

Order Delivery Miscellaneous Tables

Command Unit Loss Determination Table [19.8]

When required to check for *Command Unit Loss*, as a result of any strength point loss from fire or shock combat, the owning player rolls a die for each command unit in the hex and applies the result to from the following combat situations:

Fire Combat [11.44]	Die Roll
Maximum Range*	9
Medium or Minimum Range	8,9

Shock Combat [12.44]

Attacking or Defending 7...9

Any other die roll result is No Effect. If a Brigade Leader, it is flipped to its reduced side. If a Division or Corps Command unit, it is replaced. A previously reduced Command unit is not further reduced (see 19.83 and 19.84).

* No loss check required at Extended Range

Command State Continuation Check [17.63]

Each Corps/Wing, Detachment Commander, "independent" Division Leader, and Division Leader must check for Command State Continuation if in their *Mobilized Command State*. For each check, modify the die roll result by the following:

- # the command unit's Command Bonus
- +1 if a **Corps (Wing) Commander**; for each subordinate Division Leader not within his Command Radius
- +1 if a **Division Leader**; for each subordinate Brigade Leader not within his Command Radius (a Brigade Leader which has been "retired" or is on the BC/FD is considered beyond his Command Radius) *and*
- +2 if a **Division Leader**; for each subordinate Brigade Leader not within 2x his Command Radius
- +2 if making a check during an Evening Game-turn
- 1 if a **Division Leader** (non-independent); within the Command Radius of the Corps/Wing Commander to which he is subordinate to, *or*
- 2 if a **Division Leader**; the Corps/Wing Commander he is subordinate to is stacked with a CP or is Mobilized
- 2 if a French Light Cavalry Division Leader (LC)
- 2 if the command unit is under an Attack Order

If the result is greater than the command unit's Command Rating, the command unit immediately goes to its Standing Command State.

Order Delivery Table [17.34]

Upon issuing an Order, roll a die for each occurrence on the Order Delivery Table below and apply the result. Place the appropriate Delay marker on the affected Leader.

Die Roll	Delivery Result	Action
0-2	Received	Place Order Received Marker
3-6	Delay 1 Turn	Place Delay 1 Marker
7+	Ignored*	Remove Marker

MODIFIERS

- # the receiving command unit's Command Bonus
- 1 the receiving command unit is a French Brigade Leader
- 1 the sending command unit is stacked with an Attack Order, an Order Received maker
- 2 the sending command unit is adjacent to the hex that the receiving leader (or one of its combat unit) is in
- 2 if an additional CP for "urgent" is used to send an order**
- 2 the order is sent from the hex occupied by the Army HQ or the Army Commander**



* For brigade activations only, "Ignored" is treated as a Delay 1 result.

** Use a strength marker to denote accrued modifiers for subsequent die rolls.

Command Unit's Distance Effects on Delay [17.34]

When delivering an order, the distance the sending command unit is from the receiving command or combat unit may add to the delay. The delivery delay is calculated *if the Receiving Command Unit is...*

...in the Same Location as the sending Command Unit

An order is automatically "Received" if the command unit in the same hex as the receiving subordinate. Immediately place an Order Received marker on the receiving Command unit.

...within the Command Radius of the sending Command Unit

An order issued when the receiving Command unit (or combat unit) is within the Command Radius of the sending Command unit is determined by a die roll on the Order Delivery Table; apply all relevant modifiers (see chart). If the result is...

- **Received** – place an *Order Received* marker on the unit.
- **Ignored** – the order is discarded and no marker is placed.
- **Delay 1 Turn** – a *Delay 1* maker is placed on the unit.

...beyond the Command Radius of the sending Command Unit

The amount of delay to an order issued, when the receiving Command unit is beyond the Command Radius of the sending Command unit, is determined by distance. For each Command Radius distance or fraction thereof, beyond the initial radius, 1 Delay level is added – up to maximum of 3 Delay levels. Place the appropriate Delay marker on the receiving Command unit.

*Note: For every turn that an order remains at Delay 1, a -1 modifier is applied to subsequent rolls.***

Cavalry Charge Morale Check

Modifiers [12.63]

Modifier is added to the die roll whenever a unit in an enemy charge zone must check for morale.

