

FV MODIFIERS TABLE

Target in Square or Mass Column	+1
Target in Line, RC or Disordered	-1
Target is unlimbered artillery not in a mixed stack	-2
Target is infantry in Skirmish Screen	-3
Target is cavalry in Skirmish Screen	-2
Target in light cover	-1
Target in General Order (over stacking limit)	-1
Target in medium cover (within stacking limit)	-2
Target in heavy cover (within stacking limit)	-3
Target is any Skirmish Screen in any cover	-1
Target hex has 4-6 steps in it	+1
Target hex has 7-8 steps in it	+2
Target hex has 9+ steps in it	+3
Firer in General Order (2 or more steps)	-2
Firer in Column (2 or more steps)	-2
Firer is British or Portuguese in Column	-3
Firer in Extended Line with +1/+2 steps	+1/+2
Firer in Square	-2
Firer is Infantry with Fatigue 6 to 9	-1
Firer is Infantry with Fatigue 10	-2
Firer is Infantry in Rain	-2
Any Firer at Night, in Fog or Snowfall	-2
Any Firer at Dusk	-1
Artillery fire with Leader artillery bonus #	##
Artillery Canister fire adjacent	+2
Artillery Canister fire at 2 hexes	+1
Artillery fire at range 5 to printed range	-2
Artillery fire at range > printed range	-4
Artillery ricochet fire attack	-1

SPIKED GUNS TABLE

D10	ASSAULT	CHARGE
0-1	Eliminated	Eliminated
2-3	Eliminated	Routed
4+	Routed	Routed

FIRE COMBAT PROCEDURE

Roll a D10 and compare to the Modified Fire Value (MFV) of the firing unit:

D10 > MFV	No effect
D10 = MFV	TEM Check*
D10 < MFV	TEM Check* + Stragglers
D10 < 1/4 MFV	TEM Check + Step loss

*Cavalry in Open Column doesn't take that TEM check from Defensive or Opportunity fire during a Charge.
Leader Casualty check on a roll of 0 (0 or 1 if firer is R unit).

FATIGUE REDUCTION TABLE

D10	FATIGUE REDUCTION
0-2	-3 Fatigue
3-5	-2 Fatigue
6-8	-1 Fatigue
9	No change

SPECIAL RESULT TABLE

Attacker	Close order infantry	Open order infantry	Cavalry charging
Defender			
Any Skirmish Screen or any Disordered unit	DD	HAND TO HAND	DR
Close order infantry through front hex	FIREFIGHT (NO EFFECT)	NOT ALLOWED	FORCED REGROUP
Close order infantry through flank/rear	DD	NOT ALLOWED	FORCED REGROUP
Infantry in General Order	HAND TO HAND	HAND TO HAND	FORCED REGROUP
Close order cavalry	DD	NOT ALLOWED	BOTH REGROUP
Cavalry in General Order	DD	DD	DD
Unlimbered artillery (not mixed)	ROUTED NO SPIKE	NOT ALLOWED	FORCED REGROUP
Limbered artillery or train unit	ROUTED NO SPIKE	NOT ALLOWED	ROUTED NO SPIKE

MELEE COMBAT TABLE

*On a roll of 0, the Defender checks for Leader Casualty, on a roll of 9 the Attacker checks for Leader Casualty.

