1)
- Surprise!* (1)
- Ambush!* (1)
- Patriotism* (1)

- Cowardice* (1)
- To the sound of the guns*(2)
- Demoralization (1)
- Courage* (1)
- Pursuit* (1)

Asterisk cards are also Reactive Cards.

Special Events Cards. (RED)

Express unique situations that reflect unpredictable events in the course of a campaign:

- Initiative (1)
- Local guide* (1)
- Broken bridge* (1)
- Supply depleted* (2)
- Ruse* (1)
- Indiscipline* (1)
- Military chest captured (1)
- Stragglers* (1)
- Peasants' hate* (1)
- Plunder!* (1)
- A lucky day!* (1)
- Wrong road!*(1)
- Intercepted enemy message* (1)

Asterisk cards are also Reactive Cards.

Result Cards. (GREEN)

They complete the Actions Cards and allow more flexibility to players. They are:

- Decisive Victory! (1)
- Napoleon Defeated! (1) Do not add this card to the common deck if Napoleon is not present in the Scenario.
- Attack (10)
- Harass (4)
- Gather Supplies (4) / Forced March (White) (3)
- Parlay (1)
- Inform the Government / Emperor (3)
- Offer enemy captured flags (1)
- Choose battle terrain (3)

The name after the slash indicates the card has a double colour/category. Only one of them can be played at once.

We suggest you to examine carefully every type of card to study game possibilities before start playing.

2.- OVER THE MAPBOARD.

- a) Every unit must be located at all times in a given "Location Point" (LP)
- b) A unit can move from one location point to another one that is connected to the one it occupies by a Communication Line (CL). You cannot move over the same CL an enemy CU used to enter the LP you occupy.
- c) You can only enter a "Location Point" that contains enemy SP if you are going to attack them. So you must play a card "Attack" or "To the sound of the guns" to enter an enemy occupied LP. To harass the enemy you only need to be in a

- “Location Point” connected to the one occupied by him by a Communication Line of any kind.
- d) You can only attack or harass enemy CU and SP never those of your own side.
 - e) SP can only move if they are incorporated into one CU. Left alone in a Location Point they force the enemy to attack them, but can never be moved –they can, however, retreat after losing a combat. A CU can detach SP into any LP it occupies or absorb SP as it passes through a LP.
 - f) Certain actions and events make CU’s to accumulate Fatigue. Every time a unit uses a March o Force March card or declares a “Siege” action and has any Fatigue level you roll a die. If the die roll is equal or lower than the Fatigue level of the CU it loses 1 SP. Every time you move over a BROWN CL (Mountain) you must add 1 level to your Fatigue.
 - g) Also you can “REST” instead of playing cards during a give round. Your Force will reduce its Fatigue level by 1.
 - h) Playing a “Fortification” card you get 2 trench point. You can play several “Fortification” cards in several rounds accumulating trench points. When you are involved in a combat in a Location Point in which you have trench points you can add them to your battle die roll (or to your Battle Points if your are using Optional Battle Rules).
 - i) If a CU retreats or moves off board –they are Communications Lines leading off map- it is eliminated from play and the Character leading it will incur in a Glory penalty (or bonus).
 - j) Every time a CU begins or finishes its operation in a Location Point that has a connection to a blue Communication Line you can blow up or repair –if it is destroyed- the bridge so represented. It is done simply by stating that fact. You need that a blue Communication Line is intact to use it to move to a connected Location Point.
 - k) A CU can only have one Supply marker on it, if you play a “Gather supplies” card on a CU that already has a Supply marker it has no effect.
 - l) Also there is an action not represented by a card that can be played instead of playing cards. It is to lay SIEGE to an enemy fortress. Fortress are special Location Points. Enemy SP attacked by your troops can refuse combat and enter the fortress. This is the only one occasion in which SP’s and CU’s from both sides can finish a round stacked in the same Location Point. In subsequent rounds you can siege the enemy SP. Every time you declare “SIEGE” you accumulate 1 siege point –record this by stacking generic numeric marker with the besieging CU. Every time you declare a SIEGE action roll one die –before accumulating a new siege point- in the Attrition Table. **The resulting number is the number of enemy SP eliminated.** If all enemy SP are eliminated you conquer the fortress and capture any enemy Character that was inside the fortress. You obtain Glory Points per each enemy SP eliminated and Character captured. If you leave the Fortress Location Point before conquering it you lose all your siege points. Before the first attrition roll is made the CU inside the fortress can evacuate it simply by moving to other Location Point. After the first attrition roll is made it can not leave the Location Point as long as enemy SP remain on it and can not play any card but can make sorties. Every round the SP besieged can make a SORTIE. Roll a die, on an even the besieging player loses 1 siege point, on an odd the besieged lose 1 SP.

