

## Corps Orders [pg 25]

Order	Stipulations	Attack	Skirmish Bombard	Defend	Support Intercept	Maneuver	Rearguard	Break Off	Screen	Redeploy	Rest & Rally
<b>Attack</b> Corps is to seize or attack an objective or enemy formation.	Until Engaged every ME Must have Attack, Maneuver towards enemy, Skirmish/Bombard. <b>One ME must remain engaged at all times</b>										
<b>Defend</b> Corps is defend its current Position (No CA required for Defend)	At least one ME must have a defend order within the specified defensive position.	To Regain Lost Ground									
<b>Maneuver</b> The Corps as a whole is to move to a new position without engaging the enemy	ME's may not voluntarily engage. Deviations of up to 16" to avoid enemy held structures are permissible.										
<b>Withdraw</b> The Corps is to withdraw from engagement with the enemy forces.	The Corps must try to have the most of its ME's non engaged until it reaches a destination specified in its orders										

### General Objectives For Written Orders [pg24]

A prominent terrain feature
A clearly defined path to follow
An enemy force
A friendly force

### Corps Independent Action [pg28]

15+	Successfully Changes Corps Order
13-14	Successfully Changes Corps Order if not activating Attack
12>	Fails to Change Order
Army Commander within 200"	
Superior Corps	+3 Poor -1
Excellent Corps	+2 Despicable -2

### Order Arrival Time [pg27]

Distance	Arrival Time
1-24"	Current Turn
25-60"	+1 Turn
61-120"	+2 turns
+90"	+1 Further Turn

## ME Orders [pg32-33]

ME Order	
Attack	An engaged ME must make every effort to remain engaged. An unengaged ME must move as fast as possible to become engaged
Skirmish/Bombard	Attacking ME stops at 16" from the target ME prior to Tactical combat. ME has pending attack order after softening up operation is complete.
Defend	Defending units may not voluntarily move more than 8" from Baseline.
Support Intercept (Cavalry Only)	Activation at 20". Counts as pending order with 5 Activation points.
Maneuver	Include a written description of destination or relative to friendly troops.
Rearguard	Activation gives half Grand tactical movement to the rear. Subsequent attempts count as having 5 activation points. Units may not voluntarily move more than 8" from Baseline.
Break Off	Full Grand tactical movement to leave engagement. ME engaged while breaking off convert to defend. ME's which leave engagement range and are then reengaged become shaken.
Screen (Cavalry Only)	Upon contact with the enemy at 12" the ME converts to defend and may choose a pending order of Attack, Rearguard or Break off. Roll immediately
Redeploy	ME must be unengaged. ME engaged while redeploying are shaken. Redeploy gives 3d6 points for grand tactical adjustments.
Rest & Rally	Free activation to unengaged ME. ME engaged while on rest rally become shaken.

Phase 3: ME Morale [chs pg:36-38]

ME Morale Causes [pg 36]

The ME had a unit go into bad morale

The ME is caught in flank or rear during grand tactical movement and is in a March column (Test taken Immediately)

ME is shaken and still engaged

Its leader (or an in Line commander is wounded/killed/captured.

The ME is engaged while on a redeploy order

ME Morale Table [pg 36]

< 5	Broken: Entire ME dissolves in bad morale and heads 16" to the rear. Add 1 fatigue level		
6-8	Retreat and Shaken: ME converts to Break Off order and moves 16" immediately to the rear. All untis receive −2 to morale and shock values. Add 1 fatigue level.		
9-10	Shaken: All untis receive −2 to their morale and shock values. Attacks without impetus fall back 16" and convert to defend. ME's on defend may order a break off and execute the retreat.		
11+	Steady (remove shaken)		
A shaken ME which is unengaged cannot get worse than a shaken result. Artillery which must retreat must make successful battery relocation rolls or abandon its guns			
ME Morale Modifiers [pg 37]			
Average ME Morale Class		-2:-2:-6	Per Infantry/Artillery/Cavalry Unit in Bad morale or Removed
+10	Old Guard	+1	Per unit in good morale with no ammo depletion
+9	Guard	+2:-2	Per close action Victory: Defeat this turn
+8	Grenadier	-4	If Adjacent ME elected "Sauve qui Peut!"
+7	Elite	+4	ME within 30" took Strong point last turn
+6	Crack	+1	Per Structure Held, 2 for strong point (Max +4)
+5	Veteran	-1	Per Lost Structure, Strong point −4. (Max −6)
+4	Regular	-2	ME Interpenetrated by friendly ME
+3	Conscript	-1	Each Fatigue Level
+2	Landwehr	-3	Previously shaken
+1	Militia	+3:+1	Charismatic: Inspirational Leader Attached
0	Rabble	-1:-2:-5	Campaign Fatigue: Weary: Haggard: Spent
Flank or Rear in Grand Tactical Movement only			
-8:-6:-4	March column Extended: Regular: Condensed		

Causes For Shaken Status [pg 37]

Result of a Panic Test

As a result of breaking off and being re engaged while still operating under the order

An infantry or mixed ME which is interpenetrated by all or part of a cavalry ME and this interpenetration is still in effect.

A friendly ME routs through the ME

Phase 4: Panic Checks [ch6 pg:39-40]

Panic Check Causes [pg 39]

The Me is within 20" of a friendly ME that received a broken ME Morale result

The ME is within 20" of a friendly ME which was entirely destroyed, placed 100% in bad morale or conducted "Sauve Qui Peut!"

