

Command Point Table

Leader Rating:	4,3	1,2	0
Cmd Points Avail:	20	15	10

Order Costs Chart

Method	Oral	2	Sum is Order Cost in Command Points
	Written	5	
Force	Force 0	0	
	Force 1	2	
	Force 2	3	
Type	Complex	3	
	Simple	1	

Initiative Table

Initiative Points:	0 or less	1,2	3	4 or more
Dice Roll:	12	11	10	9

Initiative obtained if two dice roll is greater than or equal to the value given. A roll of "2" generates a loose cannon, see 10.2g.

Order Delivery

$$\frac{\# \text{ of Leader Movement Points}}{10} = \# \text{ of Turns (Round up, always)}$$

Check for acceptance on the turn the above number of turns from now.

Corps Attack Stoppage Table

		# of Divisions in Corps									
		10	9	8	7	6	5	4	3	2	1
# of Wrecked Divisions (+1 if Corps Commander is lost)	0	1	1	1	1	1	1	1	1	1	1
	1	1	1	1	1	1	1	2	2	2	3
	2	1	1	2	2	2	2	2	2	3	4
	3	2	2	2	2	2	2	2	3	4	
	4	2	2	2	2	2	3	3	4		
	5	2	2	2	2	3	3	4			
	6	2	2	2	3	3	4				
	7	2	3	3	3	4					
	8	3	3	3	4						
	9	3	3	4							
	10	3	4								
11	4										

Leader Rating	4,3	1	2	3	4
	2,1	3	5	8	10
	0	4	7	10	12

Notes:
-3 from dice for rolls made at night.
Ignore the above for Defensive Orders at night.

Roll # or greater to pass check, otherwise corps attack stoppage occurs.

In games where divisions are acting independently or corps structure does not exist use 10.3d.

Acceptance Table

Acceptance Points calculated as follows:

Sender's Leader Rating	+ Receiver's Leader Rating	+ Method	+ Force	+ Type
		AO -1	F0 -1	Complex -2
		AW 0	F1 0	Simple 0
		IPV +2	F2 +1	

Shift one column LEFT if receiver currently has orders of any type.

Acceptance Number (from above)

	-3 or less	-2 to -1	0 to 1	2 to 3	4 to 5	6 to 7	8 or more
Dice	2	Dt	Dt	Dt	Dt	Dt	Dt
3	Dt	Dt	Dt	Dt	D2	D2	D2
4	D2	D2	D2	D2	D1	A	A
5	D2	D2	D2	D2	A	A	A
6	D2	D2	D2	A	D1	D1	A
7	D2	D1	D1	D1	D1	D1	D1
8	D1	D1	D1	D1	D2	D1	D1
9	D2	D2	D1	D1	A	A	A
10	Dt	D2	D2	D2	D1	A	D1
11	Dt	Dt	D2	D2	D1	D2	D2
12	Dt	Dt	Dt	D2	D2	D2	D2

Notes:
A—Order is Accepted
D1—Die roll each turn for acceptance: 1 or 2 on one die to accept
D2—Die roll each turn for acceptance: 1 on one die to accept
Dt—Order is distorted and thrown away

Formation Effects

Type Unit:	Formation	Fire Combat	Movement
Infantry	Line	Yes	Yes
	Column	No	Yes, may use roads
Cavalry	Dismounted (line)	Yes	Yes, as infantry
	Mounted	No	Yes, may use roads
Artillery	Unlimbered	Yes	No
	Limbered	No	Yes

Morale State Effects

Image	Type:	Fire	Movement	Close Combat
	Blood Lust	NE	NE	Yes
	Normal	NE	NE	Yes
	Shaken	NE	NE	No
	Disorganized	1/2	1/2	No
	Routed	No	Special see 24.1b	No

Stacking

In one hex:

Max Fire: 1x A Fire Level and/or 5 Gun Points

Max Stacking: 3x A Fire Level and/or 10 Gun Points

Fire Point Determination Chart

Small Arms			Artillery								
Fire Level	Range		Close Combat	Range							
	1	2		1	2 to 3	4 to 6	7 to 8	9 to 10			
A	Close Combat		5	10	5	3	1	1/2	1/2		
	8(12)	4(6)	2(2)	4	8	4	2	1	1/2	1/2	
	B	4(6)	2(3)	1(1)	3	6	3	2	1/2	1/2	0
		C	2(3)	1(2)	1/2(1/2)	2	4	2	1	1/2	1/2
				1	2	1	1	1/2	0	0	0

Notes:

#—Normal Fire Points

(#)—Plus Weapon Fire Points

Artillery fire points used on wagon and artillery targets is x1 at all ranges.

