

TERRAIN EFFECT TABLE

Terrain type	Cost(I/C)	Fire	Combat	Block the ZoC	Observations
Clear	1	-	-	-	-
Woods	2/Int <sup>1</sup>	-1	-1	-	Temporary disorganisation
Village/Town <sup>4</sup>	2	-1	-1	yes	Infantry has no Flank hexes Cavalry fight disorganised except light
Road	1	Terrain de l'hex.		-	Cancels <sup>2</sup> the supplementary cost, disorganisation and ban linked to crossing into a non clear terrain
Sunken Road	1	Terrain	-1		
River (fordable)	+1	-	-1	yes	Disorganisation and a step loss on 1D6 = 5-6
Bridge	0	-	-2	-	stacking forbidden to cross
Stream	0	-	-	-	aesthetic only
Climbing one level	0	-1	-1	-	-
Climbing two levels <sup>3</sup>	1	-1	-2	-	Test for disorganisation
Going down one or two levels	0	-	+1	-	-
Slope	+1/+2	-	-2	yes	Forbidden for Art. Auto disorganisation

1 : Light cavalry may move in woods but is automatically disorganised. 2 : including facing change. ; 3 : Two levels in the same hex ; 4 : Warburg fortifications have no effect on movement and combat.

Note: The modifiers are for a unit in this type of terrain, target of fire or comba

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 Againts Flank
- 1 beyond 3 hex.
- 1 pby 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**  
+ or - : difference in morale between the attacker's and the defender's units with higher morale.
- Orientation**  
+2 : if 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.
- Terrain**  
+ or - Defender's terrain
- Heavy Cavalry**  
+1 againts disorganized infantry  
-1 against line infantry in good order  
+1 against cavalry if bonus
- Disorganisation**  
-1 : if one of the attacker is disorganised  
+1 f one of the defender is disorganised
- Light Unit**  
- 1 if all attacking units are light  
+1 all defending units in clear terrain are light  
-1 Light cavalry in village/town (dismount)
- Grenadiers (shock)**  
+1 First turn of a combat if attacking only
- 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

SIMPLIFIED SEQUENCE OF PLAY

- A. MARCHING MOVEMENT**
- B. RALLY PHASE**  
layers attempts to rally their units in Rout (12.5) and their Disorganised 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 :  
**1 -** Change the facing of his artillery and/or fire with them.  
**2 -** Move the Formation Commander independently or with a unit or stack of units with which he is stacked.
- 3 -** Move the units in command. If the Army Commander is stacked with the activated Formation Commander, he will nevertheless have the option of moving on his turn (see 4).  
**The inactive player may:**  
- Make an opportunity charge (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.
- 5 - Combat phase (voir 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