

1. Turn Sequence — §F.5.1

Phase	What Happens
1 Command	Generate CA; resolve Command Confusion / Flow.
2 Initiative	Roll Initiative; winner chooses first or second activation.
3 Activation	Broken movement, skirmish deployment, charge windows, alternating actions.
4 Combat	Resolve charges/melees; apply retreats, state changes, casualties.
5 Morale	Resolve Forced Retreat, Negative Proximity, scenario morale.
6 End	Rally, Worn recovery, Army Morale, victory, remove turn-only markers.

4. ACR, CR & Command Range — §§F.4.2, F.4.3.1, F.4.10

Army Quality	ACR	Commander	CR / Range
Poor	-1	Poor	-1 / -1"
Average	0	Average	0 / 0
Good	+1	Good	+1 / +1"
Excellent	+2	Excellent	+2 / +2"

Base Command Range: 6". Light Cavalry screen within 3" may add +1" if eligible.

7. Movement Rates — §§1.1-1.2.3

Unit / Formation	Move	Unit / Formation	Move
Commander	10"	Infantry Line	6"
Infantry Column	10"	Infantry Square	2"
Infantry Open Order	12"	Light Cav Line	14"
Light Cav Col/Open	16"/18"	Medium Cav Line	11"
Medium Cav Col/Open	13"/15"	Heavy Cav Line	8"
Heavy Cav Col/Open	10"/12"	Horse / Foot Art limbered	8"/4"

Formation OR facing change costs 1/2 move. Both together cost full move. Unformed movement = 1/2 Column movement.

2. Activation Phase Sub-Steps — §F.5.1.1

Step	Procedure
1	Continued Broken Movement.
2	Skirmisher Deployment.
3	Movement Charge Step.
4	Alternating Activations.
5	Fire Charge Step.
6	End of Activations.

Each Charge Step occurs no more than once per turn.

5. Initiative & NCM — §§F.4.8-F.4.9.3

Item	Rule
Initiative	1D6 + sum of eligible commander CR modifiers.
Winner	Chooses whether to activate first or second.
Ties	Compare highest CR commanders, then next; if still tied, reroll Initiative die.
NCM	Once per game; declare before roll. May modify Initiative, fire, charge/melee, Rally, Morale, or Commander Casualty roll.

Nation	NCM	Nation	NCM
France pre/post 1812	+3/+2	Britain	+2
Prussia pre/post 1806	0/+2	Russia pre/post 1812	0/+1
Portugal	+1	Austria pre/post 1809	0/+1
Spain	0		

8. Formation Effects — §§1.1.1-1.1.1.1

Formation	Key Effects
Infantry Line	+1 fire; +1 receiving charge.
Infantry Column	Faster; +1 charging; -1 firing; target in Column +1.
Square	+3 vs cavalry; -2 firing; 2" move.
Open Order	Skirmish posture; harder artillery/fire target; cannot act like formed troops.
Cav Line	Broad frontage; controls ground.
Cav Column	Movement/approach; easier artillery target.

3. Command Actions — §§F.4.3-F.4.5

Formula / Cost	Value
Generate CA	D + 1D6 + ACR
Activate 1 brigade: Move, Fire, or Charge	1 CA
Forced March	+1 CA + activation
Double Action	+2 CA + activation
Double Volley	+1 CA + activation
Attach Commander / Rally	1 CA each
Grand Battery / Massive Grand Battery	2 CA / 3 CA
Second Support	+1 CA

6. Group Activation — §§F.4.6-F.4.6.1

# Brigades	Base	Surcharge	Total
2	1 CA	+1	2 CA
3	1 CA	+2	3 CA
4	1 CA	+2	3 CA
5	1 CA	+3	4 CA
6	1 CA	+3	4 CA

All participating brigades perform the same Normal Action. Special Actions add their own per-brigade cost plus one +1 CA group surcharge.

