



Number of players: 2+

One team of players are the French polar bears. They want to capture The Duke of Walrussington.

The other team of players are the British walruses. They want to capture Napolarbear Bonaparte.

Each player leads one or more regiments of troops or a battery of artillery. An infantry regiment starts the game with twenty troops in it, arranged in five rows of four troops each. A cavalry regiment starts the game with sixteen troops in four rows of four. All troops must be touching each other at all times. A battery of artillery starts the game with one cannon and four troops. The troops are placed on either side of the cannon, and their bases must be touching at all times.

To start the game, find a large open area of floor. If there is some furniture, don't worry – you can use it as cliffs which your troops cannot climb over. One side of the floor will be the French side, the other will be the British side. Each side places its regiments and batteries on their side of the floor. Troops can be anywhere, so long as their front is not more than two batons in from the edge of the floor. Finally, each side places its general somewhere on its side of the floor. Remember to put him somewhere safe!

Both sides roll a die to decide who goes first – highest roll wins.

During a turn, a side can use one of its regiments or batteries. At the end of the turn, place a marker beside the regiment or battery to show it has taken its turn, then the other side has a turn. Keep going like this until all of your regiments or batteries have markers. When this happens, remove all the markers and start again. This means that you have to use all of your regiments or batteries before you can go back and use them again.

A regiment or battery can do several things on its turn:

- Move
- Shoot
- Charge
- Fight
- Move and shoot (regiments only)

MOVE:

When a regiment or battery wants to move, place a baton with its back in line with the front of the unit. Batteries and Infantry regiments can make one move.

Cavalry regiments can make two moves (either use two batons, or move them twice). Now push the unit forward so that it's front is in line with the front of the baton. You can move in any direction and turn around if you like.

SHOOT:

A regiment or battery shoots using small rubber balls. The number of rubber balls a regiment uses depends on how many troops there are. The number of balls thrown is equal to half the number of ranks in the regiment, rounding up. Batteries throw a number of balls equal to the number of troops remaining in the cannon's crew.

Take the balls one at a time, and throw them under-arm. Make sure you are throwing from directly above the regiment or battery. Any troops knocked off their feet are killed. Put these somewhere safe – they are out for the rest of the battle. Remember, you can accidentally kill your own troops if you are not careful!

After you have thrown all of our balls, tidy up any regiments or batteries which were hit.

CHARGE:

When a regiment is within one move of an enemy, they may charge. Simply move the regiment so that it's front row of troops is touching the front row of the enemy regiment or battery. A regiment which has charged automatically gets to fight as well. Batteries cannot charge.

FIGHT:

A regiment which charges another automatically fights. If their enemy is not destroyed, the fight continues into later turns. Fighting uses dice instead of rubber balls. Roll a die for each row of troops in the regiment, and add this all up. Whoever you are fighting against does the same. Cavalry regiments get a +1 bonus to all of their dice rolls if they are attacking (but not if they have been charged!) Compare the totals. The side which has scored higher wins. Remove a number of troops equal to the difference between the winner's roll and the loser's roll.

Batteries fight in exactly the same way, but only ever roll one die.

MOVE AND SHOOT:

Regiments can move and shoot in the same turn. Batteries, being much heavier and harder to move cannot.

Battery crews:

The cannons in batteries cannot be destroyed, but the troops crewing them can. When a battery is attacked, remove any troops killed, but leave the cannon. If a regiment is within one baton of a battery, it can send troops to man the cannon as part of its turn, but there can never be more than four troops manning a cannon at any time.

Regiment flags and officers:

Regiments are always lead by an officer and a trooper with a flag. These are always placed in the front row of the regiment. Flags make good trophies, and troopers are always rewarded if they capture them. If one of your regiments destroys another in a fight, and the defeated regiment still has its flag, you score

a bonus victory point! Killing officers gets you a bonus point too, but you get them no matter how you kill them.

Capturing or killing the General:

The game ends when one side captures or kills the enemy general. You can kill the enemy general by shooting him. He is automatically captured if you charge him with a regiment. As soon as he is captured or killed, the game ends.

Scoring:

When you kill things, you will get points. Keep a tally of these as the game goes on. Whoever scored highest at the end is the winner!

- 1 point for every regiment or battery destroyed.
- 1 bonus point for every officer killed.
- 1 bonus point for every flag captured.
- 2 points for killing the enemy general
- 5 points for capturing the enemy general