The ME is within 30" of a friendly Old or Middle Guard ME which was entirely destroyed, placed 100% in bad morale or conducted "Sauve Qui Peut!". If the Guard ME becomes shaken it will effect the Panic Checks of other MEs, but is not the cause of tests.

Panic Checks [pg 40]

Average Morale	Carry on	Shaken	Broken
Old Guard	4+	3	<2
Guard	6+	5-4	<3
Grenadier	7+	6-5	<4
Elite	7+	6	<5
Crack	8+	7-6	<5
Veteran	8+	7	<6
Regular	9+	8	<7
Conscript	10+	9	<8
Landwehr	11+	10-9	<8
Militia	12+	11	<10
Rabble	13+	12	<11
Broken: Move 24"; Bad Morale ; +1 Fatigue			

Panic Check Modifiers [pg 40]

French Old or Middle Guard is Broken : Shaken within 30"	-5:-3
½ or more of the units removed or in bad morale	-6
¼ or More (But less than ½) of the ME units in bad morale	-3
Each Causing condition beyond 1 (multiple causes of the same event count)	-2
Each Fatigue level	-1
ME Shaken	-2
Enemy Across ME's line of retreat	-2
Each Enemy Captured Strong point within 30"	-2
ME under Corps Withdraw order	-1
Campaign Fatigue: Weary: Haggard: Spent	-2:-4:-6
ME Interpenetrated	-2
Charismatic /Inspirational leader attached	+2
No Units in Bad Morale	+2

Phase 5: Commander Actions [ch7 pg:41-43]

Commander Action Chart Roll 2D10 [pg 43]

Commander	1st Act	2nd Act	3rd Act	4th Act
Army or Wing	6+	9+	12+	16+
Corps Commander/ME Leader	8+	11+	14+	18+
Brigade Commander	11+	15+	18+	20+
Replacement	13+	15+	18+	20+

Modifiers

Superior ME Leader	+3	Superior Cmdr	+3
Poor ME Leader	-2	Excellent Cmdr	+2
Attached ME Leader Attempting to affect another unit.	-3	Good Cmdr	+1
Attached ME Leader Attempting to affect the same unit	+3	Poor Cmdr	-1
Non Initiative Commander	-2	Despicable Cmdr	-2

Grand Tactical Commander Actions

Move 6" or Less Once during Phase	Free
Send Message if Unengaged (unlimited) Travel 30" in first Turn 90" after that	Free
Issue order	1
Move 36". Move as per Cavalry	1
Send Message if attached to engaged ME	1
Commit battery from Corps Reserve to ME Reserve	1
Form Brigade Reserve	1
Attach or Detach (Free 24" Move). Must be within 20" to attach	1
Attach ADC to ME	1
Convert ME order to defend from Maneuver or attack during Grand Tactical movement.	1
Modify Army Initiative roll (must be within 20" of an engaged ME)	1
Form/Dissolve A Grand Battery	2
Forced Move. Unattached general figure is contacted by enemy troops (counts against coming turns CA	1

Phase 6: ME Activation [ch8 pg:44-45]

Activation Table  
[pg 45]

2d10	Activation Points
<0 (Natural 2)	Lost or Disobeyed
1	1
2-3	2
4-6	4
7-9	5
10-11	6
12-13	7
14-16	8
17-18	9
19+	10

Situational Modifiers [pg 45 Tables 8- 1A & 1B] (Corps Orders)

Superior Commander	+3
Excellent Commander	+2
Good Commander	+1
Average Commander	+0
Poor Commander	-1
Despicable Commander	-2
Issuing commander and receiving commander within 4"	+6
Issuing commander succeeds on a CA to urge order [and within 12" of ME Leader] (Corps Orders)	+3 (+5)
Issuing commander not within line of sight of receiving commander	-1
Receiving commander in superior vantage point	+2
Corps Order	+8
Forming or advancing grand battery	-6
Army has good staff work (Corps Orders)	+1 (+2)
Army has Poor staff work (Corps Orders)	-1 (-3)
It is snowing or Heavy rain	-2
Commander Rivalry (corps orders)	-2 (-12)
Order to Elite Brigade (pg 17)	+4
Order to Non Elite Brigade	-4
Charismatic Commander Attached to ME activating Attack	+4
Inspirational Commander Attached to ME activating Attack	+2
Uninspiring commander attached to ME activating attack	-2
ME Order received by Superior ME Leader	+3
ME Order received by a Poor ME Leader	-3
ME Ordered to retreat with Corps withdraw activated	+5
ME Tired or worse and ordered to attack or manoeuvre	-2
Activating Break off if ME has greater than 25% losses	+4

Deployment Chart [pg 47]	
Modified Result	Deployment Status Change
< 0	No Change
1-9	+1 / -1
10-15	+2/ -2
Deployment Modifiers [pg 47]	
French 1800-07, French Guard	+6
French 1792-99, 1808-1812,1815	+4
French Conscript1809-1812, 1807 French Allies, British	+2
Austrians and Russians 1792-1805	-2
Prussians 1792-1806	-3
German Allies 1809+	+2
Levies and Militia	-5
Others not listed	+0
Situation	
Mud	-3
Fog	-2
Deploying from choke point	-4
ME moved up to 1/4 this turn	-2
ME moved 1/4—1/2	-4
ME Moved up to 3/4	-6
Darkness	-5

