BOMBARDMENT

DRM due to the bombardment strengh ratio

7 and -	–
8	R
9	R2
10	R2
11	1R
12 and +	1R2T

R = retreat one hex.
R2= retreat two hex.
1 = one step loss
T = Wound test for a commander if present

STRENGHT RATIO

DRM due to the strengh ratio

1/3 or -	-3
1/2	-2
1/1,5	-1
1/1	0
1,5/1	+1
2/1	+2
3/1 or +	+3

- Name
- Corps
- Quality
- Combat Potential
- Movement Potential
- Color of formation
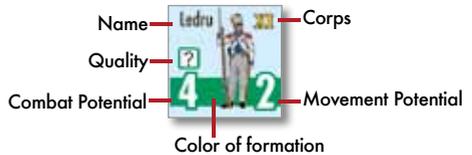
COMBAT RESULT TABLE

DRM + 2d6	Att/Def
2 or -	2R2/1
3	1R3/–
4	1R2/–
5	R2/–
6	R/–
7	–/–
8	–/–
9	–/R
10	–/1R•
11	–/1R2•
12 and +	1/2R2#

Results
R = retreat one hex.
R2= retreat two hex.
1 = one step loss
• = authorized advance in a redoubt hex. if attacker is a Guard unit
= authorized advance in a redoubt hex.

- Combat Modifier
- Color of formation

TERRAIN EFFECT TABLE

Effects	Movement	Combat/Bombardment
Clear	1 MP	–
City/Village	2 MP	-2/-2
Elevation	+1 ↗	-1 ↗; +1 ↘
Road	+1 hex. if all movement is on road cancels additional costs of terrains crossed	–
Trail	cancels additional costs of terrains crossed	–
Woods	2 MP	-1/-1
River	Impassable except by a bridge/+1MP	-1 across a bridge/+1
Stream	+1 MP	-1/0
Wet area	2 MP	-1 in attack and defense/-1
Redoubt	+1 MP	-3/-3