		STRENGTH OR CV ODDS											
D10		1/5	1/4	1/3	1/2	2/3	1/1	3/2	2/1	3/1	4/1	5/1	6/1
-2	AD	SPECIAL	DD	DD	DDS	DDS	DR	DR	DR	DR	DR	DR	DR
-1	AD	SPECIAL	SPECIAL	DD	DD	DDS	DDS	DR	DR	DR	DR	DR	DR
0*	AD	AD	SPECIAL	SPECIAL	DD	DD	DDS	DR	DR	DR	DR	DR	DR
1	ADS	AD	SPECIAL	SPECIAL	DD	DD	DD	DDS	DR	DR	DR	DR	DR
2	ADS	AD	AD	SPECIAL	SPECIAL	DD	DD	DD	DR	DR	DR	DR	DR
3	ADS	ADS	AD	SPECIAL	SPECIAL	SPECIAL	SPECIAL	DD	DDS	DR	DR	DR	DR
4	AR	ADS	AD	AD	SPECIAL	SPECIAL	SPECIAL	SPECIAL	DD	DDS	DR	DR	DR
5	AR	ADS	ADS	AD	SPECIAL	SPECIAL	SPECIAL	SPECIAL	DD	DDS	DR	DR	DR
6	AR	AR	ADS	AD	AD	SPECIAL	SPECIAL	SPECIAL	SPECIAL	DD	DDS	DR	DR
7	AR	AR	ADS	ADS	AD	AD	SPECIAL	SPECIAL	SPECIAL	DD	DDS	DDS	DDS
8	AR	AR	AR	ADS	ADS	AD	AD	SPECIAL	SPECIAL	DD	DD	DDS	DDS
9*	AR	AR	AR	ADS	ADS	ADS	AD	AD	SPECIAL	SPECIAL	DD	DDS	DDS
10	AR	AR	AR	AR	ADS	ADS	ADS	AD	SPECIAL	SPECIAL	SPECIAL	DD	DDS
11	AR	AR	AR	AR	AR	ADS	ADS	ADS	AD	SPECIAL	SPECIAL	SPECIAL	DD

STRENGTH & CV MULTIPLIERS

Charging Shock cavalry vs. other/non-charging cavalry	x 2	Non-charging cavalry is defending	x 1/2
Charging Shock cavalry momentum vs. non-cavalry	x 2	Cavalry unit Spent	x 1/2
Charging & Lance armed in Line vs. any unit	x 2	Unit in Skirmish Order, RC or Disordered	x 1/2
Defending infantry in medium or heavy cover	x 2	Infantry in Square or Masse Column vs. a Charge	x 3

DIE ROLL MODIFIERS

Cavalry vs. Cavalry has longer line (attacker/defender)*	-1/+1	Attacker's/Defender's best Leader tactical bonus #	-# / +#
Charging at Dusk or in Rain	+2	Attacker's worst unit Fatigue is 6 to 9 / 10	+1 / +2
Charging less than 3 hexes forward vs. non-cavalry	+1	Defenders's worst unit Fatigue is 6 to 9 / 10	-1 / -2
Charging in Open Column	+1	Assault or Charge through flank hex*	-2
		Assault or Charge through rear hex*	-3

*not cumulative with each other, use the largest modifier.

MELEE/SPECIAL RESULTS LEGEND

AD DD	Attacker or Defender Disorders.	HAND TO HAND	Attacker & Defender both take 1 Stragglers loss & all stacks become Disordered (if not already).	*not applicable if the unit retreats in rout.
ADS DDS	Attacker or Defender Disorders & takes 1 Stragglers loss*.	FORCED REGROUP	Attacker takes 1 Stragglers loss* & regroups.	
AR DR	Attacker or Defender Retreats in rout.	BOTH REGROUP	Attacker & Defender both take 1 Stragglers loss* & regroup.	

TEM CHECKS MODIFIERS

ALL TEM CHECKS

Army's Cohesion Level	0 to +3
Formation's Fatigue is 6 to 9 (not artillery/train)	+1
Formation's Fatigue is 10 (not artillery/train)	+2
Unit is Square or General Order in heavy cover	-2
Unit in RC	+3
Unit force marching or is Disordered	+1
Attempting to rally a routed unit (not artillery)	+2
Unit traversed by a routing stack	+2
Stacked units from different Corps	+2
TEM modifier # from best stacked Leader	-#
During a Night or Snowfall turn	+1

SQUARE REACTION CHECKS

Infantry tactical bonus # of best stacked Leader	-#
Attempting to form Square from a Line	+1
Attempting to form Square from Skirmish Screen	+2
If the current formation is extended over 2 hexes	+2
Charged by light cavalry*	+1
Charged by lance equipped cavalry*	+2
Charged by any cavalry part of a Grand Charge*	+2
Charge marker is adjacent	+2
Charge marker is 2 hexes away	+1
Charge marker is 3 hexes away	0
Charge marker is 4 hexes away	-1

ASSAULT/RECEIVE CHECKS

Terrain Assault / Receive (check modifier)	+# / -#
Charged or Assaulted through a flank hex	+2
Charged or Assaulted through a rear hex	+3
Receiving a Charge while under a FB! marker	+3
Charged by lance equipped cavalry*	+1
Charged by Shock cavalry*	+2
Charged by Cuirassier cavalry*	+3
Charged by any cavalry part of a Grand Charge*	+3

*Not cumulative with each other. Use the largest applicable modifier.