Grand Tactical Adjustments [pg 53]				
Roll 1d6 Redeploy 3d6	Unengaged		Engaged	
	Front Rank	Rear Rank	Front Rank	Rear Rank
Cost	2	1	4	2
No Unit may perform adjustment if it is a possible opp charge target				
Superior ME Leader +1		Poor ME Leader -1		

Grand Tactical Movement [pg50]							
ME Type		Deployed	Brigade Out	Initial Deploy	Closed up Campaign column	Regular Campaign Column	Extended Campaign column
A Infantry or Mixed		26	Deploy & 10	Deploy	36	45	54
B Infantry or Mixed		22	Deploy & 8	Deploy	28	35	44
Cavalry		30	Deploy & 14	Deploy	40	50	60
Grand Batteries	Horse Artillery	16 Unlimber	Deploy & 8	Deploy	28	40	50
	OG and Class I Artillery	8 Unlimber	Deploy & 4	Deploy	26	44	54
	Class II and III Artillery	6 Unlimber	Deploy & 3	Deploy	20	34	42
Pontoon Train						Deploy	32
Corps Baggage							36
Forced march		+8	NA	NA	+10	+10	+12

Minor Grand tactical Adjustments [pg 54]
For Defending ME unengaged prior to Grand Tactical. Considered to take place during Grand Tactical move.
Change facing by up to 45°
Artillery Move up to 5” for 12pdr or less (3” otherwise). Unlimber
Cavalry Regiments may battle group

Terrain Penalties [pg 50]	
5m contour	-2”
Light and Medium Woods	1/2
Heavy Woods	1/4
Through towns	1/2
Swamps and Marsh	1/4
Engagement Range [pg 52-53]	
Infantry Vs Infantry	8
Infantry Vs Cavalry	12 - 8
Structures, woods across rivers	4
Cavalry (including Mixed)	12
Grand Batteries (pg 53)	8- 16
Unsupported Unformed troops No tactical Combat	9

Artillery on the Attack [pg 50]
Maintain relative Position
Halt over 12” from the enemy and unlimber
Move up to 3” in front of ME Baseline Limbered

Small Arms Fire Table [pg 101]										
2D10	-5-0	1-4	5-8	9-11	12-14	15-18	19-22	23-28	29-33	34+
1	0	0	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0	0	0
3	0	0	0	0	0	0	0	0	0	1
4	0	0	0	0	0	0	0	0	1	1
5	0	0	0	0	0	0	1	1	1	1
6	0	0	0	0	0	1	1	1	1	2
7-8	0	0	0	0	1	1	1	1	2	2
9-10	0	0	0	0	1	1	2	2	2	3
11-12	0	0	0	1	1	1	2	2	3	4
13-14	0	0	0	1	1	1	2	3	4	5
15-16	0	0	1	1	1	2	2	3	5	5
17-20	0	0	1	1	1	2	3	4	5	6
21-24	0	0	1	1	2	2	3	5	6	6
Grand Band Skirmish Fire (pg 72)										
Superior Grade	+12	Poor Grade	-5	1/2 Rifled		+3				
Excellent Grade	+8	Each Fatigue Above Fresh	-2	All Rifled		+6				
Good Grade	+5	Firer in SK order	+5	Firing from Cover or rough		+5				

### Skirmish Effects [pg73]

Roll for each hit to see its effect.

Roll	Formation [1d6]	Cover [1d6]
6	& SK	& Super Heavy
5	& SS	& Heavy
4	& Artillery	& Medium
3	& any Formed	& Light
2	Column or Square	March, Rolling, Rough

### Skirmish Combat Procedure [pg 73]

Make 2 Rolls for each Skirmish category (Use skirmish Modifiers)

Winner is the side with greatest hits

Hits distributed across Skirmish Screen Fronts (hit for hit)

Victorious Attacker spreading excess hits to Defenders Formed Units. Victorious defender excess hits on attackers screen

Both sides roll to determine skirmish fire effects.

Screens are withdrawn to supporting distance of parent units

- Units may be withdrawn to ME holding area
- Units which had more than 50% participation go Low Ammo.
- Troops remaining to table stay unformed

## Army Initiative Table

Mod

Both roll 2D10 [pg 62]

Each Bold Leader Attached to an Engaged ME	+1
Each Successful CA By Army Commander	± 3
Each Successful CA BY Wing Commander	± 2
Bonus for Charismatic/Inspirational Commander attached and engaged on Successful CA	+1

### Commander Action Chart: Roll 2D10 [pg 69]

Commander	1st Act	2nd Act	3rd Act	4th Act
Army or Wing	6+	9+	12+	16+
Corps Commander/ME Leader	8+	11+	14+	18+
Brigade Commander	11+	15+	18+	20+
Replacement	13+	15+	18+	20+
Superior ME Leader	+3	Superior Cmdr	+3	
Poor ME Leader	-2	Excellent Cmdr	+2	
Attached ME Leader Attempting to affect another unit.	-3	Good Cmdr	+1	
Attached ME Leader Attempting to affect the same unit	+3	Poor Cmdr	-1	
Non Initiative Commander	-2	Despicable Cmdr	-2	