Cavalry Type Charge Zone	Heavy Cavalry Primary/Secondary	Light Cavalry Primary/Secondary
Cavalry Strength		
1-4	+1/0	0/0
5-8	+2/+1	+1/0
9+	+3/+2	+2/+1
Cavalry Class, Types, and Counter Abbreviations	Cuirassiers (Cuir) Grenadiers (Grn) Dragoons (Drg) Gendarmes	Hussars (Hus) Chasseurs (Chs) Uhlans (Uhl) Cossacks (Cos)

Artillery Extended Range Fire Zone [11.23]

Russian Artillery Fire

DIE	FIRE RESULT
0-1	1 hex short of target hex
2-5	on target
6-7	1 hex overshoot of target hex
8	2 hex overshoot of target hex
9	3 hex overshoot of target hex

French Artillery Fire

DIE	FIRE RESULT
0	1 hex short of target hex
1-6	on target
7,8	1 hex overshoot of target hex
9	2 hex overshoot of target hex

Artillery Extended Range Firing Procedure

The Artillery Extended Range applies only to Class 1 artillery units with a strength of 4 or greater. The following applies when firing at a target in the Extended Range.

- The phasing player declares a target hex in the line-of-sight of the firing unit.
- Roll a die to determine actual impact hex along the firing unit's line of sight.
- Roll the die again on the Extended Range Artillery Fire row on the Artillery Fire CRT to determine the result.

Cavalry Type Symbology and Abbreviations

HEAVY CAVALRY

Cavalry Type Symbol Example

Color bar denotes Heavy Cavalry

Cavalry Type Abbreviations

Grenadiers (Grn)

Cuirassiers (Cuir)

Dragoons (Drg)

Gendarmes

LIGHT CAVALRY

Hussars (Hus)

Uhlans (Uhl)

Chasseurs (Chs)

Cossacks (Cos)



Terrain Effects Chart

Terrain Type TERRAIN HEX	Movement Cost to Enter or Cross				Grand Tactical +2**		Effect on Charging Cavalry Hv/Lt	Notes
	Infantry	Cavalry Hv/Lt	Artillery	Skirmish/ Gen Ord‡	Non-Road/ Road Hex	Road Column		
Clear	1	1	1	1	1/1	N	None	
Light Cover (Soft Cover*)	1	1	2	1	1/1	N	Disorders (after)	Formed units treat as clear terrain. Skirmish units, Light Infantry and Jaeger battalions in <i>General Order</i> treat as Soft Cover (up to 4 strength points). Cavalry units Disorder at the end of a shock attack if not already Disordered.
Farmette (Soft Cover*)	1G <small>Blocks LOS</small>	2D/1G	2D	1	1/1	N	Prohibited/ Disorders (before)	Formed Infantry and Light Cavalry automatically assumes <i>General Order</i> when entering. For defending in shock combat or receiving fire combat, infantry units only treat as a Soft Cover, all others treat as clear.
Woods (Soft Cover)	2G <small>Blocks LOS</small>	P/2G	P	1/2	2/1	N	Prohibited	Heavy cavalry and artillery prohibited except by road.† Disordered or Routed cavalry and artillery may not enter or rally. ²
Town/Village (Hard Cover)	2G <small>Blocks LOS</small>	2D/2G	3D	1/2	2/1	N	Prohibited	Infantry and Light cavalry automatically assumes <i>General Order</i> when in a town hex. Heavy Cavalry and artillery units Disorder upon entering a town/village hex (exception, 10.31) ^{2, 3} ; Heavy Cavalry remain Disordered.
Frozen Wetlands	2G	2D	P	2	same/1	N	Prohibited	Infantry and Light Cavalry assume <i>General Order</i> and Heavy Cavalry is Disordered when in a Frozen Wetlands hex (except in Road Column ⁴). Artillery is prohibited except if entering from a connected Road hex ⁴ (see 6.21 and 6.52).
Minor Road	OT(1†)	OT(1†)	OT(1†)	1†	NA/1†	2/3	NA	If in Road Column; roads negate other terrain when moving from an continuous road hex. Units pay 1/2 MP for each Major road hex and 2/3 MP for each Minor road hex (see 6.6). Units not in Road Column; see 6.5
Major Road	OT(1†)	OT(1†)	OT(1†)	1†	NA/1†	1/2	NA	
TERRAIN HEXSIDE								
Brook	+1	+1	+1	-	+1/-	-	Die Roll ¹	Artillery unit checks for gun loss when crossing (see 6.32). ⁴
Stream	+2 or +1D	+1D	+2D	+1	+1/+1	-	Disorders (before)	Formed units Disorder when executing a shock attack across a Stream hexside. Ignore Disorder during Grand Tactical Movement. Artillery unit checks for gun loss when crossing (see 6.32). ⁴
Major Stream	+2D	+2D	P	+2	same /+1	-	Prohibited	Artillery prohibited except where a road crosses the hexside. ⁴ Ignore Disorder during Grand Tactical Movement.
Light Cover Hexside	+1	+1	+1D	-	-	-	Disorders (after)	Formed units executing a shock attack across automatically Disorder at the end of the shock combat if not Disordered or Routed (see 12.14). Artillery unit checks for gun loss when crossing (see 6.32). ⁴
Up Slope/Down Slope	-	-	+1/-	-	-	-	None	
Up Steep Slope/Down Steep Slope	+1/-	+1/-	+2/+1	-	+1/+1	-/+1	None	Artillery unit checks for gun loss when crossing Up Steep Slope (6.32).

