TERRAIN EFECTS TABLE

Types of terrain	Movement (# MP) Infantry	Cavalry	Artillery	Fire Defender in...	Melee (1) Defender in... or through...	Stacking Infantry Formation regular	Square	Guerrilla	Stacking Cavalry Formation regular	Guerrilla	Stacking Artillery alone	Artillery with inf. or cav.
Clear	1	1	1	---	---	Up to 24 SP	Up to 18 SP	Yes	Up to 16 SP	Yes	Up to 3 batteries	1 battery
Cultivated	1	1	1	---	---	Up to 18 SP	No	Yes	Up to 12 SP	If, dismounted	1 battery	1 battery
Crop Area	2	P	P	- 1	- 1	Up to 18 SP	No	Yes	Up to 12 SP	If, dismounted	1 battery	1 battery
Small town	2 (D)	3 (D)	1 (D)	A	A	Up to 18 SP	No	Yes	1 Regiment	If, dismounted	1 battery	1 battery
City	2 (D)	3 (D)	1 (D)	A	A	1 battalion	No	Yes	1 Regiment	If, dismounted	1 battery	1 battery
Strong buildings	2 (C)	3 (D)	1 (E)	A	A	1 battalion	No	Yes	No	No	No	No
River	+ 1	+ 2	P	---	A	---	---	---	---	---	---	---
Creek	---	---	+ 1	---	C	---	---	---	---	---	---	---
Bridge	+ 1 (F)	+ 2 (F)	---	---	in river B	---	---	---	---	---	---	---
Road / path	Effects only counters with command order			---	---	---	---	---	---	---	---	---
Light forest	2 (D) (H)	2 (H)	2 (D) (H)	---	---	1 battalion	No	Yes	1 Regiment	If, dismounted	1 battery	1 battery
Dense forest	3 (H)	3 (H)	P (H)	---	---	1 battalion	No	Yes	1 Regiment	If, dismounted	1 battery	1 battery
Moderate slope												
Up	+ 1	+ 1	+ 1	See G	A	---	---	---	---	---	---	---
Down	D	D	+ 1	See G	---	---	---	---	---	---	---	---
Impassable slope												
Up	P	P	P	See G	P	---	---	---	---	---	---	---
Down	P	P	P	See G	---	---	---	---	---	---	---	---

Note (1)

The effects on melee are accumulative, for example : attack through creek and a slope going up moderated = attacker x 1/3

Explanation of the results

A : attacker reduced to 1/2
B : attacker reduced to 1/3
C : attacker reduced to 2/3
D : 1 point if it has a maneuvre order and there are no other counters in the hex.
E : cannot deploy in the hex.

F : no extra cost with a manuevre order.
G : See line of fire
H : Except on paths
P : prohibited
--- : no special effect

COST OF FORMATION CHANGES, (expressed in MPs)

From ... to	Infantry Normal	Guerrilla	Square	Cavalry Normal	Guerrilla	Artillery	
Normal	---	1	1	---	1	Limber	1
Guerrilla	1	---	1	1	---	Deploy	2
Square	2	1	---	---	---		

MOVEMENT FACTORS , (expressed in MPs)

Type of unit	SPANISH	FRENCH
Infantry	3	4
Infantry in guerrilla formation	5	5
Cavalry light, medium	6	7
Light Cavalry guerrilla formation	7	7
Heavy Cavalry	---	6
Artillery	3	3
Horse Artillery	4	5
Commanders	6	8

MORALE TABLE

Dice	Morale Level A	B	C	D	E	F
0 or -	D	R	R	R	R	R
1	- - -	D	D	R	R	R
2	- - -	- - -	D	D	D	R
3	- - -	- - -	- - -	D	D	D
4	- - -	- - -	- - -	- - -	D	D
5	- - -	- - -	- - -	- - -	- - -	D
6	- - -	- - -	- - -	- - -	- - -	- - -
7	- - -	- - -	- - -	- - -	- - -	- - -
8 or +	- - -	- - -	- - -	- - -	- - -	- - -

Dice Modifiers

Morale Factor of Commander in the same hex (a factor 0 is considered 1) + 1

Unit is in forest, buildings or small town + 1

Unit is in ZOC (only for effects of reorganization) - 1

Unit marked as defeated or disordered - 1

For each strength point lost after the first - 1

If in the morale test of Cavalry, the Infantry has not formed Square + 1

If it is Infantry recievievng a charga from Cavalry that move 1 hex. - 1

If it is a morale test after charga Cavalry - 1

Explanation of the results

D : Disorganized units **R** : Defeated unit
- - - : No effect

Results during the morale tests

Unit **R** that gets a result of **R** Continues **R**
Unit **D** that gets a result of **D** Continues **D**
Unit **D** that gets a result of **R** passes to **R**
Unit **R or** D that gets a result of **---** recovers to normal