### Commander Actions With Initiative [pg66-69]

Attempt to Gain Impetus	Snap Rally within 4"
Commit/withdraw Reserve Battery	Form Bridge Assault
Resupply Ammunition to a Unit	Follow Me
Form Cavalry Battle Groups	Commit Sappers: Skirmishers
Direct Maneuver Non Loss of Initiative (<8')	Commit Subordinate to Attach
Move 8" (includes Attach/Detach)	Commit Sub ME from Reserve
Form Battery out of Regimental Guns	Re Mount Dragoons

### Commander Actions Without Initiative [pg66-69]

Adjust facing of unit 45° (<8")	Attempt to Gain Impetus
Move 8" (includes Attach/Detach)	Commit Skirmishers
Direct Unit Not Being Charged Back ½ Move	Snap Rally within 4"
Order Mixed ME Support Cavalry to opportunity Charge 8" (<8")	

Artillery Tactical Fire Table [pg 126]

2D10 >>	-5-0	1-4	5-8	9-11	12-14	15-18	19-22	23-28	29-33	34+
Light	Miss	Miss	½	0	0	0	0	0	0	0
Medium	Miss	½	½	0	0	0	0	0	0	0
Med-Hvy	½	½	0	0	0	0	0	0	0	1
Heavy	½	0	0	0	0	0	0	0	1	1
Artillery				Mod	Counter Battery					
Old Guard				+6	Med-Hvy + @ long Range					-3
Class I				+3	Light & Medium @ long Range					-5
Class III				-4						
Napoleon: ADC Attached to Battery				+6 : +3	l’Ordre Mixte or 2 Rank Cavalry					+1
Cmdr Attached to Battery. Corps : Division				+2:+1	Column : Closed Column					+2: +5
Intact 3 gun Section				+5	Square					+9
Ammo Depleted: Exhausted				-8:-13	Troops Under Wellington Reverse Slope					-4
Blind Fire				-10	Skirmish: Semi-Skirmish					-10:-6
Battery Screen By Unformed				-10	Cavalry Withdrawing					-6
Each Fatigue				-2	Cover					
Coming Out of Reserve				+10	Light : Medium					-4:-8
Medium Range				-3	Heavy: Super Heavy					-12:-16
Long Range				-13	Marchfield Terrain					+3
Flank Fire Double Casualties										

Counter Battery Hits [pg 131]

2D10	Normal	Condensed Limbered
2-8	2 Horses	3 Horses
9-11	1 Horse	1 Horse 1 Crew
12-13	1 Crew	2 Crew
14-18	1 Horse 1 Crew	1 Horse 2 Crew
19+	Caisson Hit 1 Crew 1 Horse Ammo Depleted	Caisson Hit 3 Crew 2 Horse Ammo Depleted
Limer in Cover -1 Horse Casualty. British Batteries Firing Shrapnel +1		

Elevated Firing Table [pg132]

Contours Difference	Minimum distance Between Friendly Troops and Target
1	2X
2	X
3-6	½ X
7+	¼ X

Tactical Fire Range [pg101]

	Short	Med	Long
Musket	2	4	6
Rifle	3	5½	8
Light	5	16	24
Medium	5	16	30
Med-Hvy	5	16	36
Heavy	5	16	42

Artillery Situation [pg 128]

Artillery Vs Infantry: Cavalry	
Defense	+8:+6
Fire & Retire	-3:-5
Follow up Defense	-4:-7
Follow up Fire & Ret	-10:-13
Defensive Support	+4:+1
Follow up Defensive support	-6:-9

Ammo Depletion [pg 104]

1	Normal Fire
2	Firefight
+1 Low Ammo Country Apdx: F	

Small Arms Fire Table [pg 101]

2D10	-5-0	1-4	5-8	9-11	12-14	15-18	19-22	23-28	29-33	34+
1	0	0	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0	0	0
3	0	0	0	0	0	0	0	0	0	1
4	0	0	0	0	0	0	0	0	1	1
5	0	0	0	0	0	0	1	1	1	1
6	0	0	0	0	0	1	1	1	1	2
7-8	0	0	0	0	1	1	1	1	2	2
9-10	0	0	0	0	1	1	2	2	2	3
11-12	0	0	0	1	1	1	2	2	3	4
13-14	0	0	0	1	1	1	2	3	4	5
15-16	0	0	1	1	1	2	2	3	5	5
17-20	0	0	1	1	1	2	3	4	5	6
21-24	0	0	1	1	2	2	3	5	6	6

Tactical Fire Modifiers [pg 101-102]

Old Guard	+10	Medium: Long Range	½ : ¼	Light Rain	-2
Guard	+8	First Fire (reg+)	+3	Heavy Rain	-5
Grenadier	+6	Disordered	-5	Non Rifled Musket FireFight	+4
Elite	+5	Shaken	-5	Target: l'Order Mixte	+1
Crack Line	+2	Firing From Square	-4	Column :Closed Column	+2:+3
Regular	-1	Charged By Old Guard	-2	Square	+9
Conscript	-2	Fire From Horseback(DUB)	-3	Artillery	-10
Landwehr (Cav)	-3	Firing From Woods(L:M:H)	-1:-2:-3	Skirmish: Semi Skirmish	-10:-6
Militia	-4	Enfilade vs Formed	+5	Cover Light: Medium	-4:-8
Rabble	-6	Muskets Poor: Superior	-2:+1	Cover Heavy: Super	-12:-16
		Opportunity Fire	+5	Firing On Charging Cav	-8
Two rank Fire	+5	Ammo Depleted : Exhausted	-6:-10	Firing On Charging Cav (uphill or Mud)	-5

