

A compendium of helps and aides
For ye worthy simulation and representation of
Battles from the Age of Reason

Published by Clash of Arms Games

~

Exhaustively culled from Rules, Charts, Errata,
and also rare clarifications from the designer,
with occasional intuitive interpretation.

~

Presented with the caveat that,
having assiduously combed said rules many times,
yet there may be issues outstanding which have been missed in the process.

~

By the unworthy servant of
His most Christian Majesty King Louis XV of France,
Mathieu Marie-Luc Barthélemy Couperin comte d'Issoire

~

aka Mathew Hinkle
chezhinkle@msn.com



Formation Change Parameters for Infantry and Cavalry:

Attack Column (AC) to March Column (MC)*

- To change from AC to a single hex MC, turn the front to a hexside adjacent to the original AC hexpoint. Cost is 1 MP.
- To go to a multi-hex MC, the column head must be the original AC hex, and the cost is equal to the number of hexes in the new MC.

Hook to Line

- The cost to change from Hook to Line is 1 MP.

Line to Hook

- Both single and 2 hex Lines may have Hooks.
- A Hook can only be on one end of a Line.
- The cost to add a Hook is 1 MP.

Line to March Column (MC)*

- Use the Formation Change Diagram for the costs involved.
- The size of the Formation may be increased or decreased at the cost of 1MP per hex difference which is in addition to the Formation Change cost.

Line to Square

- It costs the entire Movement Allowance to go from Line to Square.
- A Square formed from a 2 hex Line may be placed in either hex of the Line.

March Column (MC) to Attack Column (AC)*

- To change from a single hex MC to AC, turn the front to a hexpoint adjacent to the original hexside. Cost is 1 MP.
- To change to AC from a multi-hex MC, do as above, but the cost is equal to the original length of the MC.

March Column (MC) to Line*

- Use the Formation Change Diagram for the costs involved.
- The size of the Formation may be increased or decreased at the cost of 1MP per hex difference which is in addition to the Formation Change cost.

March Column (MC) to Road Column (RC)*

- The new RC Column Head and Facing must be the same as that of the old MC.
- The new RC must be formed in hexes already occupied by the MC.
- The new RC will be spread out at 4 Strength Points per hex. (*8 SPs for Brandywine*)
- The formation change cost is 1MP per hex difference between the size of the old MC and the new RC, with a minimum 1MP cost (if the Formations are the same size.)

March Column (MC) to Square

- It costs the entire Movement Allowance to go from MC to Square.
- A Square formed from a 2 hex MC must be placed at the head of the MC.

Road Column (RC) to March Column (MC)*

- The new MC Column Head and Facing must be the same as that of the old RC.
- The new MC must be formed in hexes already occupied by the RC and must be in a straight line.
- The new MC cannot be longer than the old RC, but it may be shorter.
- The Formation Change cost is 1MP per hex difference between the size of the old RC and the new MC, with a minimum 1MP cost (if the Formations are the same size.) Also...
- Any non-aligned hexes in the old RC **must** be contracted at the cost of 2 MPs per hex of “kink.”

*If any hex or hexside occupied or crossed by the unit making this Formation Change is **non-clear**:

- The unit must use its entire Movement Allowance to make the Formation Change.
- If the unit has used any Movement Points, it cannot make the Formation Change.
- Disordered and Out of Command units may not make the Formation Change.
- The unit makes a Disorder Check at the end of the Formation Change; +5 to ER per each hex/hexside of affecting terrain.

Skirmish

- Skirmish-capable parent units can break down into their component units from any Formation.
- There is no cost to break down into component Skirmish units.
- To reform, **all** the component units must be adjacent to a common hex at the start of a move.
- An ER check is made vs. the weakest ER of the group. If passed, the parent unit is placed in the common hex.
- The new parent unit may be placed in any Formation except RC or Square.

Square to Line

- It costs the entire Movement Allowance to go from Square to Line.
- A 2 hex Line formed from Square must include the original hex of the Square.
- The new Line may face any direction.

Square to March Column (MC)

- It costs the entire Movement Allowance to go from Square to MC.
- A 2 hex MC formed from Square must have the original hex of the Square as the head of the MC.
- The new MC may face any direction.

General Order (GO)

- If any part of a Formation enters a space requiring GO, the entire force collapses into that space and ends its move in GO.
- To change from GO requires that the GO unit move into a hex in its front. This move costs the entire Movement Allowance.
- The formerly GO unit may change to any legal single-hex Formation.