Artillery fire points used on all other target types are x1 up to (and incl) 3 hexes, fires at 4 hexes or more at these targets are x1/2.

Fire Combat Table

Combat Table Modifiers:

Column Shifts.

Each line is used only once, even if multiple conditions on the line are true.

- 1 Up Slope or Extreme Slope, in either case Firer must be at lower elevation than target
- 1 Target in Sunken Road or Trench
- 2 Night
- 1 One or more Firers is Low Ammo
- +2 Target is Column, Limbered, Flank, Disorganized, or Routed
- +3 Mounted Target
- 3 Defender's fire in Close Combat, if attacked from a Flank

Fire Combat Table Notes:

- —No Effect
- m-2—Morale Check, up 2
- m-1—Morale Check, up 1
- m—Morale Check
- #—# Casualties, Straggler Check, and Morale Check

On 1/2 Loss...

- Die Round
- 1-3 Down (1 1/2 becomes 1)
- 4-6 Up (1 1/2 becomes 2)

Leader Loss Check

If stack takes a casualty, roll two dice for each leader in the stack...

- | Dice | Result |
|-------|-------------------|
| 2 | Leader is Killed |
| 3-10 | No Effect |
| 11-12 | Leader is Wounded |



Total Fire Points

	Less than 1	1	2	3 to 4	5 to 6	7 to 8	9 to 11	12 to 14	15 to 17	18 to 20	21 or more
2	-	-	-	m-1	1/2	1/2	1	1	1	1	1 1/2
3	-	-	m-2	m	1/2	1	1	1	1	1 1/2	1 1/2
4	-	-	m-2	1/2	1/2	1	1	1	1 1/2	1 1/2	1 1/2
5	-	-	m-1	1/2	1	1	1	1 1/2	1 1/2	1 1/2	2
6	-	m-2	m	1/2	1	1	1 1/2	1 1/2	1 1/2	2	2
7	m-2	m-1	1/2	1	1	1 1/2	1 1/2	1 1/2	2	2	2 1/2
8	m-1	m	1	1	1 1/2	1 1/2	1 1/2	2	2	2 1/2	2 1/2
9	m	1/2	1	1	1 1/2	1 1/2	2	2	2 1/2	2 1/2	3
10	1/2	1	1	1 1/2	1 1/2	2	2	2 1/2	2 1/2	3	3 1/2
11	1/2	1	1	1 1/2	2	2	2 1/2	2 1/2	3	3 1/2	3 1/2
12	1/2	1	1 1/2	2	2	2 1/2	2 1/2	3	3 1/2	3 1/2	4



Straggler Table

Die	Fire Loss 1/2 through 1 Morale					Fire Loss 1 1/2 or more Morale				
	A	B	C	D	E	A	B	C	D	E
1				1	1		1	1	1	2
2				1	1		1	1	2	2
3			1	1	1		1	1	2	2
4		1	1	1	2		1	1	2	3
5		1	1	1	2		1	2	2	3
6	1	1	1	2	2		1	2	3	3
7	1	1	2	2	3		2	3	3	4
8	1	2	2	2	3		2	3	3	4

Die Roll Modifiers:

+1 to die if unit is DG, Mounted, or hit in the flank

+2 to die if unit is Routed, from a wrecked brigade or fire is at Night

Fire Result (which determines table used) is BEFORE rounding.

Fire results less than 1/2 do not require straggler checks.

