



Game card



FIRE MODIFIERS

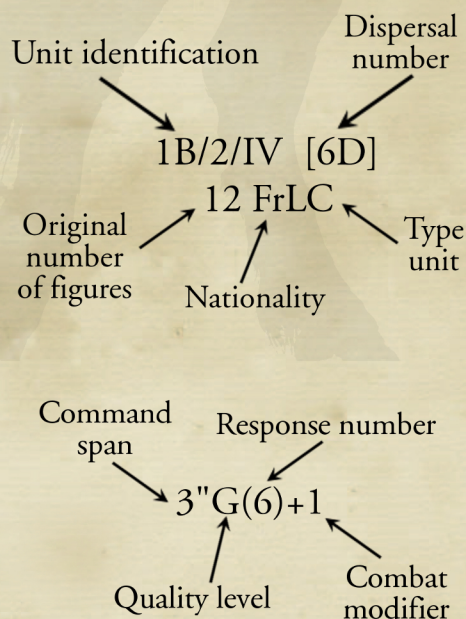
(Maximum 10, Minimum 1)

?	Firing unit's fire modifier.
-2	Versus cover (BUA, woods, gully, fortification, prone, spread artillery, brigade skirmish, etc).
+2	Versus square, divisional square, routing or march column.
-3	Firing artillery has one crew hit marked.
+1	Firing infantry unit has 6-7 bases/in brig. Skirmish form.
-1	Firing infantry unit has 2-3 bases.
-2	Firing infantry unit has 1 base.
-1	Firing infantry is fording (fording artillery may not fire).
-2	Firing infantry is crossing a bridge (artillery crossing a bridge may not fire).
-1	Firing unit is in square, divisional square or deployed in a BUA.
-2	Firing unit not protected versus attacking cavalry.
-2	Firing unit is unsupplied (OR).
-1	Firing infantry units during rainy weather conditions (OR)
-2	Firing artillery unit has expended movement factors during the Manoeuvre Phase (OR).
-2	Firing infantry unit whose Firing template is not placed in the center of the unit (OR).
+1	Firing infantry unit is in line formation (OR).
-1	Versus unit in line formation (OR).

FIRING NOTES

Number of Hits: 1 hit if the modified firing number only exceeds the target number and 2 hits if the modified number is twice or more the target number.

Artillery Damage: A hit from any artillery shot reduces a BUA modifier by "-1" (never to under "+0"). For fires, roll again per appropriate artillery hit, "1", "2" or "3" for rocket or howitzer, "1" or "2" for heavy artillery and "1" for horse artillery starts a fire.



COMBAT MODIFIERS

(Maximum 10, Minimum 1)

?	Units + attached general's combat modifiers.
+0 to +4	Deployed units in a BUA or holding a linear fortification.
+1	Holds a higher elevation.
-2	Is fording.
-3	Is in a march column.
-4	Is crossing a bridge.
-5	Is prone.
-3	Is disordered.
-10	Is routed.
+1/100%	Per numerical (in bases) advantage.
-5	Cavalry in woods.
-3	Artillery in woods.
-2	Infantry in woods.
-1	Skirmish infantry in woods.
-3	Cavalry versus town or fortification.
-3	Is in brigade skirmish formation (OR).
-2	Artillery or infantry is unsupplied (OR).

COMBAT NOTES

Winner Losses: 1 loss per enemy combat unit routed, eliminated
Cavalry Vs. Infantry/Artillery In A Square, BUA or Fortification: If the cavalry wins or for a tie, handle normally. If the infantry or artillery wins, the cavalry takes only 1 loss and bounces.

Tie Rolls: Ties cause "0" losses if both cumulative modifiers are negative, 2 losses each if both cumulative combat modifiers are "+2" through "+4", 3 losses each if both cumulative combat modifiers are "+5" or more and 1 loss each in all other cases.

RANGED ARTILLERY MODIFIER CHART

Range to target	Artillery unit type						
	3#	4# WFA	6#	8-9#	12# OFA	HFA HHA	RHA
0 to 1"	+2	+2	+2	+2	+2	+2	-3
1+ to 2"	+1	+2	+2	+2	+2	+1	-1
2+ to 3"	+1	+1	+1	+1	+2	+0	+0
3+ to 4"	+0	+0	+1	+1	+1	+0	+0
4+ to 5"	-1	+0	+0	+0	+1	-1	+0
5+ to 6"	-1	-1	-1	+0	+0	-2	+0
6+ to 7"	-2	-2	-1	-1	+0	-2	-1
7+ to 8"	-3	-2	-2	-1	-1	-1	-1
8+ to 9"	-4	-3	-2	-2	-1	+0	-1
9+ to 10"	-5	-4	-3	-2	-2	+0	-2
10+ to 11"	-6	-5	-4	-3	-2	-2	-2
11+ to 12"	-7	-6	-5	-4	-2	-3	-3
12+ to 13"			-6	-5	-3	-5	-3
13+ to 14"				-6	-4		-4
14+ to 15"					-5		-6
15+ to 16"					-6		