Formation Change Parameters for Artillery:

Limbered to Road Column (RC)*

- The new RC column head and Facing must be the same as that of the old Limbered unit.
- The new RC must be formed in hexes already occupied by the Limbered unit.
- The new RC will be spread out at 1 Strength Point per hex. (*2 SPs for Brandywine*)
- The Formation Change cost is 1MP per hex difference between the size of the old Limbered unit and the new RC, with a minimum 1MP cost (if the Formations are the same size.)

Limbered to Unlimbered

- Artillery that Unlimbers in an occupied hex must conform to the Facing of the unit in that hex.
- The cost to Unlimber is 2 MPs.
- Artillery may not Unlimber in an EZOC.
- Unlimbered Artillery may only **end** its turn stacked with other Unlimbered Artillery or Infantry in Line, Hook or Square.

Road Column (RC) to Limbered*

- The new Limbered unit is placed in the front hex of the old RC.
- The new Limbered unit occupies a single hex.
- The Formation Change cost is 1MP per hex difference between the size of the old RC and the new Limbered unit, with a minimum 1MP cost (if the Formations are the same size.) Also...
- Any non-aligned hexes in the old RC **must** be contracted at the cost of 2 MPs per hex of “kink.”

Unlimbered to Limbered

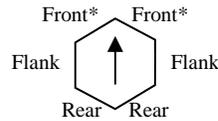
- If Artillery fired in the Fire Combat Segment it may not Limber.
- Artillery that Limbers in a hex may face any direction.
- Limbered Artillery occupies a single hex.
- Artillery that Limbers in a hex occupied by Infantry or other Unlimbered Artillery must exit the hex.
- The cost to Limber is 2 MPs.
- Limbered Artillery may only end its move stacked with other Limbered Artillery and/or Infantry in MC.

*If any hex or hexside occupied or crossed by the unit making this Formation Change is **non-clear**:

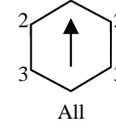
- The unit must use its entire Movement Allowance to make the Formation Change.
- If the unit has used any Movement Points, it cannot make the Formation Change.
- Disordered and Out of Command units may not make the Formation Change.
- The unit makes a Disorder Check at the end of the Formation Change; +5 to ER per each hex/hexside of affecting terrain.

Attack Column (AC)

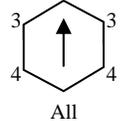
Fire Arc Diagram (*ZOC)



Facing Change Costs



Facing Change Costs - Americans at Brandywine



Formation

8.1b - AC is a single hex Formation for Infantry or Cavalry.

8.4c - AC can only be formed **from** a unit in March Column.

8.4c - AC can only change Formation **to** March Column:

Attack Column (AC) to March Column (MC)*

- To change from AC to a single hex MC, turn the front to a hexside adjacent to the original AC hexpoint. Cost is 1 MP.
- To go to a multi-hex MC, the column head must be the original AC hex, and the cost is equal to the number of hexes in the new MC.

*If any hex or hexside occupied or crossed by the unit making this Formation Change is non-clear:

- The unit must use its entire Movement Allowance to make the Formation Change.
- If the unit has used any Movement Points, it cannot make the Formation Change.
- Disordered and Out of Command units may not make the Formation Change.
- The unit makes a Disorder Check at the end of the Formation Change; +5 to ER per each hex/hexside of affecting terrain.

Stacking

8.1b - A single Cavalry Regiment in a single hex may ignore Stacking limitations for AC.

TEC - Maximum Stacking for AC is:

Infantry in Clear / Sunken Road : 32	(Brandywine: 64 Also Grade and Orchard)
Infantry in Woods / Village / Marsh* / Vineyard: 24	(Brandywine: 48 *Marsh requires GO in Brandywine.)
Infantry in Bramble:	(Brandywine: 24)
Cavalry in Clear: 18	(Brandywine: no more than 1 unit per hex)
Cavalry in Woods / Village / Marsh / Vineyard: 12	(Brandywine: no more than 1 unit per hex)

Facing

8.1b - AC faces a hexpoint.

9.4 - If AC changes Facing, it must make a Disorder check before it makes the change. Failure means that the Facing change is not made and the unit is Disordered (also see 17.1h). See diagram for Facing Change costs.

9.6 - AC can reverse Facing for its full printed MP cost. The Disorder check of 9.4 applies to this Facing Change too.

