





Assault Table

Difference between Attacker's CCV and Defender's CCV

DR	-5 or less	-3, -4	-1, -2	0	+1, +2	+3, +4	+5 or +
-2 or -	3S2 / -	2S2 / -	2S2 / -	2S2 / -	1S2 / -	1S2 / -	1S1 / -
-1	3S2 / -	2S2 / -	1S3 / -	1S2 / -	1S1 / -	1S1 / -	S1 / -
0	2S2 / -	1S3 / -	1S2 / -	1S1 / -	1S1 / -	1S1 / -	S1 / cc1
1	2S2 / -	1S2 / -	1S2 / -	1S1 / -	1S1 / -	S1 / -	cc2 / cc1
2	1S3 / -	1S2 / -	1S1 / -	1S1 / -	S1 / -	S1 / cc1	cc1 / S1
3	1S2 / -	1S1 / -	1S1 / -	S1 / -	S1 / cc1	cc2 / cc1	A(cc1)
4	1S2 / -	1S1 / -	S2 / -	S1 / cc1	cc2 / cc1	cc1 / S1	1 / cc2
5	1S1 / -	S2 / -	S1 / cc1	cc2 / cc1	cc1 / S1	A(cc1)	- / S1
6	1S1 / -	S1 / cc1	cc2 / cc1	cc1 / S1	A(cc1)	1 / cc2	- / S2
7	S2 / -	cc2 / cc1	cc1 / S1	1S1 / 1S1	1 / cc2	- / S1	- / 1S1
8	S1 / cc1	cc1 / S1	A(cc1)	1 / cc2	- / S1	- / S2	- / 1S1
9	cc2 / cc1	A(cc1)	1 / cc2	- / S1	- / S2	- / 1S1	- / 1S2
10	cc1 / S1	1 / cc2	- / S1	- / S2	- / 1S1	- / 1S1	- / 1S2
11	A(cc1)	- / S1	- / S2	- / 1S1	- / 1S1	- / 1S2	- / 1S3
12	1 / cc2	- / S2	- / 1S1	- / 1S1	- / 1S2	- / 1S2	- / 1S3
13	- / S1	- / 1S1	- / 1S1	- / 1S2	- / 1S2	- / 1S3	- / 2S2
14	- / S1	- / 1S1	- / 1S2	- / 1S2	- / 1S3	- / 1S3	- / 2S2
15	- / 1S1	- / 1S2	- / 1S2	- / 1S3	- / 1S3	- / 2S2	- / 3S2
16 or +	- / 1S1	- / 1S2	- / 1S3	- / 1S3	- / 2S2	- / 2S2	- / 3S2

Results:

Att / Def	Results to the left of the / are for the Attacker; to the right for the Defender
cc1	Cohesion Check with +1 DRM
cc2	Cohesion Check with +2 DRM
nS#	n SP loss; units worsen #Status Levels
-	No Effect
A(cc1)	Attacker takes a cc1. Pass? Attacker wins, else loses.

	Attacker wins
	Defender wins
	Draw
	Uncertain

Strength Ratio

Assault Modifiers Table

Att. to Def. Ratio	Strength Ratio DRM	Att. to Def. Ratio	Strength Ratio DRM
worse than 1 - 2	-3	3 - 1 or better	+4
1 - 2	-2	2.5 - 1	+3
1 - 1.5	-1	2 - 1	+2
1 - 1	0	1.5 - 1	+1

Other

Assault Modifiers Table

Condition	Other DRMs
Defender Terrain	See TEC
Charging Cavalry (vs. Square)	-1
Charging Cavalry (not vs. Square)	+1
Attacker / Defender in Road Movement (*)	-1 / +1
Attacker / Defender Fatigued (*)	-1 / +1
Attacker / Defender Out of Ammo (*)	-1 / +1
Attacker / Defender Formation Collapsed (*)	-1 / +1
Defender attacked from a Rear hexside	+1
Defender Exhausted (*)	+1
Infantry attacking a Square	+1
Counter Charging Cavalry	+0

(*): When more than one unit in a stack, consider the unit with the highest Stacking Value (excluding Artillery)

Cohesion Check Modifiers Table

Condition	Cohesion Check Modifier
Result from the Assault Table	+1 or +2
Defender in Square	-2
Cavalry Assaulting/Charging Infantry in Square	+2
Checking unit in Road Movement	+2
Infantry not in Square, charged by Cavalry	+2
Check to form Square	-1
Check to Withdraw in front of the enemy	+ActMP-ReactMP
Checking unit belonging to Collapsed Formation	+2
Checking unit Exhausted or belonging to Fatigued Formation	+2