Game card



GENERAL ELIMINATION TABLE

1	Merely a "flesh wound". He ignores the searing pain and dashing continues in action. What a guy!
2	Hit, he heroically remains in the saddle. Continue in action at -1" command span, -1 response and -1 combat modifier but (his battered visage is an inspiration to us all) increase his quality level by one (unless already Excellent).
3	Multiple wounds gradually cause serious blood loss. Remove from play for the rest of the game when he passes out after continuing in action for 1 more Turn*.
4	Another pesky wound in the sword arm. He has the wound dressed and then returns to action after 1 Turn*.
5	A shot through the cheek takes 5 teeth and makes bellowing orders impossible. Remove from play for the rest of the game.
6	His horse shot out from under him, he struggles free, grabs a riderless horse, remounts and returns to action after 1 Turn*.
7	Unhorsed and badly wounded, he is taken prisoner and tenderly carried to the rear by enemy soldiers after they loot him down to his monogrammed underwear. Remove from play for the rest of the game.
8	Those guys don't look familiar. Oops! Such are the fortunes of war. He is a prisoner. Remove from the play for the rest of the game. Ignore and continue in action if not in combat.
9	One shot, one dead general. He is dead on the field of honor and removed from play for the rest of the game.
10	That one had his name on it. Removed from play for the rest of the game when he falls dead off his horse after tenaciously continuing in action for 1 more Turn*.

* If desired, the number of Turns may be varied. Roll the die again, 1-5 = 1 Turn, 6-10 = 2 Turns.

FORCE MARCHING

Roll for stragglers immediately after force-marching using a comparative dice roll. The number of stragglers equals the number rolled by the opposing player minus the modified roll by the unit's controlling player. The roll for the unit is modified by the unit's dispersal letter: "+1" for "E;" "+2" for "D;" "+3" for "C;" "+4" for "B;" and "+5" for "A" and by an attached general's quality: "-1" for "Poor;" "+1" for "Good;" and "+2" for "Excellent."

WEATHER AND OBSERVATION TABLE

Dice	Conditions Represented	Observation Distance	Notes
01-20	Clear Day	36"	
21-36	Rainy Day	27"	h
37-46	Snowy Day	21"	a,e,g
47-51	Foggy Day	18"	b,e
52-54	Bright Clear Night	30"	c,d
55-68	Clear Night	21"	c,d
69-71	Dark Clear Night	9"	c,d,e
72-73	Bright Rainy Night	21"	c,d,h
74-84	Rainy Night	12"	c,d,e,h
85-86	Dark Rainy Night	3"	c,d,f,h
87	Bright Snowy Night	12"	a,c,d,e,g
88-94	Snowy Night	9"	a,c,d,f,g
95	Dark Snowy Night	3"	a,c,d,f,g
96	Bright Foggy Night	12"	c,d,e
97-99	Foggy Night	9"	c,d,f
00	Dark Foggy Night	3"	c,d,f

- a** Roll again if not in a month and when it snows
Fog "burns off" as a day progresses. Any player can roll one die during the Weather Step. If a "1" is rolled, the fog goes away that Turn and a die is rolled again for
- b**
 - 1-5: A clear day with 36" observation distance.
 - 6-8: A rainy day with 27" observation distance.
 - 9-0: A snow day with 21" observation distance *
(* roll again if not a snow month)
- c** Roll again if not considering a full-scale night battle (very rare in this era). However, dawn attacks were common. If still night but close to dawn, establish a number of night Turns (usually 1 or 2) until daylight, then let those same conditions (clear, rainy, snow or fog) prevail when daylight arrives (check table for observational distances and note "b" if foggy).
- d** All response numbers are reduced by "1" at night
- e** A roll of "1" indicates a "blunder combat".
- f** A roll of "1" or "2" indicates a "blunder combat".
- g** Water is frozen. No fording rules or modifiers apply.
- h** A "-1" firing modifier applies for infantry units.

Hidden By Terrain: Scouting distances must be used for observing into built-up areas, woods and linear fortifications or walls.

Scouting Distances:

5": Cavalry Units That Cannot Dismount.

8": Cavalry Units That Can Dismount.

Firing Range: Infantry Units.

4": Artillery Units (Heavy and Horse).