9. Battlefield States — §§F.2.5, 5.1.1-5.1.4

State	Main Effect
Fresh	Fully effective.
Worn	Fatigued; selected penalties; no Fire Support; may give Morale Support.
Disordered	Cannot charge; combat penalties.
Broken	Routed; flees; may be eliminated if contacted or Broken again.
Incohesive	Spacing failure; halts, defends, limited actions until reformed.
Unformed	Temporary formation loss; cannot charge, Double Action, or Forced March.

Size	Disordered	Broken
Small	3 markers	4 markers
Medium	4 markers	5 markers
Large	5 markers	6 markers

10. Line of Sight — §§2.1-2.1.4	
LOS Rule	Summary
Basic LOS	Trace from firing unit front-center to target's nearest visible edge.
Blocks	Woods, buildings, villages, crests, formed brigades, and agreed blocking terrain.
Edge of feature	At least half front edge touching boundary can see/fire out and be seen/fired upon.
Charge LOS	Attacker must have LOS and legal path to declare charge.
Artillery corridor	Clear corridor as wide as actual battery frontage.
Overhead fire	Hill + friendly closer + target at least twice as far, or allowed elevation case.

11. Small Arms & Fire Roll — §§2.2.1, 2.3.1		
Weapon	Line/Column	Open Order
Musket	2"	3"
Rifle	3"	4"
Fire Combat: 2D6 + Firepower + Position + Condition vs TN 7.		
MoS	Fire Result	
0 or less	No effect	
+1 to +2	1 Disorder Marker	
+3 to +4	Retreat + 1 Disorder Marker	
+5 or more	Target becomes Broken	

12. Fire Modifiers — §§2.3.2-2.3.6			
Firepower	Mod	Position / Condition	Mod
Infantry Line	+1	Target Open	+1
Infantry Column	-1	Target Column	+1
Skirmish / Open	-2	Target Open Order	-2
Small / Large bde	-1/+1	Light / Medium / Heavy cover	-1/-2/-3
Rifles	+1	High ground firing downhill	+1
First Volley	+1	Target Disordered / Broken	+1/+2
Militia / Conscript	-2/-1	Firer moved / Worn	-1/-1
Veteran / Elite	+1/+2	Firer Disordered / Incohesive	-2/-1
Fire Support	1 re-roll	Worn target	0

13. Terrain Effects — Bare Bones — §§1.3.1-1.3.2				
Terrain	Infantry	Cavalry	Artillery	Combat Effect
Road	Column +2"	Column +2"	Limbered +2"	No cover by itself
Prepared Path	Column -1"	Column -1"	Limbered -1"	Ignores surrounding terrain movement penalty; no Road bonus
Open Ground	Full	Full	Full	No modifiers
Trench / Ditch	-2", Unformed	-2", Unformed	Impassable	Obstacle as scenario defines
Low Wall / Hedge	1/2 move, Unformed	-3", Unformed	Impassable	Obstacle/cover as scenario defines
Hill uphill	-2", Unformed	-3", no charge bonus, Unformed	Limbered only -2"	Firing downhill +1
Light Woods	-2"; Line/Column/Skirmish OK	1/2 move; Unformed; no charges	Limbered -3"; no fire inside	Light cover -1
Dense Woods	-3"; Column/Skirmish only	Impassable	Impassable	Medium cover -2
Village	-3"; Column/Skirmish only	1/2 move; Unformed; no charges	Road/edge only	Heavy cover -3; melee defender +2
Vineyard/Rough	-2", Unformed	-3", no charge distance bonus; Unformed after charge	Limbered -2"; no unlimber in rough	Light cover -1; cav charge -2, no bonus
Marsh/Bog	1/2 move, Unformed	Impassable	Limbered 1/2 move	Target -1 to be hit
Minor Stream	1/2 move, Unformed	1/2 move, Unformed; no charge	Limbered 1/2 move	Target in water +1
Major River	Bridge/ford only, Unformed	Bridge/ford only, Unformed	Limbered only, 1/2 move	Target on bridge +2

