

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	Column of March	Charge Line only	Road	Compulsory Withdraw	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, Highlanders & Clubmen	+ 2D6	+ 3D6					
Cuirassiers & Harquebusier	+ 3D6	+ 4D6	+ 10 cm				
Trotters (Horse) & Mtd Dragoons							
Gallopers (Horse)			+ 15 cm				
LIGHT artillery (limbered)	+ 3D6						
MEDIUM artillery (limbered)	+ 2D6						
HEAVY artillery (limbered)	+ 1D6						
Manhandled artillery	Units MP's						
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 TABLE														
Unit (any type) wishing to join an ongoing melee	9													
CAV or Mounted dragons charging ART	10													
INF or Dismounted dragons charging ART	12													
CAV or Mounted dragons charging Hedgehog (Ignore Pike to Musket ratio)	15													
CAV or Mounted dragons charging INF (3P : 1M)	14													
CAV or Mounted dragons charging INF (2P : 1M)	13													
CAV or Mounted dragons charging INF (1P : 1M)	11													
CAV or Mounted dragons charging INF (1P : 2M)	10													
CAV or Mounted dragons charging INF (1P : 3M)	9													
CAV or Mounted dragons charging INF (No Pikes) or Dismounted dragons	7													
Mounted dragons charging CAV	12													
CAV charging Mounted dragons	7													
CAV charging CAV	9													
Dismounted dragons charging INF (Ignore Pike to Musket ratio)	12													
INF charging Dismounted dragons	7													
INF charging INF	9													

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 Dragons	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 Dragons	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

DEFENDING UNIT \ ATTACKING UNIT		Musket only	Line (1P : 3M)	Line (1P : 2M)	Line (1P : 1M)	Line (2P : 1M)	Line (3P : 1M)	Dismounted Dragons	Highlanders	Clubmen	Gallopers (Horse)	Trotters (Horse)	Cuirassiers & Harquebusier	Mtd Dragons
		INF	Musket only	0	0	0	0	0	0	1	0	1	0	0
Line (1P : 3M)	2		0	1	1	0	0	2	1	1	0	0	0	0
Line (1P : 2M)	2		1	0	1	0	0	2	1	1	0	0	0	0
Line (1P : 1M)	2		1	1	1	0	0	2	1	1	0	0	0	0
Line (2P : 1M)	3		2	2	2	0	1	3	2	2	0	0	0	0
Line (3P : 1M)	4		3	3	3	2	0	4	3	3	0	0	0	0
Dismounted Dragons	0		0	0	0	0	0	0	0	1	0	0	0	0
Highlanders (Highland Clubmen)	4		2	2	2	1	0	4	0	3	0	0	0	0
CAV	Gallopers (Horse)	5	3	3	3	2	1	5	4	5	0	2	1	3
	Trotters (Horse)	4	2	2	2	1	0	4	3	4	1	0	0	2
	Cuirassiers & Harquebusier	4	2	2	2	1	0	4	3	4	1	0	0	2
	Mtd Dragons	3	1	1	1	0	0	3	2	3	0	0	0	0