

## MORALE & RALLY

### Common morale test modifiers

- + morale of the unit
- +1 if the unit occupies a terrain with level 2 protection or more.
- +1 if the unit is stacked with its formation commander or the Commander in Chief
- +1 for a unit of the Prussian Guard
- +1 for a unit of light troops in a town, village or wood
- +1 for a unit of Austrian artillery
- 1 for each step loss.
- 1 if an enemy is present on the unit's flank, even without attacking.
- 1 if the unit is out of command
- 1 if its formation is demoralised

### For the rally tests only

- +1 if the formation commander or Commander in chief is adjacent
- 1 if the unit is within range and in the line of sight of the enemy artillery.

## COUNTERS DESCRIPTION

The diagrams illustrate the components of a counter. A front-side counter (e.g., Leopold) includes: Name (LEOPOLD), Initiative bonus (2), N° of Corps (VIII), Inertia Reaction value (4), Movement value and command radius (6). A back-side counter (e.g., F. Joseph) includes: Name (F. Joseph), Colour code (blue), Corps/division (Jägers), Combat value (1), Movement value (4), Number of Steps (4), and Back (F. Joseph). A formation counter (e.g., Hofmann) includes: Name (Hofmann), Colour code of formation (blue), Corps/division (VI ID 1), Combat bonus (2), Movement value and command radius (6), and Command value (4). A formation counter's verso (e.g., Franzen) includes: Name (Franzen), Colour code (green), Corps/division (VIII), Combat value (1), Movement value (1), Number of Steps (3), and Back (V-3).

## TERRAIN EFFECTS TABLE

Type	Movement	Block LoS ?	Combat /(Defensive protection)
Clear, Levels 1-4	standard	No	None (1)
Level or Art & cav:	+1 MP/Level	No	-1 col. ↗ per level; 0 col. if ↘ steep slope
Escarpment	Impassable except by road/path/RR track	No	forbidden except bombardment or via road/path/RR track -1 col. More than level difference modifier
Ravine	+1 MP	No	-1 col.
Town	Other terrain <sup>1</sup>	Yes	Orientation on all azimuths (2)
City	Other terrain <sup>1</sup>	Yes	Orientation on all azimuths (3)
Marsh	Inf.: 2 MP <sup>1</sup> Cav. & art.: Impassable except by road/path/RR track	No	None (1)
Woods	Cav. disorganized <sup>2</sup> Art. & Cav.: +2 MP <sup>1</sup> Inf.: +1 MP <sup>1</sup> (jägers: +0 MP)	Yes	None (2)
Path	1 MP	No	None
Road	1 MP <sup>3</sup>	No	None
Railroad track	1 MP	No	None
Stream	+1 MP <sup>1</sup>	No	-1 DRM <sup>4</sup>
River	Impassable except at Bridges	No	Forbidden except through Bridges: -1 col <sup>4</sup>

- 1- Like road/path if entry via road/path.  
2- does not lose a step if already demoralized  
3- +1 free MP (2 for cavalry) at the end of movement if 2 hexes have been crossed successively by road  
4- If at least one attack through it

## COMBAT RESULTS TABLE

Die	0 and -	1	2	3	4	5	6	7	8
0-	-	-	-	-	-	-	T	T	T
1	-	-	-	-	-	T	T	T	D
2	-	-	-	-	T	T	T	D	D
3	-	-	-	T	T	T	D	D	D
4	-	-	T	T	T	D	D	D	D+1
5	-	T	T	T	D	D	D	D+1	D+1
6+	T	T	T	D	D	D	D+1	D+1	D+1

--: Nothing; T: Morale test; D: Disorganization; D+1: Disorganization + 1 step loss

**Terrain protection** (see table) *Note: possible division done first. For defensive combat, terrain protection is always 1.*

### Column modifiers

- 1 per loss level
- 1 by level if the defender is higher than one of the attackers (choose the smallest difference if more than one unit)
- 1 for artillery fire
- 1 if river (through a bridge)
- +1 if the defender is lower by one level than one of the attackers (0 if steep slope)
- 1 if ravine or escarpment
- 1 night turn

### Die roll modifiers

- +1 for each column higher than 8
- + bonus of formation commander (except artillery fire)
- +1 artillery adjacent to enemy
- +1 if at least one unit of heavy cavalry
- +1 light troops (attacker and defender) if attacked hex. is city, town or woods
- +2 for the attacker if at least one flank of defender is attacked
- +1 for the defender if at least one Prussian infantry unit in defense (Dreyse gun's quality)
- 1 if stream
- Modifier to Defense value**  
Combat value divided by two on an enemy attacking from flank (rounded down)