

MORALE, RALLY AND DISORDER

Effects of Disorder and Rout

| D-1 |
|--|
| May not voluntarily enter an enemy ZOC (except during Cavalry Pursuit) |
| May not Retreat Before Fire or Shock |
| 1L Column Adjustment Firing, unfavorable DRMs in Shock |
| +2 DRM attempting to form Square in Reaction |
| May not Advance after Fire or Shock |

| Routed Units: |
|---|
| Gain No Terrain Benefits if Assaulted |
| Must Rally or Rout Retreat when Activated |
| Have no ZOCs |
| May not move, fire or shock attack |
| Defend against shock with a -5 DRM |
| May not stack |
| If they suffer a Disorder result, lose a step instead |

| Square in Reaction | |
|------------------------------------|---------------|
| Cohesion Check Result | |
| <= Cohesion Rating | Form Square |
| Cohesion Rating + 1 | Fail, plus d |
| Cohesion Rating + 2 | Fail, plus D |
| Cohesion Rating + 3 | Fail, plus Dr |
| Cohesion Rating + 4 or more | Fail, plus R |
| Modifiers | |
| Cavalry Began Adjacent to Defender | +1 |
| Unit attacked from Flank | +1 |
| Unit attacked from Rear | +2 |
| Unit is D-1 | +2 |
| Unit is Elite or Crack Elite | -1 |
| Unit is Stacked with a Leader | -2 |
| Each hex > 2 Cavalry Charged | -1 |

| Leaving Square | |
|-------------------------------|---------------------------------|
| Cohesion Check Result | |
| <= Cohesion Rating | Leave Square |
| > Cohesion Rating | Leave Square, Become Disordered |
| Modifiers | |
| In an Enemy Zone of Control | +2 |
| Unit is D-2 | +1 |
| Unit is D-1 | +2 |
| Unit is Stacked with a Leader | -1 |

| D-2 |
|--------------------------|
| May not Fire |
| May not Shock Attack |
| Must Withdraw if Engaged |
| May not form Square |

| Rallying Routed Units |
|---|
| 0-1 Unit is Rallied, remove Routed Marker |
| 2-6 Unit is D-1 |
| 7-9 Unit must Rout Retreat |

| Rallying D-1/D-2 Units | |
|------------------------|-------------------|
| < Cohesion | Remove Disorder |
| >= Cohesion | Remain Disordered |

| Rally Modifiers | |
|---|----|
| In enemy ZOC | +1 |
| Only one step remaining | +1 |
| Not In Command | +2 |
| Unit is Cavalry | -1 |
| Unit is Elite or Crack Elite | -1 |
| Unit is In Square | -1 |
| Unit is routed inf adjacent to undisordered Cavalry | -1 |
| Unit Stacked with or adjacent to its Combat Leader | -1 |
| Unit Stacked with or adjacent to its Overall Commander | -2 |
| Prussian within 2 of Blucher | -2 |

| Charge Reaction | | |
|-----------------|----------------------------|-----------------------|
| | Pass Cohesion Check | Fail Cohesion Check |
| Inf/Arty | Defend Normally | D |
| Lt. Cav | Defend Normally or Retreat | Defend Normally or Bd |
| Hv. Cav | Countercharge | Defend Normally |

FIRE COMBAT TABLE

| | | | | | | | | | |
|-----------------|-----|-----|-----|-----|-----|------|-------|-------|------|
| Infantry | <1* | 1 | 2 | 3-4 | 5-6 | 7-8 | 9+ | | |
| Artillery | <1* | 1 | 2 | 3 | 4-6 | 7-10 | 11-15 | 16-21 | 22+ |
| Die Roll | | | | | | | | | |
| -1 or less | - | - | - | - | - | - | d | d | d+2 |
| 0 | - | - | - | - | - | d-2 | d | d+1 | d+3 |
| 1 | - | - | - | - | - | d | d | d+2 | D |
| 2 | - | - | - | - | d-2 | d | d+1 | d+3 | D |
| 3 | - | - | - | - | d | d | d+2 | D | 1d |
| 4 | - | - | - | d-2 | d | d+1 | d+3 | D | 1d+1 |
| 5 | - | - | - | d | d | d+2 | D | 1d | 1d+2 |
| 6 | - | | d-2 | d | d+1 | d+3 | D | 1d+1 | 1d+3 |
| 7 | - | d-2 | d | d | d+2 | D | 1d | 1d+2 | 1D |
| 8 | d-2 | d | d | d+1 | d+3 | D | 1d+1 | 1d+3 | 1D |
| 9L | d | d | d | d+2 | D | 1d | 1d+2 | 1D | 2D |
| 10 | d | d | d+1 | d+3 | D | 1d+1 | 1d+3 | 1D | 2D |

* Use only when shift to the left requires.

