

MOVEMENT OF UNITS IN UD

	Clear	Uneven	Difficult
Infantry	2	2	1
Light Infantry	3	3	2
Cavalry	4	2	1
Light Cavalry	6	4	2
Limbered Artillery	2	1	Prohibited
Generals	6	4	2

EFFECTS OF TERRAIN				
Type	Category	Effect on mvt	Combat Modifier	LoS
Clear/fields	clear	–	0	–
Gentle hill	clear	–	1 (if higher)	block
Road	clear	Note ¹	0	–
Stream ²	clear/uneven	Cav. D	1 ³	–
Sloppy hill	uneven	Cav. D	1 (if higher)	block
Swamp	uneven	Charge P	0	–
Orchard/light wood	uneven	Cav. D ; Art P	0	block
Rough ⁴	uneven	Cav. D	1	–
Forest	difficult	Cav./Inf. D - Charge P ; Art P	1	block
Village	difficult	Cav./Inf. D - Charge P ; Art P	1	block
Hamlet/Farm	difficult	Cav. D	0	block
Redoubt	difficult	Cav. P	2	–
River	Prohibited	–	0	–
Bridge/ford	+1/2 Mvt	Note ⁵	1 ⁵	–
Defensive works	uneven	Charge P	0	–

D: a level of disorganisation. **P**: Prohibited

1- The road cancels the terrain for the units that follow it.

2- If the stream has swampy banks, it disorganises the movement of the infantry as well and is considered as unequal terrain. The artillery cannot cross it.

3- A unit (including a light one) that defends behind a stream disorganises the attacker.

4- rocky terrain, enclosed fields, wooded countryside, vineyards, etc.

5- a ford enables a unit to cross a swampy stream without disorganisa-

tion. A line unit that defends behind the bridge or the ford disorganises the attacker.

Block: The LoS is blocked in a wood, orchards, village, hill, and behind these elements unless on the edge or the ridge line.

Village/Hameau: one can put a line or light infantry unit in a village, a light infantry unit in a hamlet. A defending infantry unit in a village is not considered in disorder.

It is not possible to put artillery in a village or in a hamlet.

The artillery cannot cross a village but can cross a hamlet.

BOMBARDMENT

Range in UD	Short	Effective
Heavy	2	5
Medium	1	4
Light	1	3

Base value: 1 + modifiers + 1d6

Short: **+1** Heavy: **+1**
 Battery in Disorder: **-1** In Great Disorder: **-2**
 Terrain of target: **-?** Tmalusarget in march column: **+2**
 Penalty of **-1** by additional UD after the second UD
 Fire against Flank or Rear: **+3**
 Target is Light Cavalry or Light Infantry: **-1**
 Target is Medium or Heavy Cavalry: **+1**

Result	1 -	2	3	4	5	6	7	8+	9+
	–	M	M+1	M+2	D	DR	DR2	1DR2	2DR2

Note: In case of artillery duel do not implement the retreat just the disorganisation.

COMBAT: distance 1 UE or less

Base value = number of PF + Morale + modifiers + 1d6

ATTACKER	DEFENDER
Everybody	Everybody
Against Flank and Rear: +3	Terrain: +?
Support: +1 by stand, max 3	In Disorder: -1 In Great Disorder: -2
In Disorder: -1	Artillery: +1 Supported Artillery: +1
Light Unit : -1	Demoralised Division: -1
Demoralised Division: -1	Light unit in clear terrain: -2
Shock: +1	Shock: +1
Infantry	Versus Infantry
in movement: -1 (just moved)	Cav. vs inf. in order: -1
Cavalry	Versus cavalry
En masse: +1	Cavalry stopped: -1
Medium vs Heavy: -1	Medium vs Heavy: -1
Versus inf. in order: -1	Infantry without secure flanks: -1

Difference between results, Higher wins the combat

Result	0	1	2	3	4	5	6	7+
Winner	–	M+2	M+1	M	–	–	–	–
Looser	–	MR	M+1R	M+2R	DR	1DR2	1DR2	2DR2

Notes

An attacker or defender without grenadiers loses ties. A defender behind defensive works wins ties. Apply result 1 in this case. These two ties cancel each other out.

M: morale test ; **M + 1 or 2**: morale test + 1 or 2 drm ; **D**: one level of disorganisation ; **R,R2**: retreat 1 or UD ; **1,2**: one or two SP losses