Fire Table

Firing Strength

Fire Modifiers Table

DR	1-3	4-6	7-9	10-12	13-16	17+
2 or -	-	-	-	-	-	-
3	-	-	-	-	-	S1
4	-	-	-	-	S1	S1
5	-	-	-	S1	S1	S2
6	-	-	S1	S1	S2	1
7	-	-	S1	S2	1	1S1
8	-	S1	S1	1	1S1	1S2
9	S1	S1	1	1S1	1S2	2S1
10	S1	S1	1S1	1S2	2S1	2S1
11	S1	1	1S2	2S1	2S1	2S2
12	1	1S1	2S1	2S1	2S2	2S2
13	1S1	1S2	2S1	2S2	2S2	3S1
14 or +	1S1	2S1	2S2	2S2	3S1	3S2

Condition	Fire Table Modifier
Target hex Terrain	See TEC
Defender's Cohesion Value	See CVM Fire Table
Line Infantry (only) Reaction Fire	x 1/2 (round up)
Artillery firing at 1 hex Range	One Column Right
Artillery firing at 4-5 hex Range	One Column Left
Any unit in the target hex in Road Movement	+2
Target force: Light Infantry	-2
Target Force: Cavalry or Square	+2
Fire from force in Square	-2
Fire from force with Disorganized unit(s)	-2
Fire from force with Disordered unit(s)	-1
Fire received through Rear hexside	+2
Massed target hex (Stacking Value: 4 or 5)	+2

CVM Fire Table

Defender's highest Stacking Value modified(*) CCV	Fire Table Modifier
10	-1
8 or 9	0
6 or 7	+1
5 or less	+2

Cohesion Check

Effects Table

Cohesion Check Failed by	Unit Status Effect
1 or 2	Unit Status -1
3 or 4	Unit Status -2
5 or more	Unit Status -3

Unit Status Chart

Defender's CCV	Effect
Good Order	No Effect
Shaken	Cohesion Value -1
Disordered	Cohesion Value -2
Disorganized	Cohesion Value -3
Routed	Removed from the map



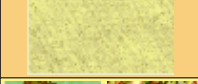













Results:

nS#	n SP loss; units worsen #Status Levels
-	No Effect

(*): CCV may be modified by the Unit Status chart



Terrain Effects Chart

Terrain	Key	Movement Cost	Fire Effect	Assault/Ch. Effect
Clear Hex Level 1,2,3,4		1 2 Arty	NE	NE
Cultivated Hex-(not Corn)(1)		2 3 Arty	NE	NE
Cultivated Hex-Cornfield (1)		2 3 Arty	-1 LOS Blocked (5)	NE
Village Hex (1)(2)		1 No ZoR	-2 LOS Blocked (5)	-1 No Facing
Fortress Hex		1 No ZoR	-4 LOS Blocked (5)	-2 (rule 22.4) No Facing
Woods Hex		2 No ZoR	-1 LOS Blocked (5)	-1
Marsh Hex		3 <u>Cohesion Check</u>	NE	Attacking from Marsh: -2
Slope Hexside		UP: +1 DOWN: NE	NE	UP: -1 DOWN: NE
Steep Slope Hexside (change of two or more Levels in one hexside)		Prohibited to Arty and Cavalry UP: +1 per Level & <u>Cohesion Check</u> DOWN: NE	Firing UP: -1	UP: -2 DOWN: NE
Major Road		1/3 (3)	OTH	OTH
Minor Road		1/2 (3)	OTH	OTH
Mincio River Hex		P (6)	NE	P
Tione River		Arty: P Cavalry: +2 & -1 Status Level Infantry: +1 & <u>Cohesion Check</u>	OTH	OTH
Stream		+1	OTH	OTH
Bridge		Enter in Road Movement only	NE	NE
Ford (4)		If not in Road Movement OTH else NE	+1 Firing into	NE
Lake		P	P	P

Notes:

- (1) A Cultivated feature in a Village hex has No Effect
- (2) A Village hex is considered to have Minor Roads when no Road is drawn in the hex
- (3) "Road" movement costs used along roads and in Road Movement only. Otherwise, OTH
- (4) Any time a road crosses a Stream a Ford is implied
- (5) LOS open INTO the hex, but not THROUGH
- (6) May be crossed only through Bridges

Legend:

- NE: No Effect
OTH: Other Terrain in Hex
P: Prohibited