Notes:

#—Strength Points Lost to Stragglers

Morale Table



Results



	Blood Lust	No Effect	Shaken	Shaken Back 1*	Disorganized Back 1*	Disorganized Back 2 Straggle 1**	Routed Back 2 Straggle 3**
A	11..16	21..54	55..62	63..64	65	66	
	11..15	16..53	54..62	63..64	65	66	
	11..14	15..53	54..62	63..64	65	66	
B	11..13	14..46	51..55	56..62	63..64	65	66
	11..12	13..45	46..55	56..62	63..64	65	66
C	11..12	13..42	43..53	54..61	62..63	64..65	66
	11	12..33	34..45	46..55	56..62	63..64	65..66
D	11	12..26	31..44	45..55	56..62	63..64	65..66
	11	12..25	26..43	44..54	55..62	63..64	65..66
E	11..21	22..36	41..52	53..56	61..63	64..66	
	11..14	15..34	35..51	52..56	61..63	64..66	
	11..13	14..33	34..46	51..55	56..63	64..66	
		11..31	32..44	45..54	55..62	63..66	
		11..24	25..42	43..52	53..61	62..66	
		11..22	23..36	41..46	51..56	61..66	

Notes:

- * Units stacked with unlimbered artillery (not guns alone in a hex) or those in a sunken road or trench may ignore the retreat result.
- ** Even units qualifying above must retreat. Unlimbered artillery MUST limber to retreat (even one hex), and must roll on the Gun Loss Table if in an EZOC or in a Close Combat when forced to do so.
- Back #—Retreat given number of hexes.
- Straggle #—Lose given number of Steps to stragglers.

Morale Table Modifiers:

Row Shifts. “+” is UP on table, “-” is DOWN. Each line is used only once, even if multiple conditions on the line are true.

- +3 Unit is in Sunken Road or Trench
- +1 Unit is Stacked with unlimbered Artillery (does not apply to artillery units themselves)

+(rating-1) Leaders

Top Unit in Stack is...

- 1 Low Ammo
- 1 Shaken
- 3 Disorganized
- 3 at Night
- 4 Wrecked Brigade
- 4 Close Combat, Defender
- 6 Close Combat, Attacker
- 6 Column, Limbered, or Flank Target
- 6 Wrecked Brigade of a Wrecked Division (used in the place of the -4 above)
- 6 Routed



Blood Lust Morale Check

- Dice Result
- 11..43 No Effect
- 44..66 Remove Blood Lust

Close Combat Resolution & Odds Table

Sequence of Events

1. Attacker moves into defender's hex at +1 MP cost.
2. Simultaneous Fire Combat, ignore morale results such as m-1, m-2 or m. Regardless of unit destruction at this point, the following morale checks must still be made by remaining units.
3. Attacker checks morale using the -6 modifier. If required to retreat, combat ends.
4. Defender checks morale using the -4 modifier. If required to retreat, the combat ends and the defender makes an additional morale check (w/o the close combat modifier.)
5. If none of the above end the combat, combat is resolved using the Odds Table below. Loser must retreat (2 hexes if defender, 1 hex if attacker.) Again, if the defender must retreat, he must make an additional morale check.

Additional morale checks are only required of losing defenders and do not use the close combat morale modifiers. The close combat modifiers are used in addition to any others that might be applicable.

Unit Strength:	AA or More	AB	A	B	C or Arty
Point Value for Odd's Table:	6	5	4	2	1
Defender is x2 in Sunken Road or Trench (if benefit is given.)					
Strength over AA is of no additional effect.					
An AB stacked with artillery would be worth 6 points.					

Odds

	1:2	1:1	2:1	3:1	4:1 +	Die Roll Modifiers:
Die	1-					+1 Defender is wrecked Bde
	2				1/2 A	+2 Defender is wrecked Bde of a wrecked Div
	3			1/2 A	1/2 A	-2 Attacker is a wrecked Bde
	4		1/2 A	A	A	
	5	1/2 A	A	A	A	
	6+	A	A	A	A	A

- 1/2 A—Roll one die: 4-6 Attacker wins, 1-3 Defender wins.
- A—Attacker wins
- Defender wins

Gun Loss Table

Roll for any artillery unit that must limber in a ZOC or in close combat. Note that whenever unlimbered guns must retreat, they must limber to do so.

Die	Gun Points Lost
1-2	0
3-4	1
5	2
6	3

Straggler Recovery Table

See Restrictions (20.2)
Roll one die for each marked brigade.
+2 to die at night

Morale	Strength Points Recovered		
	0	1	2
A	1	2-5	6
B	1-2	3-5	6
C	1-3	4-6	
D or E	1-4	5-6	

Notes:
#—Die Roll