STACKING LIMITS

Formation	Infantry	Cavalry	Artillery & Train
Line	12	12	2*
Column	12	12	-
Open Column	-	4	-
Road Column	2	2	1**
Skirmish Screen	1	2	-
Square	12	-	2*
Masse Column	Abs. limit	-	-
General Order	Abs. limit	Abs. limit	-
Disorder	Abs. limit	Abs. limit	2*

*When unlimbered artillery stacks with infantry in line, count each unit as 2 steps of infantry.

**Limbered artillery and Train are always considered to be in Road Column.

COVER	Absolute limit	Cover limit
No / Light	18	-
Medium	12	6
Heavy	6	3

SKIRMISH CHECKS

Top moving unit Skirmish Value	-#
Best top reacting unit Skirmish Value (>0)	+#
Skirmish Screen Active Cavalry with 1 or 2 steps	-1
Skirmish Screen Active Cavalry with 3 or 4 steps	-2
Skirmish Screen Reaction Cavalry with 1 or 2 steps	+1
Skirmish Screen Reaction Cavalry with 3 or 4 steps	+2
Active stack contains more than 5 steps	+1
Active stack in light cover	-1
Active stack in medium cover	-2
Active stack in heavy cover	-3
During a Dusk turn	-1
During a Night, Fog, snowfall or Rain turn	-2

FORMATION CHANGE COSTS TABLE

Quality	UNIT TYPE		
	Infantry	Cavalry	Artillery
Poorly Trained	ALL	1/2 FRU	2 (ALL)*
Other units	1	3	2 (ALL)

*Poorly trained artillery requires a Leader stacked with the unit to attempt to limber.
(ALL) Difficult to Limber units spend ALL MCF to limber.

LEADER CASUALTY TABLE

D10	CASUALTY RESULT
0	Scratch or bruise: no effect
1-2	Stunned: (D10+1)/2 turns FRU
3-5	Wounded: (D10+1) turns
6-7	Serious wound: (D10+1) hours
8-9	Killed: remove from the game

WEATHER & TIME OF DAY EFFECTS TABLE

	Dusk	Night	Mist	Fog	Rain	Squall	Snowfall
Visibility	5	1	5	2	5	0	5
MCF	-	1/2	-	1/2	1/2	1/3	1/2
Army command range	-	0	-	0	-	0	1/2
Infantry fire	-1	-2	-	-2	-2	N/A	-2
Artillery fire	-1	-2	-	-2	-	N/A	-2
TEM	-	+1	-	-	-	-	+1
Charge/Melee	+2	N/A	-	-	+2	N/A	-
Fatigue increase	+2	+2	-	-	-	-	+2
Fatigue recovery	-	N/A	-	-	-	-	-

STATUS RESTRICTIONS

Condition	RESTRICTIONS
Disordered	No Charge, Assault or fire, 1/2 MCF FRD
Suppressed	No limbering, prolonge or fire
Spent cavalry	No Charge or reform, 1/2 MCF FRD
Square	No Assault, 1/3 MCF FRD
Line	+1 MCF per hex
Reserve	No Charge, Assault, fire, move, reaction

OUT OF COMMAND UNITS

Can only move to reduce its distance to its Formation Leader
No unlimbering / Can change into Column, RC or General Order
No Charge or Assault / No move adjacent to any enemy unit

POORLY TRAINED UNITS

Infantry: Cannot move in Square nor reaction form one.
Cavalry: Must check TEM to Charge. **All:** Eliminated on a failed Rally check & higher formation change costs
Artillery: Requires a Leader to limber.

Fix Bayonets!