14. Artillery Ranges — §§2.2.2-2.2.2.2							
Caliber	Close	Short	Effective	Long	Max	Bounce	
3-pdr	1"	3"	8"	10"	12"	4"	
4-pdr	1"	3"	8"	10"	12"	4"	
6-pdr	1"	3.5"	10"	14"	16"	5"	
8-pdr	2"	4"	11"	15"	18"	6"	
9-pdr	2"	4"	12"	17"	20"	6"	
12-pdr	3"	4.5"	12"	17"	20"	7"	
Unicorn 10-pdr	2"	5"	12"	17"	20"	None	
Unicorn 12-pdr	3"	6"	13"	18"	22"	None	
Unicorn 18-pdr	4"	8"	15"	21"	26"	None	
18-pdr Fixed	4"	8"	16"	22"	27"	None	
24-pdr Fixed	6"	12"	20"	26"	32"	None	

15. Artillery Modifiers — §§2.2.2.2-2.2.2.3			
Range	Mod	Target	Mod
Close	+3	Inf Square	+2
Short	+2	Inf Column	+1
Effective	+1	Inf Line	0
Long	-1	Inf Open Order	-3
Maximum	-3	Art limbered/unlimbered	+1/0
Use artillery target modifiers instead of standard target formation modifiers.			

16. Bounce Through — §2.2.2.4	
Rule	Effect
When	Effective, Long, or Maximum range only.
Who	One nearest eligible infantry, cavalry, or artillery unit beyond primary target.
Stops	Blocking terrain, crest, building, fortification.
Modifier	Same original 2D6 roll, plus normal mods, plus -2 Bounce.
Limit	At most 1 Disorder Marker; skirmishers never eligible.

17. Charge Windows & Eligibility — §§F.5.3, 3.1.2.2-3.1.2.4	
Charge Window	Timing
Movement Charge Step	Before normal alternating activations.
Fire Charge Step	Immediately before first normal firing activation; Fire + Charge only here.
Eligibility	Rule
State	Not artillery, Disordered, Broken, Incohesive, or Open Order.
Activation	Must not have activated earlier; Support that counts as activation blocks charge.
Limit	One charge per brigade per turn.
Worn	May charge, but uses Worn charge penalties.
Militia	Special Open Order exception; if it loses melee, eliminated.

20. Charge Reaction Test — §3.1.3.3	
Situation	Roll / Effect
Charged from Flank/Rear	Roll 2D6.
7+	Defender may pivot to face; no flank/rear bonus.
6 or less	Caught flatfooted; attacker receives facing bonus.
Arc	Attacker Bonus if CRT Fails
Front	+0
Flank	+2
Rear	+4
Square	Always front; no flank/rear.

23. Brigade Size in Shock — §3.1.7	
Relative Size	Shock Mod
Attacker two size classes larger	+2
Attacker one size class larger	+1
Same size	0
Attacker one size class smaller	-1
Attacker two size classes smaller	-2

26. Artillery Support / Defense — §§2.4.2-2.4.2.4, 3.3	
Item	Rule
Artillery Support	Unlimbered, unactivated, clear LOS, Effective Range or closer, target not melee/within 2" friendly.
Effect	One support = re-roll lowest D6 once. Max two re-rolls; second support +1 CA.
Counter-Battery	One eligible unactivated battery declares after enemy artillery attack; resolve original first, then counter-fire; counts as activation.
Unlimbered charged front	Resolve normally; if contacted through Flank/Rear, battery eliminated.
Limbered contacted	Cavalry contact eliminates; infantry contact forces normal retreat.
Artillery may not fire at a target in melee or within 2" of a friendly brigade.	

18. Charge Sequence — §3.1.2.5	
Step	Procedure
1	Declare charge, target, participants; pay CA.
2	Check eligibility, LOS, distance, path.
3	Declare Charge, Morale, and Artillery Support.
4	Defender reactions: morale, evade, square, CRT, counter-charge.
5	Move chargers.
6	Resolve Defensive / Opportunity Fire.
7	Apply state changes during charge.
8	Establish contact; resolve shock later in Combat Phase.

