

The movement distance: Unit's MP + command bonus (CB) + score of D6 dice, as detailed below. <i>NOTE: Artillery (all types) do not add any command bonus.</i>							
TROOP TYPE & FORMATION	Line or Normal rate	Column of March	Charge Line only	Road	Compulsory Withdrawal	Rout	Difficult Terrain
Infantry	+ 1D6	+ 2D6	+ 5 cm	Double (Column of march only)	Double (Line or Column of march)	Treble (Line or Column of march)	Half (Line or Column of march)
Dismounted Dragoons,	+ 2D6	+ 3D6					
Cuirassiers & Harquebusier	+ 3D6	+ 4D6	+ 10 cm				
Trotters (Horse) &			+ 15 cm				
Gallopers (Horse)							
LIGHT artillery (limbered)	+ 3D6						
MEDIUM artillery (limbered)	+ 2D6						
HEAVY artillery (limbered)	+ 1D6						
Manhandled artillery	Units MP's Only						
Artillery limber, No gun attached.	+ 4D6						
Wagons	+ 3D6						
Commanders (Unattached)	+ 4D6						

ARTILLERY TYPE Range in (cm)				TARGET								
				INF Line			Dismounted Dragoons Deployed/Limbered ART Unlimbered horse teams Unattached Commander			INF or CAV Col of March	INF Hedgehog or CAV Line	Cover
	LIGHT	MEDIUM	HEAVY	In Open	Behind Informal Cover	Behind Formal Cover	In Open	Behind Informal Cover	Behind Formal Cover			
	0 - 8	0 - 11	0 - 14	AUTO	10	8	8	6	4	AUTO	AUTO	AUTO
	9 - 15	12 - 23	15 - 27	10	8	6	6	4	2	12	11	13
	16 - 23	24 - 34	28 - 41	8	6	4	4	2	1	10	9	11
	24 - 30	35 - 45	42 - 54	6	4	2	2	1	0	8	7	9
<b>B</b>	31 - 38	46 - 56	55 - 68	4	2	1	1	0	0	6	5	7
<b>C</b>	39 - 45	57 - 68	69 - 81	2	1	0	0	0	0	4	3	5

MUSKET FIRING UNIT		TARGET								
Effective Range	Extreme Range (X)	INF Line			INF or CAV (Col of March)	CAV Line	Deployed Artillery Unattached Commander			
		In Open	Behind Informal	Behind Formal			In Open	Behind Informal Cover	Behind Formal Cover	
0 - 8 (Musket)	8 - 20 (Musket)	14	12	10	16	15	11	9	7	
0 - 5 (Pistol)	6 - 12 (Pistol)									
Musket only	-	14	12	10	16	15	11	9	7	
Line (1P : 3M)	-	12	10	8	14	13	9	7	5	
Line (1P : 2M)	Musket only	10	8	6	12	11	7	5	3	
Line (1P : 1M)	Line (1P : 3M)	8	6	5	10	9	5	3	1	
Line (2P : 1M)	Line (1P : 2M)	6	5	4	8	7	3	1	0	
Line (3P : 1M)	Line (1P : 1M)	5	4	3	6	5	1	0	0	
Dismounted Dragoons	Line (2P : 1M)	4	3	2	5	3	0	0	0	
Mounted (except Gallopers)	Line (3P : 1M)	3	2	1	4	1	0	0	0	
Hedgehog (Ignore ratio)	Dismounted Dragoons	2	1	0	3	0	0	0	0	
-	Mounted (except Gallopers)	1	0	0	2	0	0	0	0	
-	Hedgehog (Ignore ratio)	0	0	0	1	0	0	0	0	

**CHARGE TEST** - The figure given in the table below should be either added or subtracted from the testing units total melee factor.

INF charging INF	INF charging Dismounted dragoons	Dismounted dragoons charging INF (Ignore Pike to Musket ratio)	CAV charging CAV	CAV charging Mounted dragoons	Mounted dragoons charging CAV	CAV or Mounted dragoons charging INF (No Pikes) or Dismounted dragoons	CAV or Mounted dragoons charging INF (1P : 3M)	CAV or Mounted dragoons charging INF (1P : 2M)	CAV or Mounted dragoons charging INF (1P : 1M)	CAV or Mounted dragoons charging INF (2P : 1M)	CAV or Mounted dragoons charging INF (3P : 1M)	CAV or Mounted dragoons charging Hedgehog (Ignore Pike to Musket ratio)	INF or Dismounted dragoons charging ART	CAV or Mounted dragoons charging ART	Unit (any type) wishing to join an ongoing melee
0	+ 5	- 10	0	+ 5	- 10	+ 5	- 6	- 8	- 10	- 12	- 14	- 15	- 2	- 2	0

DEFENDING UNIT \ ATTACKING UNIT		In Open			Behind Informal cover			Behind Formal cover			INF Vs. Hedgehog			CAV Vs. Hedgehog			
		L	U	D	L	U	D	L	U	D	L	U	D	L	U	D	
		INF		Musket only	2	1	4	1	0	2	0	0	1	3	1	5	
		Line (1P : 3M)	3	1	5	1	0	0	0	0	0	5	3	6			
		Line (1P : 2M)	4	2	6	2	1	4	1	0	2	5	3	7			
		Line (1P : 1M)	6	4	8	4	2	6	2	1	4	7	5	9			
		Line (2P : 1M)	8	6	10	6	4	8	4	2	6	9	7	11			
		Line (3P : 1M)	10	8	12	8	6	10	6	4	8	11	9	13			
		Dismounted Dragoons	2	1	4	1	0	2	0	0	1	3	1	5			
		Highlanders	6	4	8	4	2	6	2	1	4	7	5	9			
		Clubmen	4	2	6	2	0	1	0	0	0	6	4	7			
		Column of march	1	0	2	0	0	0	0	0	0	0	0	0			
		Hedgehog										2	2	2	10	10	10
CAV		Gallopers (Horse)	14	12	16	11	9	12	1	0	0				3	1	3
		Cuirassiers and Harquebusier	12	10	14	9	7	10	1	0	0				2	0	3
		Trotters (Horse)	11	9	13	8	6	9	1	0	0				1	0	1
		Mtd Dragoons	10	8	12	7	5	8	0	0	0				1	0	1
		Column of march (All types of cavalry)	3	1	4	2	1	3	0	0	0				0	0	0

IMPACT BONUS		INF vs. INF or CAV	CAV vs. CAV	CAV vs. INF (1P : 1M) INF (2P : 1M) INF (3P : 1M)	CAV vs. INF (1P : 3M) INF (1P : 2M)	CAV vs. Musket only Dismounted Dragoons Highlanders Clubmen
		INF		Musket only	0	
		Line (1P : 3M)	- 1			
		Line (1P : 2M)	- 1			
		Line (1P : 1M)	- 1			
		Line (2P : 1M)	- 2			
		Line (3P : 1M)	- 2			
		Dismounted Dragoons	0			
		Highlanders	- 2			
		Clubmen	- 1			
CAV		Gallopers (Horse)		- 2	- 2	- 4
		Trotters (Horse)		- 1	- 1	- 3
		Cuirassiers & Harquebusier		- 1	- 1	- 3
		Mtd Dragoons		0	- 1	- 2