Fire Fight Result Table [pg103]

2-12	Fire Fight Continues
13-16	Loser Fall Back 2" Ignore if in cover
17-19	Loser Falls back 5"
20-22	Loser Falls back 5" Disordered
23+	Loser Routs

Fire Fight Modifiers [pg103]

Per Casualty Inflicted: received	+2:-2
Leader attached to Losing Unit: Impersonal :Inspirational :Charismatic	-1:-2:-3
Loser Shaken	+2
Each losing Unit at 30% Casualties	+2
Loser Ammo Depleted or Exhausted	+3

Fire Fight Procedure [pg 103]

Both sides roll for casualties and take Morale tests as per normal rules. If one side inflicts more Casualties they are the victor and rolls on the Firefight Table.

Infantry Maneuver [pg78]										
3"Bonus on Maneuver >4" from Enemy Single Company Front +2	Move A:B	Light Woods	Medium Woods	Heavy Woods	Low Wall	High Wall	Mud	Structure	Swamp Marsh	↑ 5m Contour
Column of Companies	12:10	¾ Move	½ Move	NA	-1"	-3" (No Charge)	½ Move	See Structures Chart	¼ Move & Disorder	-½"
Column of Divisions	10:8									
Line	6:5									
Square	4									
Skirmish	15:13			¼					¼ Move	

Cavalry Maneuver [pg 85]										
[Charge]	Move	Light Woods	Medium Woods	Heavy Woods	Low Wall	High Wall	Mud	Structure	Swamp Marsh	5m Contour
Light & Lancer	20 [24]	¾ [Edge Disorder]	½ Move [NA]	NA	-5 [-4 Disorder]	NA Pass with Eng.	½	Roads [NA]	¼ & Disorder [NA]	-½"
Medium & Heavy	16 [20]									

Artillery Maneuver [pg 93]										
		Light Woods	Medium Woods	Heavy Woods	Low Wall	High Wall	Mud	Structure	Swamp Marsh	↑ 5m Contour
Artillery Maneuver		½	NA	NA	-5" & Disord.	NA	¼ ½Road	Road Only	NA	-½"
Artillery Gallop		NA	NA	NA				NA	NA	

Foot Artillery Maneuver	
Normal: Field Gallop: Prolong	Move N:F:P
Class I Light	10:16:1.5
Class I Medium	8:13:1
Class I Heavy	6:10:½
Other Light	8:13:1
Other Medium	6:10:½
Other Heavy	5:8:¼
Horse Artillery Maneuver	
Old Guard	16:24:1.5
Class I Light	13:20:1.5
Class I Medium	10:16:1
Other lights	10:16:1
Other Mediums	8:13:½

Artillery Relocation Table [pg 95]							
Horses Left Relocate : Withdraw	6 of 6 4 of 4 2 of 2	5 of 6	4 of 6 3 of 4	3 of 6 2 of 4 1 of 2	2 of 6	1 of 6 1 of 4	No Horses
Old Guard	6:2	8:2	10:7	11:10	13:12	16:15	21:20
Class 1	8:2	9:5	11:8	12:11	14:13	17:15	21:20
Class 2	9:6	11:7	12:9	13:12	15:14	18:16	22:20
Class 3	12:7	13:8	14:10	15:13	17:15	19:17	23:20
ME Commander Attached			+1	Army Commander Attached			+3
Corps Commander Attached			+2				
Withdraw				Relocate			
Mud			-1	Mud			-2
Each Successive Attempt			+1	Each Fatigue			-1

Occupying Structures [pg85]				Modifiers for Occupying Structures	
Occupying	Disordered	Disordered	Ordered	Corps/Army CA	+2
Exiting	Stay Disordered	Exit Disordered	Exit Ordered	ME Leader CA	+1
				Subsequent attempts	+1
Excellent SF	≤ 3	4-5	6+	Russian GR, GD, Fus., Austrian GR	+3
Good SF	≤ 4	5-7	8+	Janissaries	+2
Average SF	≤ 5	6-11	12+	Per Unit that moved through Structure (this impulse)	-2
Poor SF	≤ 6	7-13	14+		

Unformed Reaction Chart

Bonus Movement Table [Formed Infantry Only] [pg79] Roll 1 D10 . Roll ≤ number become disordered			
	1"	2"	3"
March-field	1	2	3
Rolling	2	4	6
Rough	3	6	9
Crack or Better			+1
Conscript or Lower			-1

Wheels [pg78]	
Column of Companies (column of divisions for 10 co. Organizations)	45° Off centre of front stand of Unit
Single Squadron Cavalry Column	30° Off centre
Other Formations	

Infantry Formation Change [pg 80]					
Column of Co. to Divisions 2"		Divisional		Ancien	
		Reg >	Con >	Reg >	Con >
Attack Column	Line Left	2	Fire	2	Fire
	Line Centre	1" Class A 3"	Fire	Fire	Entire
	Line right	2	Fire	Fire	Entire
	Closed Column	8 Class A 10	4 Class A 6"	6	4
	Square	2	fire	1	Entire
Closed Column	Line Left	F	Entire	Fire	Entire
	Line Centre	1 Class A 3"	Fire Class A 2"	NA	NA
	Line right	Fire	Entire	NA	NA
	Attack Column	8 Class A 10	6 Class A 8"	6	4
	Square	Fire	Entire	Entire	E (Dis)
Line	Attack Column	1	Entire	1	Entire
	Closed Column	Fire	Entire	Fire	Entire
	Square	Fire	E (Dis)	1	E(Dis)
Square	Line	2	Fire	2	Fire
	Attack Column	2 Class A 4"	Fire Class A 2"	2	Fire
	Closed Column	Entire	E (Dis)	Entire	E (Dis)