21. Shock Results — §§3.1.7, 3.2.1.8	
Shock Roll: 2D6 + net charge modifier vs TN 7.	
MoS	Shock Result
0	Locked in Melee; place Melee marker.
1-2	Loser gains 1 Disorder Marker; hold/lock or voluntary retreat 1/2 move.
3-4	Loser retreats 1/2 move and gains 1 Disorder Marker; winner may advance 2".
5+	Loser Broken; winner may advance 2"; eligible primary charger may Breakthrough.
Breakthrough: MoS +5; one eligible enemy within 4"; no new CA; never chains.	

24. Cavalry Charge Terrain — §1.3.2.1			
Terrain	Light	Medium	Heavy
Open/downhill	Allowed	Allowed	Allowed
Uphill	Allowed; no bonus	-1; no bonus	No
Woods / Marsh / Bog	No	No	No
Village	Road only if scenario permits; no Impact	Road only; no Impact	Road only; no Impact
Vineyard / Rough	-2; no bonus; Unformed after	-2; no bonus; Unformed after	-2; no bonus; Unformed after
Stream / Ford	No	No	No
Bridge	Scenario clear route only	Scenario clear route only	Scenario clear route only

19. Charge Distance & Impact — §§3.1.2.5, 3.2.1.1		
Unit Type	Impact	Distance Bonus
Light Infantry	-2	Line +3" / Column +5"
Line Infantry	0	Line +3" / Column +5"
Heavy Infantry	+1	Line +3" / Column +5"
Light Cavalry	+1	Line +3" / Column +5"
Medium Cavalry	+2	Line +3" / Column +5"
Heavy Cavalry	+3	Line +3" / Column +5"
Formation Impact: Infantry Column +1; Cavalry Column +0; Line +0.		

22. Charge Modifiers — §§3.1.7, 3.2.1.1			
Attacker	Mod	Defender	Mod
Disordered during charge	-2	Line receiving	+1
Conscript	-1	Column receiving	-1
Veteran	+1	Square vs cavalry	+3
Elite	+2	Behind obstacle	+2
Militia in Open Order	-2	Disordered / Worn	-2 / -1
		Conscript / Veteran / Elite	-1 / +1 / +2
Net Charge Modifier = Impact + attacker mods - defender receiving mods.			

25. Morale / Charge Support — §§3.4.1-3.4.3.1	
Support	Rule
Morale Support	One unactivated Fresh or Worn brigade within 2"; LOS to supported brigade; counts as activation; +1 max.
Cavalry Weight	Light may receive from any cavalry; Medium from Medium/Heavy; Heavy from Heavy only.
Combined Arms	Infantry with Fresh/Worn cavalry within 3" may claim normal +1; Cavalry with Fresh/Worn infantry within 2" may claim +1 vs enemy cavalry.
Restrictions	No Disordered, Broken, Incohesive, Locked in Melee, or artillery Morale Support. Squares support only squares.

27. Fire Support — §§2.4.1-2.4.1.1	
Requirement / Effect	Rule
Who may provide	Fresh infantry only; not Militia.
Distance / LOS	Within 2" of primary firer; must have LOS to target.
Restrictions	No Worn, Disordered, Broken, Incohesive; no brigades in villages/dense woods.
Activation	Counts as supporting brigade's activation.
Effect	1 re-roll per support; max 2.
Cost	First support free with attack; second support +1 CA.
Double Action	Supporting brigade may not perform Double Action that turn.

30. Special Actions — §§1.4, F.4.15, 2.5		
Action	Cost / Requirement	Effect
Forced March	+1 CA + activation; in Command Range	Inf x2; Cav x3; becomes Worn; cannot fire/charge/support that turn.
Double Action	+2 CA + activation; Fresh; in Command Range	Extra action option; becomes Worn; may receive but not provide Support.
Fire + Charge	Fresh infantry; Fire Charge Step only; 3 CA total	Fire and charge same target; no Double Volley; becomes Worn after action.
Double Volley	+1 CA + activation; Fresh stationary	Fire twice at same target; second volley -1; becomes Worn; no fire next turn.

