

## Movement Point Summary Chart

Action	MP Cost
Enter / Exit an EZOC	+2 / +1
Move directly from EZOC to EZOC	+6
- if hex occupied by a friendly Formation or Fortress (7.1.6a)	+4
Enter hex with enemy Fortress unit	+2
Place a Prepared Attack marker ↑ ¢ (7.3)	= Cost to enter hex. Minimum 4
Attempt Repulse	1
Recover Effectiveness Level (7.5)	9 *
Construct an IP ¢ (14.3)	13 *

¢ = NA for Cavalry \* = Cannot use Forced March

## MP Cost to Entrain/Detrain (7.7.3)

Size and Type of Unit	MP Cost *
Infantry Division, Cav. Corps, Corps Train, HQ	9
Infantry Brigade, Cavalry Division, Artillery	5
Infantry Regiment, Cav. Brigade or Regiment	3

\* = Cannot use Forced March

## Activity Distances

A unit starting this activity:	Must be at least this far from nearest enemy unit:
Recover Combat Effectiveness (7.5)	<b>GTs 1-18:</b> Either 3 hexes ●●●, or 2 hexes ●● if all intervening hexes are occupied by friendly units in an IP, or adjacent ● if occupying a Level 2 IP. <b>GTs 19-30:</b> Either 3 hexes ●●●●, or 2 hexes ●● if all intervening hexes are occupied by friendly units in an IP, or adjacent ● if occupying any IP.
Recover from Demoralization	5 hexes ●●●●●, or if inside Paris or Antwerpen 2 hexes ●● (7.5.2)
Construct an IP	Adjacent ●, but not further than 4 hexes ●●●● (14.3.2)
Begin Entraining - Destination hex	4 hexes ●●●● 6 hexes ●●●●●● * Fortified Camp —see 7.7.3(2)
Embark/Debarck	Adjacent ● / 2 hexes ●●

## Removing MP Expended Markers (7.8.3)

Remove this marker	When an enemy unit ...
CEL	Moves adjacent ●
RR (in addition 7.7.5)	Moves adjacent ●
IP	Attacks the hex ↑

## Stacking Limits Summary

Situation	Limit per hex
End of friendly movement phase	3½ division-equivalents
Attacking or Defending (3.1.2)	2¼ division-equivalents (max. two Asset units, max. one artillery unit)
Steep Mountain terrain: Attacking or Defending from/into/in	1¼ division-equivalent (max. two Asset units, no artillery units)

## Division-Equivalents Summary

1	Infantry Division (XX), Cavalry Corps (XXX) Corps Train
½	Infantry Brigade (X), Cavalry Division (XX)
¼	Infantry Regiment (III), Cavalry Brigade (X)
0	Cavalry Regiment (III), Artillery, HQ, Depot Fort*, Fortress**

\* Counts as ½ Div.-equivalent on the Artillery Table

\*\* Counts as 1 Div.-equivalent on the Artillery Table

## Rail Point cost to Entrain (7.7.1)

Size and Type of Unit	RP Cost
Infantry Div., Cav. Corps, Corps Train	1
All other sizes/types	½

## ► Forced March Effectiveness Check [2d6]

### Forced March EC DRMs:

+1 for every MP used for Forced Marching

### Forced March Results Table (7.2.3)

Failed EC by ...	1, 2, 3, 4	5+
Infantry Formation	-1E ↑	-1E s ↑
Cavalry Formation	-1E	-2E
Asset Unit	s ↑	s ↑

-#E = Lose # of Combat Effectiveness Levels.\*

\* A CEL reduction that cannot be allocated is converted into an 's' result.

s = Strength Reduction (SR). This may eliminate an Asset unit.