**Morale Tests** [pg 147]

Rating	Fail	Attachment ME:Unit		Causalities	
OG	-3	Charismatic	+2:+4	30-50%	-4
GD	-1	Inspirational	+1:+3	>50%	-7
GR	0	Impersonal	0:+1	25% Current	-4
EL	1	Despicable	-1:0	Per Horse loss	-2
CL	2	ME Leader	NA:+1	Other	
VL	3	Enfilade and Rear		Disordered	-2
RG	4	Formed Inf. 2-4	-2	Shaken ME	-2
Co	5	Fromed Inf ≤2	-5	Charged By Middle or Old Guard	-2
LW	6	Artillery ≤ 8	-5	Cover(L:M:H:S) Not woods	1:2:3:4
TM	7	Formation		Bombard only	+3
Ra	9	<VL in Line	-1	Attempt Klumpen	-3
		<Co in Line	-3	Heavy Woods	-1
		Square	+3	Caisson Explode <6	-4
		Closed column	+1		

**Elan** [Pg 107]

Roll d210: 16+ Attacker Halts at 5"  
Attached Leader Can CA "Follow Me"  
[-1 shock value] [Fail disorders at 5"]

**Capturing The Standard** [pg 118]

2d10: 17+ to capture standard

Per Causality By Infantry +1

Per Causality By Cavalry +2

Melee +3

**Forming Square** [pg 82]

		0-5	5-8	8-12	12+
OG-GR	Attack Column	14	6	0	-4
	Closed Column	15	10	8	6
	Line	17	13	11	10
EL-RG	Attack Column	15	10	8	2
	Closed Column	17	12	10	8
	Line	22	14	13	11
Co-LW	Attack Column	17	14	12	11
	Closed Column	21	16	14	12
	Line	NA	17	15	14
TM-Ra	Attack Column	21	18	16	15
	Closed Column	NA	NA	18	17
	Line	NA	NA	19	18
Flank:Rear					-6:-8
Disordered					-4
Commander at Unit level					+4
Closed Column (Attack Column)					+4
Triggered Opp Charge					-3
Natural Roll of ≤ 4 Unit becomes disordered British Infantry Form Solid Squares: unless disordered					

**Defensive Fire Effects** [pg 108]

% Front rank Lost (Use Least Favorable Result (unless lead storming Party)	0-9	10-25	26-49 Or 2 Hits	50-60 Or 3 hits	61-75 Or 4 Hits	76-100 Or 5 Hits
Infantry	CA	CA -1[5]	CA -2 or Fire at 2" [5,7,8]	Disorder[1,4,7,8] CA -1 or Fire at 2"	Disorder[2,4,7,8] CA -2 or Fire at 2"	Rout [6]
Shock Infantry	CA	CA -1[5]	CA -1 or Fire at 2" [5,9]	Disorder[1,4,8] CA or Fire at 2"	Disorder[1,4,7,8] CA -2 or Fire at 2"	Fallback 8" Disorder [2,4]
Cavalry	CA	CA -1	Disorder[3] CA -1 or Fire and Recall [8]	Disorder[3] CA -2 or Fire and Recall [8]	Disorder[3] CA -3 or Fire and Recall [8]	Rout [6]
DUB Cavalry	CA	Disorder CA -2 or Fire and Recall [8]	Disorder[3] CA -2 or Fire and Recall [8]	Fire and Retire Natural Roll < 9 on fire unit routs	Fire and Retire Natural Roll < 12 on fire unit routs	Rout [6]
Cossacks	CA	Regroup 8" from Enemy	Disorder[2] Regroup 8" from Enemy	Disorder[2] Regroup 16" from Enemy	Rout [6]	Rout [6]

**Defensive Fire Notes** [pg 108-109]

1	If unit is already disordered Recoil 4" and Fire
2	If Disordered Rout
3	If Disordered, recall no fire
5	Storming party ignore penalty for Close combat
6	Cavalry: 20"; Infantry 15"
7	If Charging guns fire disordered and retires 5"
8	If Me has no Impetus or no "Follow Me" infantry falls back to 4" and fires. Cavalry recalls
9	If Me has no Impetus or no "Follow Me" infantry stops at 2" and firefights



## Close Action Victory Table [pg116]

2D10	Losing Infantry			Losing Cavalry			Losing Artillery			Victorious Infantry				Victorious Cavalry			
Troops in Bad Morale Face Away	Causalities	Movement	Morale	Causalities	Movement	Morale	Causalities	Movement	Morale								
≤ 8 Draw	1	2	Disorder	-	5	-	Limber and Retire			1 causality & Unless in cover Disorder (Town: Savage SF)				Halt			
9-10 Minor	1	5		-	10	D	1	10" Retreat: Abandon Guns	Bad Morale	Halt (Town: Savage SF)				Halt			
11-15 Regular	1	10	Bad Morale	1	15	2	2" Breakthrough				D10" Breakthrough						
16-18 Major	2	10		2	20	3	5" Breakthrough				D10+5" BT						
19-23 Smashing	3	10		2	20	4	5" Breakthrough				D10+10" BT						
24-26 Smashing	4	10		3	20	5	6" Breakthrough				2D10+10 BT						
27-28 Smashing	D10 (3 min) 2" per cas [Bad]			4	20	6	6" Breakthrough				2D10+10" BT						
29+ Breakthrough	D10 (3 min)			5	30	6	D10+2" Breakthrough				3D10+10" BT						
Close Action Victory Mods[pg116]																	