Results during the Reorganización phase

Unit **R** that gets a result of **R** Continues **R**
Unit **D** that gets a result of **D** Continues **D**
Unit **D** that gets a result of **R** Continues **D**
Unit **R** that gets a result of **---** passes to **D**
Unit **D** that gets a result of **---** recovers to normal

DIVISION MORALE TABLE

Dice	Morale Division 6	5	4	3	2	1
-1	H	H	H	H	H	H
0	R	R	H	H	H	H
1	NE	R	R	H	H	H
2	NE	NE	R	R	H	H
3	NE	NE	NE	R	R	H
4	NE	NE	NE	NE	R	R
5						
6						
7	NE	NE	NE	NE	NE	NE

Explanation of the results

H : Flee **R** : Retreat **NE** : No Effect

Dice Modifiers

If the Division commander has all the units under his command wihtin command radius. + 1

If the Commander in chief has all the units of the Division within command range. + 1

If there are counters of a friendly Division fleeing 2 hexagons away or less. - 1

FIRE TABLE

Dice	Firing points											
	1	2	3	4	5	6	7	8	9	10	11	12
1 or -	---	---	---	---	---	---	---	---	---	---	---	---
2	---	---	---	---	---	---	---	---	---	P	P	P
3	---	---	---	---	---	---	P	P	P	M	M	R
4	---	---	---	---	P	P	M	M	R	R	1	1
5	---	---	P	P	M	R	R	1	1	1	1 M	1 R
6	---	P	M	R	R	1	1	1 M	1 R	1 R	2 P	2 P
7	P	M	R	1	1	1 M	1 R	2 P	2 P	2 M	2 R	3 P
8 or +	M	R	1	1 M	1 R	2 P	2 M	2 R	3 P	3 P	3 P	3 R

Notes
If the total is more than 12 points, use column 12 and after what is apropiated to complete it. The procedure is equivalent to firing twice.

R : When receiving firing the R results are ignored.

Dice modifiers
Defender in square	+ 2
Against guerrillas	- 2
Against deployed artillery	- 1
Light Artillery	- 1
Heavy Artillery	+ 1
Morale A or B	+ 1
Morale E or F	- 1
British infantry with morale of C or better	+ 1
For each level of fatigue of a cavalry counter	- 1

For firing into the flank	+ 2
Firing at counters in an area with crops	- 1
Swiss counter firing at a Swiss counter	- 2

Only for artillery at more than 2 hexes.
2nd counter in the same stack	- 1
3rd counter and successive ones in the same stack	- 2

Range of shot in offensive fire (expressed in hexes.)
Heavy artillery	5
Medium artillery	4
Light artillery	3

The fire factor that you apply to each shot depens of the distance
Distance in hexes.	Fire factor
At 1 hex. (adjacent)	Factor printed on the counter
At 1 hex. in square	25 % more (counter of 8 is 10)
At 2 or 3 hexes.	50 % more (counter of 8 is 12)
At 4 or more hexes.	Half (counter of 8 becomes 4)

Explanation of the results

- - - No effect

R The target counter retreat inmediatly 1 or 2 hexes. (the owning player can decide). If there are more counters in the hexagon all of them must do a Morale Test. If the affected unit is in square formation, ignore this result. If the affected unit is an artillery battery, it cannot fire in the following turn. To indicate this you place a NO FIRE marker on it.

M The target counter does a Morale Test. If they do not pass it and there are other counters in the hexagon, this also must do a Morale Test.

1, 2 and 3 The target counter lost 1 2 or 3 strength points shown by placing the corresponding casualty markers onto the affected counters.

P The target counter and the stack it is in cannot do melee combat. The ASSAULT marker is removed. If the unit affected is an artillery battery, it cannot fire in the following turn. Indicate this by placing a NO FIRE marker on it. If the affected unit does not have an ASSAULT marker do a Morale Test.

2 P or 3 P The target counter loses 2 or 3 strength points shown by placing the corresponding casualty markers onto the affected counters. The target counter and the stack it is in cannot do melee combat and the ASSAULT marker is removed. If the unit affected is an artillery battery, it loses 2 or 3 strength points and cannot fire in the following turn. Indicate this by placing a NO FIRE marker on it.