33. Retreat, Broken & Negative Proximity — §§5.2.1, 5.2.4-5.2.6	
Situation	Effect
Retreat	Fall back 1/2 current formation movement unless rule states otherwise.
Broken	Rout away from nearest enemy; cannot act normally.
Broken again / contacted	Eliminated.
Forced Retreat	If flanked/reared with Disorder Markers >= Forced Retreat Threshold, retreat before combat unless Attached commander test holds.
Negative Proximity	Friendly Break within 2": test in Morale Phase. 7+ no effect; 6 or less gain 1 Disorder Marker; commander within 2" gives +1.

36. Army Morale & Victory — §§9.1-9.3		
Trigger	Roll	Result
Half or more army brigades Broken/Eliminated	2D6	8+ holds; 7 or less mandatory retreat, game ends.
Scenario objectives	Scenario	Use scenario victory conditions if different.
Count distinct brigades: once Broken/Eliminated, it remains counted even if rallied; do not count twice if later eliminated.		

28. Support Eligibility — §§2.4.1.1, 3.4.1		
State / Type	Fire Support	Morale Support
Fresh	Yes	Yes
Worn	No	Yes
Disordered	No	No
Broken	No	No
Incohesive	No	No
Militia	No	Yes, if eligible
Artillery	Artillery Support only	No
A brigade may not provide Fire Support and Morale Support in the same turn.		

31. Rally & Worn Recovery — §§5.1.4.5, 5.2.7-5.2.17	
Item	Rule
Rally timing/cost	End Phase; 1 CA; one step per turn.
Roll	2D6 >= 7 succeeds.
Commander	Within 2" gives +1. Relay chain permits attempt but gives no +1.
Broken Rally	Commander must be Attached; Broken -> Disordered.
Disordered Rally	Commander does not need to Attach; Disordered -> Worn.
Fire Attrition	Successful Rally from Disordered reduces max Disorder capacity by 1.
Worn Recovery	Full turn of rest: no activate, move, fire, fired upon, or charged; Worn -> Fresh in End Phase.

34. Cohesion — §§5.1.5-5.1.8	
Rule	Effect
Spacing	Each stand must stay within 3" of another stand connected to the commander's chain.
Losing cohesion	Half or more stands, rounded up, no longer connected -> Incohesive.
Incohesive	Halts, defensive posture; cannot charge, Double Action, Forced March, or receive new orders.
Restore	Commander re-establishes chain to at least half the stands; one full turn of focused reforming.

37. Tactical Memory Box — QRT summary	
Situation	Remember
Line / Column / Square	Firepower / movement & attack / anti-cavalry emergency.
Cavalry roles	Light finds weakness; Medium exploits; Heavy breaks.
Artillery	Unsupported guns are prey; supported guns are bait.
Worn brigade	May give Morale Support, not Fire Support.
CA	Spend it where the battle will be decided.

29. Return & Defensive Fire — §§2.3.7-2.3.8	
Type	Trigger / Limits
Return Fire	Target of enemy fire; fire back at attacker if LOS, arc, range. First Return Fire by unactivated brigade counts as activation, costs no CA.
Moved earlier	May Return Fire; apply moved -1.
Already fired	May make one additional Return Fire at -1, then no more fire/reaction.
Defensive Fire	Triggered by declared charge; resolve during charge sequence.
Limits	No First Volley, Fire Support, Artillery Support, Double Volley, or Special Action.

32. Morale Tests — §§5.2.2-5.2.3.2	
Roll	Result
2D6 >= 7	Pass; no additional effect.
6 or less	Fail; apply current-state result.
Current State	Failed Test
Fresh	Disordered
Worn	Disordered
Disordered	Broken
Broken	Eliminated
Incohesive	Disordered; if already Disordered, Broken

35. Skirmishers — §§4.3.1-4.3.5	
Item	Rule
Deployment	Eligible parent brigade; costs 1 CA; counts as parent activation.
Limits	Remain within parent control distance; recall if parent charged/worsens, skirmishers too far, or threshold reached.
Recall	Remove skirmisher; parent gains 1 Disorder Marker.
Fire vs formed	Formed units ignore direct Retreat/Broken from skirmish fire; apply Disorder Markers.
Artillery	Reduced effect; no Bounce Through; Grand Battery may not target skirmishers.