PLAYER AID CHARTS

SEQUENCE OF PLAY

I. RALLY PHASE

1. Return recovered and routed Leaders
2. Attempt to rally units, return resupplied train units
3. Prepare reinforcements cards and units for entry
4. Roll for weather and special events

II. OPERATIONS PHASE

1. Select a Leader card to start the activation stack
2. Attempt to interrupt the Leader on top of the stack
3. Activate the Leader on top of the stack
 - (a) Attempt activation by initiative
 - (b) Place Out of Command markers
 - (c) Move Leader then units, declare Assaults & fire
 - (d) Charge segment
 - (e) Remove Out of Command markers

III. ASSAULT PHASE

IV. CLEANUP PHASE

1. Return Leaders cards to the player's hands
2. Flip eligible Passive Leaders
3. Spent infantry recovers readiness
4. Check & adjust Fatigue levels
5. Check & adjust Cohesion levels
6. Remove completed OMs
7. Check for automatic victory
8. Advance the Hour & Minutes markers

COMBAT PROCEDURES

ASSAULT PHASE SEQUENCE

For each Assault, Initiative player first, then alternate

- (1) Select TB! stacks and Assault target
- (2) Defender reaction moves if eligible
- (3) Advance attackers
- (4) Defender makes a Receive TEM Check
- (5) Compute odds & resolve Melee Combat
- (6) Advance attackers after Combat

CHARGE SEGMENT SEQUENCE

Resolve each step before the next for all Charge markers

- (1) Declare all Charges, place markers, remove Spent markers
- (2) Alternate moving Charge then Reaction Charge markers 1 hex each until contact, Recall or Disorder
- (3) Resolve all Receive TEM Checks, Defensive fires & Melee Combats
- (4) Resolve forced regroup, retreats & Pursuits
- (5) Regroup active Charging cavalry units as desired
- (6) Remove all Charge & Failed Charge markers

RETREAT PRIORITIES

- (1) Hex is empty, free of Skirmish or Opportunity fire zones & closer to a friendly depot.
- (2) Hex is empty & free of Skirmish or Opportunity fire zones.
- (3) Hex is empty & not adjacent to an enemy unit.
- (4) Hex is empty.
- (5) Hex is occupied by friendly units, resolve stacking violation.

Retreating stacks can always choose (5) to avoid additional losses

OPERATION PHASE GAME FLOW SUMMARY

LEADER ACTIVATION & MOVEMENT

- (1) Each player plays one Leader card. The winner decides which Leader goes first. That Leader can be interrupted.
- (2) The Leader on top of the activation stack may allow the simultaneous activation of his subordinates.
- (3) Check and mark all out of command subordinate units from all activated Formations.
- (4) Select one of the activated Formation Leaders:
 - (a) If he is **Passive**, he cannot move.
 - (b) If he has no implemented OM, he cannot move except 1 hex towards a friendly Depot or to stack with a Disordered/Stragglers unit in command & LOS. He can also try to use Initiative.
 - (c) If he has an implemented OM, he must move at least 1 hex towards it unless he has an enemy unit, the OM or a dwelling OM hex in LOS or he moves to stack with a Disordered/Stragglers unit in command & LOS.
- (5) Move his subordinate units, they must stay in command. OOC units must either not move or try to get back in command.
- (6) Repeat (4) & (5) for all simultaneously activated Leaders.
- (7) Declare and resolve the Charges from all the activated Formations.
- (8) Activate the next Leader in the activation stack (2) or go to (1) to create a new stack.

ACTIVATION BY INITIATIVE

- (1) The Leader has no implemented OM, a temporary order can be placed:
 - (a) In or adjacent to a hex containing an enemy unit in LOS.
 - (b) In a hex closer to a friendly Depot hex than the leader currently is.
 - (c) In a hex with a subordinate or higher ranking Leader.
 - (d) In any hex within 15 hexes of the Leader but only if he has **Flexible Initiative**.
- (2) The Leader has an implemented OM (non-dwelling), he can move that OM 3 hexes or 6 hexes if he has **Flexible Initiative**.

For all the above activities, LOS is never blocked by a Leader's own subordinate units

SR CHECKS MODIFIERS TO FLIP FROM PASSIVE

Leader is adjacent to a hex containing an enemy	+1
TEM modifier of a stacked higher ranking Leader	-#