MELEE TABLE

Dice	Combat Ratio Atacker vs Defender								
	1 - 4	1 - 3	1 - 2	1 - 1	3 - 2	2 - 1	3 - 1	4 - 1	5 - 1
1 or -	AB	AB	A2	A2	A2	A1	A1	---	BM
2	AB	A2	A2	A1	A1	A1	---	BM	D1
3	A2	A2	A1	A1	A1	---	BM	D1	D1
4	A2	A1	A1	---	BM	BM	D1	D1	D2
5	A1	A1	---	BM	D1	D1	D1	D2	D2
6	A1	---	BM	D1	D1	D1	D2	D2	DB
7	---	BM	D1	D1	D2	D2	D2	DB	DB
8 or +	BM	D1	D1	D2	D2	D2	DB	DB	DB

Note
Attacks with more than a 5 - 1 ratio are treated as 5 - 1.
Attacks with less than a 1 - 4 ratio are prohibited.
Squares : cannot retreat as a consecuence of a combat, the results of D1 are considered as No Effect (- - -) and the D2 result becomes a DB.
In attack against the flank, enemy rearguard or units of guerrillas : the infantry doubles its combat factor while the cavalry triples its factor.

Dice Modifiers
Melee Factor of a Commander (only one), present in the hex.	+ or -
Both contenders compare unit morale at the top of their stackings and reduced the difference by 1 level. The levels of difference are added or subtracted, restan, (B versus D is + 1).	+ or -
If the attacker has an attack order	+ 1
Cavalry against square	- 2
Heavy cavalry in attack, (not versus squares or heavy cavalry)	+ 1
Infantry (not in guerrilla formation), against infantry in guerrilla formation	+ 2
Infantry (not in guerrilla formation), against square	+ 1
If the attacker attacks from a hex. in flank	+ 1
Assaulting against counters in a area of crops	- 1
Swiss counter in stack that assaults against a stack that has Swiss	- 2

Explanation of the results
AB (Attacker Casualty) : the attacking player accumulates a casualty (loses 1 point from his initial combat factor and places the corresponding numerical casualty marker to keep control of the counter that has carried out the combat.

BM (Mutual Casualty, "change") : defender & attacker eliminate 1 point of their initial combat factor. There is no advance or retreat.

A1 or A2 (Attacker Retreat) : the attacker retreat all of his counters 1 or 2 hexes. (he is subject to a Morale Test).

D1 or D2 (Defender Retreat) : the defender retreat all of his 1 or 2 hexes. (he is subject to a Morale Test if he scores a D2).

DB (Defender Casualty) : the defender player accumulates a casualty (of his choice if there are several counters in the hex. and this is subject to a Morale Test).

See also a Terrain Effects Table
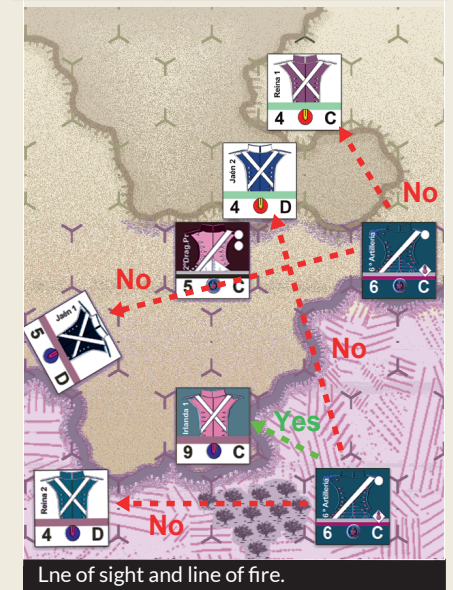
CAVALRY CONTROL TABLE

Dice	Morale factor					
	A	B	C	D	E	F
0 or -	NC	NC	NC	NC	NC	NC
1	C	NC	NC	NC	NC	NC
2	C	C	NC	NC	NC	NC
3	C	C	C	NC	NC	NC
4	C	C	C	C	NC	NC
5	C	C	C	C	C	NC
6	C	C	C	C	C	C
7	C	C	C	C	C	C
8 or +	C	C	C	C	C	C

Explanation of the results
C : Control   **NC** : No Control

Dice Modifiers
Commanders morale factor in the same hex. (a 0 factor is considered as1)	+ 1
If the attack was a charge	- 1
British Cavalry	- 2
Spanish, French and allied Cavalry, Portuguese & KGL	- 1
For each attack provoked by advances after rolls failed to control cavalry	- 2

Lne of sight and line of fire.