Movement

8.1b - The Movement Allowance for AC is the unit's printed value.

TEC - For movement, AC uses the parenthesized values on the TEC.

11.3a - AC faces a hexpoint and moves forward by alternating left and right or right and left.

11.3b - Infantry in AC may move obliquely by paying 1 extra MP per hex. Cavalry in AC does not pay this cost.

11.4 - Non-Disordered Infantry in AC can Rapid March.

Fire Combat

Fire Combat Chart - A maximum of 1 SP* per hex may fire from AC. This must come from the top unit in a stack.

(See Fire Arc Diagram above.) (*2 SPs per hex for Brandywine.)

12.8f - SP losses to an AC from Fire Combat are x1.5 (rounded up) which come from the top unit in a stack.

Close Combat

13.10b - When AC is in Close Combat, use the CV of the top unit in the stack. Close Combat SP losses are distributed among the units in the stack as evenly as possible, starting with the largest unit. (see 14.2b,c)

13.10c - When AC is in Close Combat with Line, AC is always Enfiladed (the Line gets the +3 CV Enfilade bonus.)

TEC - Defenders in Walled Church/Farm or Cemetery do not defend as well vs. AC.

(AC is the best Formation to use against such.)

13.5a - Cavalry in AC may Counter Charge in step 3 of Close Combat.

16.1a - Cavalry in AC can Opportunity Charge.

16.2c - Moving Cavalry in AC that is Opportunity Charged through one of its front hexes does receive the Cavalry Charge modifier: (+1 CV for Light Cavalry, +2 CV for Medium or Heavy Cavalry).

Disorder

9.4 - If AC changes Facing, it must make a Disorder check before it makes the change. Failure means that the Facing Change is not made and the unit is Disordered (also see 17.1h). See diagram for Facing Change costs.

9.6 - AC can reverse direction for its full printed MP cost. The Disorder Check of 9.4 still applies.

Attack Column (continued)

Morale

Morale Check Summary Chart - AC receives a -5 ER bonus for Morale Checks in the following situations:

- Fire Combat result of "Morale Check."
- Pre-Close Combat rolls
- When retreated through by friendly units
- When attempting to Counter Charge (Cavalry)
- When attempting an Opportunity Charge (Cavalry)

Game-Specific modifications to AC:

Kolin 1 - Prussian Leibgarde and Grenadiers in AC may move obliquely without an MP cost.

Zorndorf 2 - Prussian Grenadiers in AC may move obliquely without an MP cost.

Leuthen 2 - All Prussian Infantry in AC may move obliquely without an MP cost.

Brandywine 2 - No American unit may enter AC unless it is stacked with its Command, Wing or Army Leader or Lafayette.

Brandywine 2 - If an American AC expends any Movement Points while not stacked with a Leader, it becomes Disordered.

Brandywine 2 - An American AC which attempts to Change Facing adds +10 to the resultant Disorder Check.

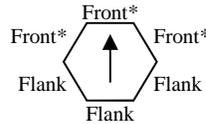
Brandywine 2 - Limbered Artillery can stack with an AC (at the Brandywine stacking rate of 8 SPs per Artillery point).

Movement costs for this Formation are per Limbered Artillery. Facing Change costs are per Infantry.

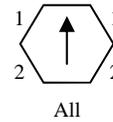
Lobositz 2 - All Prussian Infantry in AC may move obliquely without an MP cost.

General Order (GO)

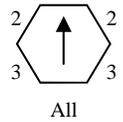
Fire Arc Diagram (*ZOC)



Facing Change Costs



Facing Change Costs -
American Infantry
at Brandywine



Formation

8.1g - GO is a single hex Formation for Infantry (and occasionally Cavalry).

8.3b - GO can be formed from any other Formation; if the Formation enters or crosses the correct terrain, it becomes GO.

8.4f - Changing Formation to GO is required when a unit enters certain types of terrain; usually Walled Church / Walled Farm / and Cemetery. (See TEC and Stacking Charts)

8.4f - The only way a unit can go to GO is to move into one of the special terrain types listed above.

8.4f - If part of a Formation enters GO, the entire Formation “collapses” into that hex and ends its move in GO.

8.1g - If a GO unit moves into a hex that does not require GO, the unit must adopt any legal single-hex Formation in the new hex.