Note: Command units pay only one Movement Point for each hex regardless of terrain type entered or crossed.

OT Other Terrain.

N Road negates other terrain when moving from an adjacent road hex in Road Column.

D Unit Disorders when crossing or entering.

G Unit adopts General Order upon entering.

P Prohibited for that type of unit.

* Certain units only; see notes.

‡ Infantry units only; Light Cavalry use their normal cavalry cost

** All units may add 2 MPs when moving in Grand Tactical Movement (see 6.4)

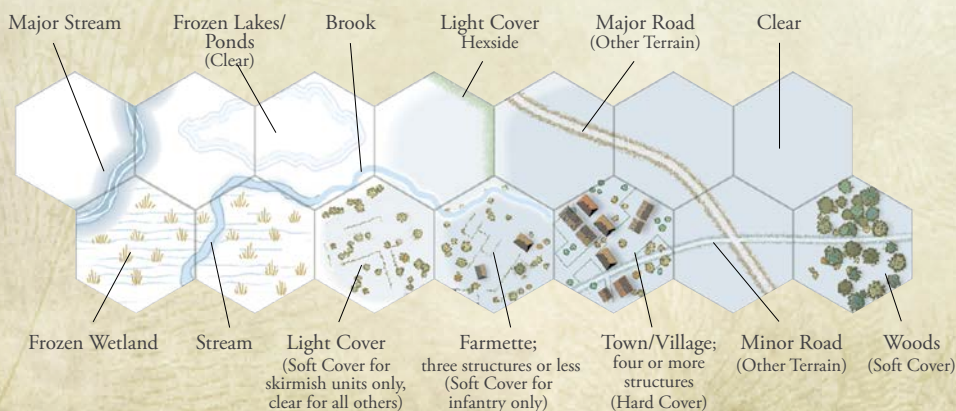
† Units moving from a connected road hex (not in Road Column) may employ the Road Movement Exemption (see 6.52)

1. Charging Cavalry rolls 1 die when crossing during a charge; a result of 6-9 the cavalry unit Disorders.
2. Except for Jaeger units, Russian units may not rally from Disorder in Town/Village and Woods hexes.
3. Cavalry and artillery units never receive a *defensive* benefit for Fire or Shock Combat when occupying a town or woods hex. Note: If not in an Enemy Minimum Range fire zone, an artillery unit may rally from Disorder while in a town village hex.
4. Units may cross during movement using Road Exemption (see 6.52). No gun loss for artillery when crossing at a road hexside.

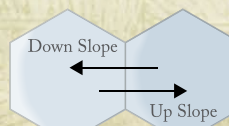


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Terrain Types



Elevation Levels



Slope Hexside



Steep Slope Hexside

Note: Higher elevations between observing units may block Line of Sight (LOS) for fire combat (see 10.4)