

TERRAIN EFFECT TABLE

Terrain type	Cost(I/C)	Fire	Combat	Block the ZoC	Observations
Clear	1	-	-	-	-
Woos	2/Forb ¹	-1	-1	-	-
Village	2	-1	-1	Yes	The flank hexes of the infantry occupying these hexes are considered like frontal hexes.
Road	1	Terrain of the hex		-	Cancels ² the supplementary cost, disorganisation and ban linked to crossing into a non clear terrain
Sunken road	1	Terrain		-1	
Stream	+1	-	-1	Yes	-
Bridge	0	-	-2	-	There is a bridge where there is a road
Climbing one level	0	-1	-1	-	-
Climbing two levels ³	1	-1	-2	-	Test for disorganisation
Going down one or two levels	0	-	+1	-	-
Slope	+1/+2	-	-2	Yes	Forbidden for Art. Auto disorganisation

Forb: Forbidden ; **1 :** Light cavalry may move in woods but is automatically disorganised.

2 : including facing change ; **3 :** Two levels in the same hex (1204 or 1104 for example).

Notes: The modifiers are for a unit in this type of terrain, target of fire or combat.wv

ARTILLERY TABLE

Die	Target
0 and -	-
1	-
2	TM
3	TM
4	TM+1
5	TM+2
6	D
7	1D-R1
8	1D-R2
9 and +	2D-R2

Modifiers (cumulative)

- 1 target is a Light Unit
- 1 Shooter is disorganized
- ? Terrain
- +2 Against Flank
- 1 beyond 3 hex.
- 1 by hex. beyond 4 hex.
- +1 Adjacent Fire
- +1 if 12L (lb)

COMBAT RESULT TABLE

Die	Attacker	Defender
-3 and -	2D-R2*	-
-2	1D-R1*	-
-1	1-TM+2-R1	-
0	TM+2-R1	-
1	TM+2	-
2	TM+1	TM
3	TM	TM
4	TM	TM+1
5	TM-1	TM+2
6	TM-1	1 - TM+2
7	-	1 - TM+2-R1
8	-	1D-R1
9	-	2D-R2*
10	-	3D-R2*
11 and +	-	E

Modifiers (cumulative)

- Strength ratio**
(Round in favor of the defender)
6/1 and +: **+6**
5/1 : **+5**
4/1 : **+4**
3/1 : **+3**
2/1 : **+2**
3/2 : **+1**
1/1 : **0**
2/3 : **-1**
1/2 : **-2**
1/3 and -: **-3**
- Morale**
+ ou - : difference in morale between the attacker's and the defender's units with higher morale.
- Orientation**
+2 : f the defender (or one of the defenders) is attacked by a flank hex.
+3 : f the defender (or one of the defenders) is attacked by a rear hex.
- Heavy Cavalry**
+1 against disorganized infantry
-1 against line infantry in good order
+1 against cavalry if bonus
- Disorganisation**
-1 : if one of the attacker is disorganized
+1 if one of the defender is disorganized
- Terrain**
+ ou - Defender's terrain
- Light units**
- 1 if all attacking units are light
+1 if all defending units in clear terrain are light
- Miscellaneous**
Change of order of a stack in an ennemy ZoC : **-2**
If commander present : **+1**
Demoralized formation : **+/-1** against a unit in March column : **+2**

SEQUENCE OF PLAY

- A. MARCHING MOVEMENT**
- B. PHASE DE RALLIEMENT**
layers attempts to rally their units in Rout (12.5) and their Disorganized units in enemy ZoC and reorganise the disorganised units outside of enemy ZoC (12.2).
- C. ACTIVATIONS OF FORMATIONS**
The player who plays first (determined by the scenario and/or by an initiative test) is designated as "active" and the other player as "inactive".
- C1 - FIRST PLAYER**
• Fire and Movement Phase
The active player chooses a formation (or an independent unit) and tests its activation.
If the formation is activated, the active player :
A - checks the command of the formation's units.
B - can have his commanded units perform the following actions in the following order, while strictly respecting the listed constraints :
He can :
1a - Change the facing of his artillery units, and
1b - Fire with his artillery units.
Then in the order he desires :
2 - Move the Formation Commander independently or with a unit or stack of units with which he is stacked.
AND ONE (only) of the following actions
3a - Move a unit (8);
3b - Move a stack of units (3);
3c - Move a line of battle (6.5 and 8.7).
If the Army Commander is stacked with the activated Formation Commander, the active player may take two different actions (3a, 3b or 3c) instead of just one. The Army Commander will nevertheless have the option of moving on his turn (see 4).
The inactive player may :
- React to an enemy movement (8.5);
- Engage in reaction fire (9.3);
with his inactive units at the desired moment on an active enemy unit having moved at least one hex.
The active player chooses another formation and tries to activate it. This continues until all of the active player's formations have been tested.
- 4 - Army commander's movement**
Move the Army Commander alone or with a unit (or a stack of units) with which he is stacked or a line of battle of which he is part (see 6.5).
- 5 - Combat phase (see 10)**
Resolution of all combats.
- C 2 - SECOND PLAYER**
The second player becomes the active player and repeats the same operations as the first player, who becomes the inactive player.
- D. END OF TURN**

RESULTS: 1D6 + OR - THE MODIFIERS

R1, R2 = Retreat 1 or 2 hexes.; **TM, TM-1, TM+1, TM+2** : Morale test with or without DRM ; **D** = Disorganized ; **1, 2, 3** = 1, 2 or 3 step loss; * = Cavalry units previously disorganized by combat are eliminated; **E** = Elimination