L - If a leader in hex, possible Leader Casualty.

| Fire Results | |
|--------------|---|
| - | No Effect |
| d | Cohesion Check: Pass OK, Fail: Disorder |
| d+#/d-# | Same as d, use # as DRM |
| # | Steps Lost |
| D | Top Unit is Disordered |

| Leader Casualties |
|--|
| Roll another die, if a 9 is rolled, the leader has been killed and is removed from play. |

| Column Shifts | |
|---------------|--|
| 1R | Massed Target (6 or More SPs, or Square)** |
| 1R | Target is Cavalry |
| 1R | Target is Routed |
| 1R | Firing unit is in Built-Up Village |
| 1L | Target is Artillery (only) |
| 1L | D-1 Unit Firing |
| 2L | Target in Chateau/Walled Farm*** |
| 1L | Target in Woods |
| 1L | Target in Village/Built-Up Village |
| 1L | Target Up Steep Slope |
| 1L | Target Down Steep Slope |
| 1L | Fire crosses Crest (Artillery Fire only) |

| |
|---|
| Column shifts are cumulative, with a maximum net column shift of +/- 2. |
|---|

| Grand Battery Fire |
|---|
| Artillery firing in Grand Battery have their Fire Strength multiplied by three (3). |

** Massed Target Modifier does not apply to units in Village or Built-Up Village

*** Chateau/Walled Farm DRM is only Terrain DRM for fire into Chateau/Walled Farm

| Die Roll Modifiers | |
|--------------------|--|
| +1 | Anglo-Allied (not Dutch Belgian) Infantry firing |
| +1 | Chateau IDS firing |
| +1 | French Artillery Firing |
| -1 | Prussian Artillery Firing |
| -1 | Artillery Firing at Maximum Range |

| |
|---------------------|
| DRMs are cumulative |
|---------------------|

SHOCK COMBAT TABLE

| Die Roll | | Shock Ratio: Attacker to Defender | | | | | | | | | | |
|----------|-----|-----------------------------------|------|-----|-------|-----|-------|-----|------|------|------|------|
| | | 1-4 | 1-3 | 1-2 | 1-1.5 | 1-1 | 1.5-1 | 2-1 | 3-1 | 4-1 | 5-1 | 6-1 |
| -2 | Att | 1 | d | d | d | - | - | - | - | - | - | - |
| | Def | d | D | 1 | 1 | 1Bd | 1Bd | 1BD | 1BDr | 2BDr | 3BR | 4BR |
| -1 | Att | 1d | 1 | d | d | d | - | - | - | - | - | - |
| | Def | D | 1 | 1d | 1Bd | 1Bd | 1Bd | 1BD | 1BDr | 2BDr | 3BR | |
| 0 | Att | 1d | 1 | d | d | d | d | - | - | - | - | - |
| | Def | D | 1 | 1d | 1d | 1Bd | 1Bd | 1BD | 1BDr | 2BDr | 3BR | |
| 1 | Att | 1D | 1d | 1 | d | d | d | d | - | - | - | - |
| | Def | d | D | 1 | 1d | 1d | 1Bd | 1Bd | 1BD | 1BDr | 2BR | |
| 2 | Att | 1D | 1d | 1 | 1 | d | d | d | - | - | - | - |
| | Def | d | D | 1 | 1 | 1d | 1d | 1Bd | 1Bd | 1BD | 1BDr | 2BDr |
| 3 | Att | 1Bd | 1D | 1d | 1 | 1 | d | d | - | - | - | - |
| | Def | d | d | D | 1 | 1 | 1d | 1d | 1Bd | 1Bd | 1BD | 1BDr |
| 4 | Att | 1Bd | 1D | 1d | 1d | 1 | 1 | d | d | - | - | - |
| | Def | d | d | D | D | 1 | 1 | 1d | 1Bd | 1Bd | 1BD | 1BDr |
| 5 | Att | 1Bd | 1Bd | 1D | 1d | 1d | 1 | 1 | d | d | - | - |
| | Def | d | d | d | D | D | 1 | 1 | 1d | 1Bd | 1Bd | 1BD |
| 6 | Att | 1BD | 1Bd | 1D | 1D | 1d | 1d | 1 | d | d | - | - |
| | Def | - | d | d | d | D | D | 1 | 1d | 1Bd | 1Bd | 1Bd |
| 7 | Att | 1BD | 1Bd | 1Bd | 1D | 1D | 1d | 1d | 1 | d | d | - |
| | Def | - | d | d | d | d | D | D | 1 | 1d | 1Bd | 1Bd |
| 8 | Att | 1BDr | 1BD | 1Bd | 1Bd | 1D | 1D | 1d | 1 | d | d | - |
| | Def | - | - | d | d | d | d | D | 1 | 1d | 1Bd | 1Bd |
| 9 | Att | 1BDr | 1BD | 1BD | 1Bd | 1Bd | 1D | 1D | 1d | 1 | d | d |
| | Def | - | - | d | d | d | d | d | D | 1 | 1d | 1Bd |
| 10 | Att | 2BDr | 1BDr | 1BD | 1BD | 1Bd | 1Bd | 1D | 1d | 1 | d | d |
| | Def | - | - | - | d | d | d | d | D | 1 | 1d | 1Bd |
| 11 | Att | 2BDr | 1BDr | 1BD | 1BD | 1Bd | 1Bd | 1Bd | 1D | 1d | 1 | d |
| | Def | - | - | - | - | d | d | d | d | D | 1 | 1d |