Winner +10-15			+3	
Winner +16-24			+8	
Winner 25+			+10	
Cav Defeat Inf/Art			+6	
Non Charging Winner			-2	
Infantry Defeat Cavalry			-3	
Wave Attack: Plus one Level				
Unformed achieve Klumpen: Minus 2 Levels Regular minimum				

## Close action Modifiers [pg 114]

Attachment ME:Unit	Approach	
Charismatic	+2:+4	Overlap: Partial:Full +2: +4
Inspirational	+1:+3	Flank:Rear +7:+10
Impersonal	0:+1	Up hill +1
Despicable	-1:-1	Defending Steep Hill +2
ME Leader	NA:+1	Frmd V Unfrmd +6
Cover		Frmd V Art +5
L:M:H:S	2:4:6:12	Mass (NA Buildings)
Fortified Building	+2	Infantry 2:1 3:1 4:1 2:4:6
Eng. Against Cover	+2	Cavalry 2:1 +2
		Successive Wave +1

## Cavalry Vs Infantry or Artillery

Square: Closed Column	-6:-5
Anchored: Supported Line	-5:-4
Rain or Snow	+2
Lancer in rain	+2
Cavalry	
Charging vs Non Charging Cav	+3
Infantry Vs Cavalry	
Hasty: Solid Square	+4:+7
Anchored: Supported Line	+3: +2
>Vet Inf Closed Column	+3

## Infantry vs Infantry or Artillery

Shock Infantry	+1
Closed column: Sqr	-2:-3
Anchored unit	+2
Casualties and Fatigue	
Wind:worn:Tired:Exhst	-1:-2:-3:-5
For every 2 Causalities	-2
Blown cavalry	-6
Morale State	
Bad Morale	-10
Unit Shaken	-4
Unit Disordered	-3

0	1	1	1	2	2	2	2	2	3	3 (Rab)	4	4	5	5 (Mil)	6	6	7 (LW)	8 (Con)	9 (Reg)
10 (VL)	11	12 (CR)	14 (EL)	16 (GE)	18 (GD)	20	22 (OG)	24	26	28	30	33	36	39	42	46	50	55	60

## Battle Mad [pg117]

Cavalry Type	Roll
British Heavies, Ottoman, Persian, Indian State	11+
British/KGL Lights, DUB Cavalry	13+
Others	15+

## Savage Street Fight [pg 117]

2D10	Hits	Modifiers	
2-8	Miss	Shock Infantry	+3
9-12	1 hit	Mass Against Town Blocks	
13-16	2 hits	2:1	+2
17-21	3 hits	3:1	+3
22+	4 hits	For each 2 Morale grades Higher	+1
No Quarter Enemies: 1813-1815: Prussians Vs French French Vs Spanish Poles Vs Russians Poles Vs Prussians			+5

Eligibility to Bombard [pg 139]
No involvement in Close Action or Firefight Resolution
Not Regimental/Battalion Guns >16”
Good Morale and Not Disordered
Not Ammo Exhausted
Not in Artillery Reserve

Intensive
No Movement or firing in Tactical Combat (Excpt: Unlimbering)
No Friends Move through its position in tactical combat
Paced Bombardment
Unit Fired in Tactical Combat (May not have moved in tactical combat)

Artillery Procedure [pg 125]
<ul style="list-style-type: none"><li>Select firing battery and target</li><li>Determine number of sections firing</li><li>Roll 2D10 and Modify based on circumstances</li><li>Consult the fire chart to determine D6 result require per section</li><li>Roll for casualties</li></ul>

Bounce Through Procedure [pg141]
<ul style="list-style-type: none"><li>2D10 For Firing Battery</li><li>Modify Roll and Consult “Artillery Bounce Through” Table.</li><li>Roll D6 for each unit in Bounce through Zone to determine Casualties</li></ul>

Artillery Bombardment Range [Charts 7]			
	Short	Medium	Long
Light	12	16	24
Medium	20	28	36
Med- Hvy	20	28	40
Heavy	20	28	44

Artillery Bombardment Table [pg 140]										
2D10 >>	-5-0	1-4	5-8	9-11	12-14	15-18	19-22	23-28	29-33	34+
Light	Miss	Miss	½	0	0	0	0	0	0	0
Medium	Miss	½	½	0	0	0	0	0	0	0
Med-Hvy	½	½	0	0	0	0	0	0	0	1
Heavy	½	0	0	0	0	0	0	0	1	1

Artillery		Mod
Old Guard		+6
Class I		+3
Class III		-4
Grand Battery With Artillery Leader		+5
Grand Battery Without Rated Artillery Leader		+3
Napoleon: ADC Attached to Battery		+6 : +3
Cmdr Attached to Battery. Corps : Division		+2:+1
Intact 3 gun Section		+5
Ammo Depleted: Exhausted		-8:-13
Blind Fire		-10
Battery Screen By Unformed		-10
Each Fatigue		-2
Grand Tactical Movement		
Unit Moved 10-20: 20+		-7:-10
Rate of Fire		
Paced : Intensive		-4: +6