Die roll / Siege points	1	2-3	4	5-6	7	8-9	10+
1	-	-	-	-	-	-	-
2-3	-	-	-	1	1	1	1
4-5	-	-	1	1	1	1	2
6	-	-	1	1	1	2	3
7	-	1	1	2	2	3	3
8-9	1	1	2	2	3	3	5
10	1	1	3	3	5	5	5

- m) You must use an Attack Card to enter a Location Point with enemy SP on it. So you must battle them. To resolve a battle both sides roll a die. Both sides can have modifiers to the die and the side with more SP in the battle add to his roll the difference between his SP and the enemy SP. The side with a “Supply” marker on it add +1 to the total (or +1 BP if you are using the Optional Battle Rule) –regardless of the number of Supply markers present. A Unit attacking after moving over a BROWN or BLUE LP rest 3 (-3) to his die roll (or –3 BP if you are using the Optional Battle Rule). If the result is a tie reroll until one side wins. Higher total wins. The losing side retreat to a Location Point two marches away. Printed on the map are “Retreat points”; the Location Point to which a enemy force retreat must be nearer to one of his “Retreat points” than the site of the battle. He can not enter enemy occupied LP. If he can not retreat at all is eliminated counting for the Glory Points of the winner. Also the losing side loses 1 SP per every three points of difference between both total numbers. If a Character loses every SP he is captured and gives the enemy additional Glory Points. The winning side loses 1 SP per every three SP lost by the losing side. ***Also you can use the optional rule for battles than add more flavour and complexity to the game play.*** You do not make nothing of the above if the Attacking player used a “Decisive Victory” card automatically the losing side loses half his SP and retreats. The winning side loses 1 SP per every 3 SP the losing loses (with a maximum of 1). In both cases the losing side loses his “Supply” marker, if he had any. The winner obtains Glory Points equal to the difference in losses multiplied by 2.

3.- VICTORY

Every player/character will accumulate Glory Points due to his/her actions. Also there can be Immediate Victory Conditions. If neither player obtains an Immediate Victory you must wait until the last round of the scenario to see who wins. Every player totals his Glory points at the end of the last round of the scenario, so the one with the highest wins. You earn Glory Points by playing cards, being the first to enter LP in the map board, winning battles, capturing enemy characters and other events stated in the Role Cards and Exclusive Rules.

4.- OPTIONAL BATTLE RULES.

You can add this rule to your play to allow characters more manoeuvre in their search for personal glory. All characters had exclusive rules and cards to play during a battle that can not be used with the standard rule. They are prepared to be used with these optional rules. Play as you want.

- Every time someone uses an ATTACK card a combat will occur if the enemy do not evades or avoid contact. Combat are divided into two categories: engagements and battles.
- ENGAGEMENTS are combats in which one or both sides has only up to 3 SP. They are resolved using the Standard Rules for combat (see 2.k. above).