| Position Modifiers | |
|---|----|
| Rear | -2 |
| Flank | -3 |
| Front-Flank/Front-Rear/Flank-Rear | -4 |
| Surround | -5 |
| Combined Arms | -2 |
| Each attacking hex in ZOC of Non-Assaulted Enemy Unit | +1 |

| Charge Modifiers | |
|--------------------------------------|----|
| HC Charging LC | -1 |
| HC Charging Frontally (not Square) | -2 |
| HC Charging D-1/D-2 Inf (not Square) | -2 |

| Other Modifiers | |
|------------------------------------|-------|
| Per Odds > 6-1 < 1-4 | -1/+1 |
| Attacker/Defender in Extended Line | +2/-2 |
| Attacker stacked with Ney | -2 |
| Attacker/Defender with Wet Fuses | +2/-2 |

| Cavalry Charge Strength Modifiers | |
|-----------------------------------|-------|
| Heavy Cav through Flank* | 3 x |
| Heavy Cav through Rear* | 2 x |
| Light Cav through Flank* | 2 x |
| Cavalry Vs. Square | 1/2 x |

| Morale/Disorder | |
|--|-------|
| Defender Routed (Not vs. Cav) | -5 |
| Any Defender D-2 | -3 |
| Any Defender D-1 | -1 |
| Any Attacker D-1 | +2 |
| Each Elite/Crack Elite Attacker | -2/-1 |
| Attacker/Defender has 1 Step (not Chateau) | +1/-1 |

| Defensive Terrain Modifiers | |
|-----------------------------------|----------|
| Down 1 Level(Cavalry Only/Other) | -2/-1 |
| Woods (Cavalry Only/Other) | +4/+2 |
| Building/Village/Built-Up Village | +1/+2/+3 |
| Deep Stream (Some/All Across) | +2/+4 |
| Marshy Stream (Some/All Across) | +1/+2 |
| Stream | +1 |
| Up 1 Level | +1 |
| Up Steep Slope | +2 |
| Attacking across River Bridge | x1/2 |

Any unit shocking down a Steep Slope must pass a Cohesion Check at the end of the attack or become disordered.

MOVEMENT CHARTS

TERRAIN EFFECTS ON MOVEMENT

| Terrain Type | Infantry | Cavalry | Artillery | Leader | Notes |
|---------------------|----------|---------|-----------|--------|-------|
| Clear | 1 | 1 | 1 | 1 | |
| Cultivated | 1 | 2 | 3 | 1 | |
| Woods | 3/2 | 3/2 | 4 | 2 | B |
| Marsh | 2 | 2 | P | 2 | |
| Building | +0 | +0 | +0 | +0 | |
| Village | 3 | 4/2 | 3 | 1 | B |
| Built-Up Village | 2 | P | P | 2 | F |
| Walled Farm/Chateau | 2 | 4/2 | 3 | 2 | B |
| Lake/River | P | P | P | P | |
| Deep Stream | +2 | +3 | P | +2 | D |
| Stream | +1 | +1 | +3 | +1 | |
| Ford | +0 | +0 | +1 | +0 | A |
| Marshy Stream | +2 | +2 | P | +2 | |
| Bridge | +0 | +0 | +0 | +0 | A |
| Road | 1 | 1 | 1 | 1/2 | A |
| Path/Trail | 1 | 1 | 1 | 1 | A |
| Up Level | +0 | +0 | +1 | +0 | |
| Up Steep Slope | +1 | +1 | +2 | +1 | |
| Down Level | +0 | +0 | +0 | +0 | |
| Down Steep Slope | +1 | +1 | +2 | +0 | |
| Crest | +0 | +0 | +1 | +0 | |
| Ravine | +1 | +2 | P | +1 | |
| Form Square | 2 | P | P | P | E |
| Extend/Retract Line | 1 | P | P | P | |
| Enter Enemy ZOC | RM | RM | RM | RM | C |
| Leave Enemy ZOC | WD | RM | Screen | +0 | |