Short Range		+3
Medium Range		-3
Long Range		-13
Counter Battery		
Med-Hvy + @ long Range		-3
Light & Medium @ long Range		-5
l’Ordre Mixte or 2 Rank Cavalry		+1
Column : Closed Column		+2: +5
Square		+9
Troops Under Wellington Reverse Slope		-4
Skirmish: Semi-Skirmish		-10:-6
Cavalry Withdrawing		-6
Cover		
Light : Medium		-4:-8
Heavy: Super Heavy		-12:-16
Marchfield Terrain		+3

Artillery Bounce Through [pg 142]						Modifiers			
2D10	5-8	9-13	14-17	18-22	23+	Rocky Field Terrain	+2	Rough Terrain	-2
Light	Miss	Miss	½			Marchfield	+2	Partial Target	-4
Medium	Miss	½				Limbered Artillery	+1	Muddy	-11
Med-Hvy	½					Column, Square, l’Order Mixed	+6	Target Lt-Med Town	-10
Heavy						Intensive: Paced	+6:-4	2-3 Countours	-10
No Bounce through: Woods, Marsh, Swamps, water, Uphill, unlimbered Guns, Unformed, 4+ countours									

Set Building Aflame [pg 133]		
[+1 per additional Section (Max +5)]		
Roll 2D10	< 18pdr	> 18pdr
Light—Medium	17+	17+
Heavy—Super	20+	19+

Counter Battery Hits [pg 131]		
2D10	Normal	Condensed Limbered
2-8	2 Horses	3 Horses
9-11	1 Horse	1 Horse 1 Crew
12-13	1 Crew	2 Crew
14-18	1 Horse 1 Crew	1 Horse 2 Crew
19+	Caisson Hit 1 Crew 1 Horse Ammo Depleted	Caisson Hit 3 Crew 2 Horse Ammo Depleted
Limer in Cover –1 Horse Casualty. British Batteries Firing Shrapnel +1		

Elevated Firing Table [pg132]	
Contours Difference	Minimum distance Between Friendly Troops and Target
1	2X
2	X
3-6	½ X
7+	¼ X

## ME Bonus Impulse [pg150]

2d10	Result
19+	ME Receives a second Impulse
17-18	ME Receives a second impulse at the cost of 1 fatigue or may choose 14-16 option below. Process existing firefights and savage street fights at your option
14-16	ME receives one action for 1 battalion or Cavalry regiment/battlegroup. Single artillery battery may not be selected unless ME is a grand battery. Process existing firefights and savage street fights at your option
12-13	Process one round of existing firefights and savage street fights.
7-11	ME Receives no further action
≤ 6	ME fails and no further attempts by corps/column this turn

## Bonus Impulse Modifiers

Successful CA by Corps/Army Leader	+4	ME has Impetus	+2
Successful CA by ME Leader	+2	Every Fatigue Level	-1
Each Close action won/lost this turn	+3/-2	Light rain snow and mud	-2
ME is on Defend and started the turn unengaged	-2	ME Moved over 15” Grand tactically to engage this turn	-3
Fog or Smoke Visibility at 5” or Less Heavy rain or snow	-5	ME zone interpenetrated by friendly ME	-3
Each unit in ME holding area	-1	ME Shaken	-4
ME took Standard	+6	Each Medium, Med-Heavy, Heavy battery taken	+4
Each town Block captured	+4	Each light battery taken	+3
Own Strong point captured	+7	Bold or Superior ME Leader	+1
Army Commander (Chr:Ins:imp)	5:3:2	Corps ADC (Chr:Ins:imp)	3:2:1

## ME Fatigue [pg 165]

15+	Increase fatigue by 1 step (If exhausted remove 1 unit)		
11-14	Increase fatigue by 1 step if it did not fatigue last hour (If exhausted remove 1 unit)		
10 or less	No Effect		
Each Firefight	+1	Took second non fatiguing impulse	+2
Extreme Heat	+6	ME Checking bombardment only	-2
Extreme cold	+1	⅓ of Mixed or Infantry ME units took bomardment hit	+3
Leader Wounded	+1	Each Morale check from Bombardment	+2
Leader Killed	+2	Corps/Army Commander Killed or wounded this turn	+4
Forced March	+4	Attacking in Mud	+2
Each Standard Lost	+1	ME Took no Losses	-5
Took Standard(s)	-2	Each ME close action Loss	+3
Took Strong point	-3	Took occupied structure (other than Strong point)	-1
ME First Turn combat	+6		

Leader Loss Chart [pg153]

2d10	2	3	4	5	6+
Result	Roll 2d10 Plus d6 to determine fate: [Pg154-162]			Captured if opponent wins close action	NE
French/British/KGL Leader at unit Level	-1		Unit Takes loss from rifle fire		-1
Unit Takes 1 loss	-1		Involved in a melee		-1
Unit Takes 2 losses	-2		Premonition of death		-2
Unit Takes 3 Losses	-3		Leader rolls a follow me CA		-2
Unit takes 4-5 Losses	-4				
Unit takes 6-7 Losses	-5		Unit Takes 8+		-6