

Triumph and Glory Shock and Artillery Tables

ARTILLERY FIRE RESOLUTION

<9 No effect

9–12 Each target unit undergoes a CDR

13–14 Each target unit automatically disordered.

15+ Each target unit Routs

CDR = If the CDR is higher than its Cohesion, it suffers a Disorder Result.

Dieroll Modifiers for Artillery Fire

- Terrain (see Terrain Chart)
- +1 If the target is in Square
- +2 Stacked Artillery Firing
- +2 For each unit firing over the first (Artillery Barrage).
- +1 For each target in the hex beyond the first (Massed Target).

Range Effects:

- +1 Fire at a Range of one hex against non-artillery
- 0 Fire within Effective Range, excluding the above
- 2 Per hex beyond Effective Range but within Maximum Range.

The Odds Ratio DRM Chart

Odds/Ratio	Shock Die Roll Adjustment
4–1 or better	+4
3–1	+3
2–1	+2
3–2	+1
1–1	none
2–3	-1
1–2	-2
1–3	-3
1–4 or worse	-4

SHOCK RESOLUTION

<0 Attacker Automatically Disordered + CDR. If it fails, it must Retreat one hex and the defender may Advance and Counter-Shock.

0–4 Attacker Automatically Disordered + CDR

5–9 Defender Automatically Disordered + CDR

10+ Defender Automatically Disordered and must Retreat. In addition, Breakthrough Shock (infantry) or Pursuit (charging cavalry) is possible.

CDR = Where a CDR is called for, the affected units undergo a Cohesion Check. If the Cohesion Check fails, the unit must retreat one hex.

Shock Results apply to all units in the hex. Apply the printed result first; if any additional effects result after (e.g., Disordered unit routs from 2nd Disorder) apply that afterwards.

If a second Disorder leads to a Rout, ignore the Retreat requirements of the table, and Rout Move normally.

Dieroll Modifiers for Shock

- Odds/ratio (see Odds Ratio DRM chart).
- The difference between the two highest-rated Cohesion units on each side.
- Terrain of Defender (note that some terrain adjusts the Cohesion Check DR, not the Charge DR).
- +2 If defender is Routed.
- +2 If attacking through Defender's Rear hexside.
- +3 Any frontal or rear attack in which at least one (each) of defender's Rear and Frontal hexes are in an enemy's Frontal hex (not cumulative with Rear +2 DRM).
- +3 Heavy Cavalry Charging**
- +1 Light Cavalry Charging**
- 1 Heavy Cavalry Counter-Charging Light Cavalry (DRM is to attacker/LC die roll).
- 2 Cavalry charging Square.

** = *If not all cavalry is the same type, use the best DRM.*