

# 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<br>MLCNR  | -                          | Re-roll first roll<br>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<br>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