



COMBAT TABLE

DICE	1-3	4-6	7-10	11-15	16-21	22-29	30-40	41-60	61-80	81 et +
-1										1
0									1	1
1								1	1	1
2							1	1	1	1
3						1	1	1	1	2
4					1	1	1	1	2	2
5				1	1	1	1	2	2	2*
6			1	1	1	1	2	2	3*	3
7		1	1	1	1	2	2	2*	3	3
8	1	1	1	1	2	2	3*	3	3	4
9	1	1	1	2	2	2*	3	3	4	4
10	1	1	2	2	3*	3	3	4	4	5

Results shown in terms of SP lost

* = Immediate mandatory Morale Test

COMBAT MODIFIERS:

A= Attacker, D= Defender

Modifiers to the number of SP :

- Fatigued Attacker: A x 0.5
- Defender in a fortified city: A x 0.25
- SP of cavalry in mountains or defensive terrain: A and D x 0.5

These multipliers are cumulative.

Modifiers to Columns (R= right, L= Left):

- Flank attack: A + 2R
- Defender encircled: A + 3R
- Defender in mountain: A -1L
- Defender in defensive terrain: A -1L and D +1R
- Defender entrenched: A -1L
- Fourth round of combat in a battle: A -1L and D -1L

These adjustments are cumulative, EXCEPT flank attacks on encircled defenders.

Modifiers to the dice:

- Tactical bonus of the leader with the highest Rank (if equal in rank, the better bonus)
- Difference in average cohesion
- Attacking across a bridge: A -2 (*)
- Defence is open terrain: D +1
- Third and Fourth round of combat in a battle: A-1 and D-1

These modifiers are cumulative

(*): this malus is applied, even if only one Force, amongst several participating in the attack, has to cross a bridge

Weather Modifiers:

- If the weather is Snow (" Neige"), the number of rounds in each battle is reduced by one (the minimum remains 1)

ARTILLERY TABLE

DICE	Artillery Bonus (AB)		
	1 à 4	5 à 8	9 et +
1 - 3			
4		1	1
5	1	1	1
6	1	1	2*

Results shown in numbers of SP lost

* = Immediate mandatory Morale Test

This table is only used during even rounds of a battle (2nd and 4th)

Modifiers:

If the weather is Snow: -1 to the dice

PURSUIT TABLE

DICE	Cavalry Bonus of the pursuing Force (CB)		
	1 à 4	5 à 8	9 et +
1 - 2			
3 - 4		1	1
5	1	1	1
6	1	1	2

Results are shown in numbers of SP lost

There is no pursuit in Mud weather

Modifiers:

If the weather is Snow or Rain: - 1 to the dice

FORCED MARCH TABLE (SEE 5.5.2 ET 5.5.3)

DICE	Strength Points (SP)		
	< 5	5 à 8	9 et +
1 - 3			
4		1	1
5	1	1	1
6	1	1	2

The result gives the number of SP lost

Dice Modifiers:

General with a CV of 3 or 4 in the stack: -1

Unit Cohesion 4 or +: -1

Snow: +1

Mud: +2

RECONNAISSANCE TABLE (SEE 6.3)

DICE	Differential in of Cavalry SP		
	1 à 2	3 à 4	5 et +
0			
1			1
2		1	1
3	1	1	1
4	1	1	2
5	1	2	2
6	2	2	3
7	2	2	3
8	2	3	4

Modifiers:

+ Average Cohesion of the unit(s) making the reconnaissance

- Average Cohesion of the screening units

TERRAIN EFFECTS

METEO	ROAD	POOR ROAD	BRIDGE	MINOR RIVER	MAJOR RIVER
Clear	1 MP	2 MP	No Effect	No Effect	Can be crossed <i>only</i> by a bridge or a pontoon built at a ford (see 6.4)
Rain	-1 MP for all		No Effect	+1	
Mud	-1 MP for infantry -2 MP for cavalry and generals -3 MP for reserve artillery		No Effect	+1	
Snow	-1 MP pour tous		No Effect	No Effect	

MOVEMENT TABLE

Type of units	MP *	Maximum composition of stacks for movement (see 5.4)
Generals	8	There is no limit if the commander-in-chief is in the stack (see 5.5.1), otherwise: <ul style="list-style-type: none"> • 2 infantry + 1 cavalry • 1 infantry + 2 cavalry • 3 cavalry <i>Note: reserve artillery and generals do not count for stacking, but Dummies do.</i>
Cavalry	8	
Infantry	6	
Reserve artillery	6	

* Reduce by 1 MP if the unit is out of command

Weather effects:

- Rain and Snow: -1PM for all
- Mud:
 - 1PM for infantry and generals,
 - 2PM for the cavalry,
 - 3PM for reserve artillery

COMMAND POINTS

The player throws 1d6 and adds the CV of the commander-in-chief of that army.

ACTIONS CARRIED OUT	COST IN PC	
	If a valid LOC to the commander-in-chief	No valid LOC to the commander-in-chief
Activate the commander-in-chief together with all the units with him	0 PC	-
Activate a subordinate general with a stack of units	0 PC	1 PC
Activate a force without a general	1 PC	2 PC
Construct an entrenchment	2 PC	2 PC

WEATHER TABLE

DICE/MONTH	January February March	April May June	July August September	October November December
1 et -	Clear	Clear	Clear	Clear
2	Clear	Clear	Clear	Clear
3	Clear	Clear	Clear	Clear
4	Rain *	Clear	Clear	Rain *
5	Snow	Rain	Clear	Rain *
6 et +	Snow	Rain *	Rain	Snow

Modifiers:

- +1 to the dice in January, February, April, September and December.
- 1 to the dice in March, June and July

Note:

If the result is Rain*, the turn in progress in a normal Rain turn, but the following turn will be a Mud turn (without throwing the dice). After the turn of Mud, return to using the dice to generate the weather.