- c) BATTLES are combats in which both sides has at least 4 SP. They are resolved using the following rules and the following sequence:
1. Set battle points.
 2. Draw cards
 3. Attacker plays.
 4. Defender plays.
 5. Repeat 3 and 4 above till battle ends or cards are played.
 6. If both players have no more Attack Cards or one of them runs out of cards but battle has not ended draw new cards and repeat 3-4-5 above.
- d) Every side in a battle has Battle Points equal to the number of SP that has into the battle. Also there can be modifiers given by the various scenarios. Also if you had trench points you can add up them as Battle Points –never you can add more points from trench points than SP you have in the battle. Add +1 Battle Point to the side with a marker of “Supply” at the start of the battle. A Unit attacking after moving over a BROWN or BLUE LP rest 3 (-3) to his BP.
- e) Every side –per nationality in the scenario- has a Battle Deck that has its proper cards. The most common are:
- Infantry attack+
 - Cavalry attack+
 - Bombardment+
 - Reverse Slope
 - Squares
 - Stand and fire... (but there are more associated to characters and specific nationalities)
- + Marked cards are Offensive Cards.
- Every side draws 7 cards from their decks and take his/her hand. Also they **must** add to this hand the special cards associated to their own characters.
- The attacking side must have at least two Offensive Cards. So if he/she has none or only one, he/she discard every card obtained and take another 7. This process is repeated until his/her hand had at least two Offensive Cards.
- f) First the Attacking side –the one that used the Strategic Card “Attack”- must play an Offensive Card. Every card has its effects written on it. The Defending side can now play a card from his hand to “Parry” or “Defeat” the Offensive Card played. The Attacking side can now play another card –it is not necessary that card to be an Offensive Card- to cancel the card played by the Defending side. If he do so the turn is over and the initial Offensive Card result is applied. If the initial Offensive Card is “parried” its effect is not applied. If it is defeated the Attacking side loses two battle point –or what shows the defeating card, whatever is more. Usually the attacks, parries and defeats lower your or your opponents battle points. The first to reach 0 loses the battle.
- g) After the initial attack the defender must Attack or discard one card from his/her hand –he choices. If the Defending side attacks follows the same process as above.
- h) Then is the turn for the Attacker, he must play an Attack card or discard one card from his/her hand –he choices.
- i) Battle rages until one of the sides loses all his Battle Points –he loses the battle. Or one of them withdraw from the battlefield –he plays a Battle card that states so. One player that runs out of Attacking Cards must state that aloud. When both run out they draw new cards from their deck to replenish his/her hand (7 cards). When one player plays or discard his last card both draw new cards from their deck to

- replenish his/her hand (7 cards) continue the process until the battle is over. If a player uses all the battle cards from his deck reshuffle them and reuse them.
- j) After a loser is obtained do the following:
- Rest the Battle points lost by the winning side from the amount lost by the losing side. If the number is 0 neither side loses SP and every player in the battle obtains 2 Glory Points. If the number is positive this is the number of SP the losing side lost. The winner loses 1 for every 3 of the losing. If the number is negative the winner losses that number and the loser 1 for every 2 of the winner. The side with fewer losses gains Glory Points equal to twice the losses of his adversary.
 - The losing side retreats to a Location Point two marches away. Printed on the map are “Retreat points”; the Location Point to which a enemy force retreat must be nearer to one of his “Retreat points” than the site of the battle. Neither player is forced to retreat off-map doing so is voluntary.
 - The losing side loses his “Supply” marker, if he had any.
 - Resume game normally.
- k) You don't make nothing of the above if the Attacking player used a “Decisive Victory” card automatically the losing side loses half his SP and retreats. The winning side loses 1 SP per every 3 SP the losing loses (with a maximum of 1).
- l) In a battle with more than one player per side apply the following:
1. Sum up every SP on the same side to give only one BP total
 2. Players on the same side use only one deck and one hand, so they must agree on card to be played by their side.
 3. All special and personal cards of every Character present are added to the Battle Deck but you can only play one of them per round.
 4. Divide Glory Points evenly between players in the same side in a battle.