RM- Reduced Movement
 WD- Withdrawal Movement
 Screen- Screened Movement
 P - Prohibited

| Movement Rates: | |
|---------------------|--------------------|
| Strategic Movement | 2x MPs |
| Tactical Movement | MPs |
| Reduced Movement: | 1/2 MPs (round up) |
| Units in Square | 1 Hex |
| Withdrawal Movement | 1 Hex |

| Zones of Control | |
|--------------------|---------------|
| Infantry | Front-F flank |
| Cavalry | Front-F flank |
| Artillery | Front |
| Shaken Units | Front |
| Routed Units | None |
| Units in Square | All Hexsides |
| Routed Unit | No ZOC |
| Controlled Chateau | All Hexsides |

| Stacking | |
|--------------------------------------|--|
| 1 Infantry | |
| 1 Infantry + 1 Artillery | |
| 1 Cavalry | |
| 1 Cavalry + 1 Artillery | |
| 2 Artillery (Same command, <= 8 SPs) | |

Prussian Silesian Rifle may stack with any infantry of the 3/I division, or any I Corps Artillery

Notes:

- Artillery units may always use Road, Bridge, Ford or Path rates when moving, regardless of Movement Type. Cavalry and Infantry units may only use these rates when using Tactical or Strategic Movement
- The multiple rates shown are for normal movement and Rapid Advance (see the rules).
- Leaders may only enter an enemy ZOC when stacked/stacking with a friendly unit.
- Infantry and Cavalry crossing Deep Stream is automatically Disordered. Disordered units may not cross.
- Only non-D2, unrouted infantry that are unengaged and not in an enemy ZOC may form square during movement.
- Cavalry and Artillery may only enter Built-Up Village hexes on a Road or Path.
- Extended column markers may only be placed or removed at the beginning of a command's activation.

COMBAT RESULTS MATRIX

| | | B | d/D | r/R |
|---------------|-----------|---------------------------|--------------------------------|---------------------------------|
| Normal | Infantry | Retreat | Place D-1 Marker | Routed Marker, Retreat 1/2 Move |
| | Cavalry | Retreat | Place D-1 Marker | Routed Marker, Retreat 1/2 Move |
| | Artillery | Retreat, Place D-1 Marker | Place D-1 Marker | Eliminated |
| D-1 | Infantry | Retreat | Place D-2 Marker | Routed Marker, Retreat 1/2 Move |
| | Cavalry | Retreat | <=Cohesion - B, otherwise Rout | Routed Marker, Retreat 1/2 Move |
| | Artillery | Retreat, Lose a Step | Retreat 1 hex, Lose Step | Eliminated |
| D-2 | Infantry | Retreat | Unit Routs | Routed Marker, Retreat 1/2 Move |
| Routed | Infantry | Retreat | 1 Step Loss | Eliminated |
| | Cavalry | Retreat | 1 Step Loss | Eliminated |
| | Artillery | Retreat | Eliminated | Eliminated |
| Blown | Cavalry | Retreat | <=Cohesion - B, otherwise Rout | Eliminated |

* If caused by ranged arty fire, ignore result

Unable to Retreat:

If a unit is unable to retreat, the unit takes a step loss.

Cavalry vs. Routed Infantry

Routed infantry units shock attacked by Cavalry are eliminated immediately after the Shock Commitment die roll (Lt. Cav Only) is passed.

Blown Cavalry:

Cavalry that becomes Blown must retreat one hex immediately.

All Combat Results against Blown Cavalry that require a Cohesion Check are automatic instead (r=R, d=D).

All Combat Results against Blown Cavalry that are normally automatic (D or R) include an additional step loss each.

Routing Units:

Units that rout through a friendly unit cause that unit to suffer a D result.

Units that cannot rout their full rout distance are eliminated.