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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | **INFANTRY** | | | **ARTILLERY** | | | **CAVALRY** | **LEADERS** |
|  |  | **LINE** | **COLUMN** | **SQUARE** | **LIMBERED** | **UNLIMBERED** | |  |  |
| **MOVE** [NB: If beginning out of command range, must aim to move into range and can’t move adjacent to enemy.] | **CHANGE FORMATION**  If **Defend Order**, can change formation for free (but enemy can conduct defensive fire if your unit starts adj. to their infantry or artillery). | Before or after moving **1MP**.  Can’t change if adjacent to enemy. | | Min 3 SP to form.  Form square at start of movement on DR 8+ if Cav in LOS within 4 hexes  3 hexes: -1 DRM | 2 hexes: -2 DRM | Adj: -3DRM. Try once. If fail -1SP.  Leave square: **1 MP** | Before or after moving **2MP.**  [NB: **Rus. reserve cav.** must be (or move to be) contiguous to each other. Only Ben., within 12 hexes, can change their order] | | | n/a | Army & Corps leaders move at start of Order Phase  Division leaders move after all their division units have moved. |
| - | If part of retreating Square, limber roll\*. | |
| French horse art.: one fire combat after unlimbering. | |
| **CHANGE FACING**  If **Defend Order**, can change facing for free (but enemy can conduct defensive fire if your unit starts adj. to their infantry or artillery). | Before moving | | n/a | Before moving: **0MP** | | | Before moving: **0MP** |
| 60 o: **1MP**  120 o: **2MP**  180 o: **3MP** | **0MP** |
| During move | | n/a | During move  60 o: **0MP**  >60 o: **1MP** | | n/a | During move  60 o: **0MP**  >60 o: **1MP** |
| 60 o: **1MP**  120 o: **2MP**  180 o: **3MP** | 60 o: **0MP**  >60 o: **1MP** |
| **INTO OBSTRUCTED SPACE** | Unit has **line** characteristic.  **+1MP** when leaving (may change formation & facing.) | | No | Only via road. | | Cannot unlimber. | Only via road  [No charge allowed.] | Yes |
| **ADJACENT TO ENEMY** | (P)Russian: **+2MP |** French: **+1MP** | | | | | | | |
| **FIRE SEGMENT** | **CHANGE FACING** (*not* formation) | Allunits at start of fire segment: **0MP** | | n/a | At start of fire segment: **0MP** | | | |  |
| **EVADE** | No | | | No | | | 1. Before sim. fire.  2. When inf. moves adj.  3. As inf. assaults. | No |
| **RETREAT (after fire)** | -1SP for each hex adjacent to enemy. | | | | | -1SP . Then limber roll\*. | Never into obstructed. -1SP for adj. / unfulfilled. |  |
| **ASSAULT | CHARGE**  [NB: Cav & Inf can’t combine. Not Square.] | **CHANGE FACING** | Defender: one 60 o when assaulted. | | | n/a | | | After advance |  |  |  |
| **DEFENSIVE FIRE** | Via front hexes; incl. after the permitted 60 o change of face when assaulted.  Defender includes unassaulted units adjacent to assaulted unit. | | | n/a |  |
| **REACTION CHARGE** | n/a | | | If under Attack, Hold, Move, Defend order. |  |
| **ADVANCE** | Keep formation, change any facing after. | | No | Change facing after. |  |
| **RETREAT** | -1SP for each hex adjacent to enemy | | | | | -1SP . Then limber roll\*. | Never into obstructed. -1SP for adj, unfulfilled. |  |
| **WEATHER** | **SNOW** |  |  |  | LOS: 4 hexes | |  |  | Nap / Ben: -2C / -2AC |
| **SNOWSTORM** | No assault | |  | LOS: 1 hex | |  | No charge | Nap / Ben: 1CP; Mur: 0CP |
| **NOTES** |  | 2 front / flank / rear. If fired at via flank, considered as column. | 4 front  2rear | Elite +2 / Green -1  6 front | 1MP | 4 front / 2 rear | | 2 front / flank / rear. Move 1 hex if Defense, Move, Attack.  \*Limber roll: 6DR (horse art 4-6DR). | Cossacks: not charge inf./art. through front. DR 8+ to charge cav. Evade not adj. no face change. |  |

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