


# Movement & Combat Standard Factors




The standard rules summary below is complemented by the module's optional "mouse-over hints" feature which provides a quick reminder of unit characteristics where these differ from the standard for the unit type.

Mouse-over hints are optional and can be enabled and disabled via ***Preferences...Game Options***.

## Movement Allowance

Unit Type	Icon	Movement
Light Infantry		1, 2 No Battle
Other Infantry		1
Light Cavalry		3
Heavy Cavalry		2
Foot Artillery		1 No Battle
Horse Artillery		1, 2 No Battle
Rocket Battery		2 No Battle
Leader		3

## Combat Factors

Unit Type	Icon	Ranged Combat <sup>1</sup>	Close Combat	Retreat
Light Infantry		+1d	-	-
Grenadier Infantry		-	+1d	Ignore 1 flag
Guard Infantry		+1d	-	Ignore 2 flags
Militia Infantry	MI	Round Down	No XSW hits	3 hex per flag
Militia Cavalry	MLCNR	-	No XSW hits	3 hex per flag
Light Lancer Cavalry	LNCR MLCNR	-	Re-roll first roll flags (not vs CU)	
Heavy Cavalry	HC 	-	+1d	
Cuirassier <sup>2</sup>	CU 	-	+1d	Ignore 1 flag
Guard Light Cavalry	GLC	-	-	Ignore 2 flags
Guard Heavy Cavalry	GHC 	-	+1d	Ignore 2 flags
Guard Artillery	GFA GHA 	-	+1d	Ignore 2 flags

<sup>1</sup>Infantry range is 2 hexes apart from Rifle Light Infantry (3 hexes). Moving Ranged Combat dice is half blocks, rounded up for British, French and Russian, except Militia, rounded up for Militia and all other nations.

<sup>2</sup>Cuirassier special rules

- (a) Ignore 1 hit from Infantry ranged combat
- (b) Lancers will not re-roll