TEC - Skirmish units that enter terrain that requires GO **do not** adopt General Order (they stay in Skirmish.)

Stacking

TEC - Maximum Stacking for GO is:

Infantry in Town / Walled Farm / Walled Church: 12

Infantry in Marsh / Cemetery: 24 (Brandywine only)

Cavalry in Marsh: no more than 1 unit per hex (Brandywine only)

Facing

8.1g - GO faces a hexside.

When a unit in a Formation that faces a hexpoint changes to GO, simply change the Facing from the hexpoint to one of the two adjacent hexsides. The reverse applies if a GO unit moves out of a GO hex and changes to a hexpoint-Facing Formation

Although restricted on Movement, a GO unit may use Movement Points for Facing Changes.

Movement

8.4f - If part of a Formation enters GO, the entire Formation “collapses” into that hex and ends its move in GO.

8.4f - A unit ends movement the instant that it changes to GO.

8.1g - A GO unit may only **move** into **one** adjacent hex in its Front, regardless of the unit’s MP value (even if the new hex still requires GO). Normal MP costs for this one hex move apply. A GO unit may also use Movement Points for Facing Changes

8.1g - If a hex moved into does not require GO, the unit must adopt any legal single-hex Formation in the new hex. This move into a non-GO hex costs the unit’s full Movement Allowance. (see also 8.4f)

Fire Combat

Fire Combat Chart - A maximum of 3 SPs per hex may fire from GO*. This must come from the top unit(s) in a stack. (See Fire Arc Diagram above.) (*6 SPs per hex for Brandywine.)

Fire Combat Chart - Fire Multiplier is modified by -1 for GO units firing in Fire Combat.

Close Combat

13.10b - When GO is in Close Combat, use the CV of the top unit in the stack. Close Combat SP losses are distributed among the units in the stack as evenly as possible, starting with the largest unit. (see 14.2b,c)

Disorder

Morale

Morale Check Summary Chart - GO receives a +5 ER penalty for Morale Checks in the following situations:

Fire Combat result of “Morale Check.”

Pre-Close Combat rolls

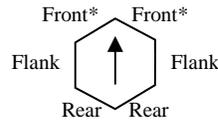
When retreated through by friendly units

Game-Specific modifications to GO:

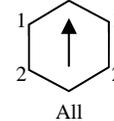
Brandywine 2- A unit in GO can Advance after Combat into a non-GO hex. The unit remains in GO until its next activation, at which point it must expend all its MP’s to adopt any legal single-hex Formation.

Infantry Line

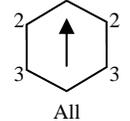
Fire Arc Diagram (*ZOC)



Facing Change Costs



Facing Change Costs - Americans at Brandywine



Formation

- 8.1a - Infantry can be formed in a Line of 1 or 2 hexes if there are enough SPs available.
- 8.1a - The minimum number of SP's needed to form a 2 hex Line is dependant on whether a country uses 3 or 4 Rank Lines. The minimum is 5 SPs for 3 Rank Line, 7 SPs for 4 Rank Line, and 9 SPs for Brandywine.
- 8.1a - Odd SPs in a 2 hex Line are considered in the right hex of the Line.
- 10.5d - A 2 hex Line that has a unit move out of the hex may have to contract its length if it does not have the minimum SPs to retain the 2 hex Line. This contraction is automatic and costs nothing.
- 8.4 - Line can only be formed **from** March Column, Square, or after leaving Rout, General Order, or Skirmish.
- 8.4 - Line may only change Formation **to** March Column or Square:

Line to March Column (MC)*

- Use the Formation Change Diagram for the costs involved.
- The size of the Formation may be increased or decreased at the cost of 1MP per hex difference which is in addition to the Formation Change cost.

Line to Square

- It costs the entire Movement Allowance to go from Line to Square.
- A Square formed from a 2 hex Line may be placed in either hex of the Line.

Line to Hook

- Both single and 2 hex Lines may have Hooks.
- A Hook can only be on one end of a Line.
- The cost to add a Hook is 1 MP.

*If any hex or hexside occupied or crossed by the unit making this Formation Change is **non-clear**:

- The unit must use its entire Movement Allowance to make the Formation Change.
- If the unit has used any Movement Points, it cannot make the Formation Change.
- Disordered and Out of Command units may not make the Formation Change.
- The unit makes a Disorder Check at the end of the Formation Change; +5 to ER per each hex/hexside of affecting terrain.

Stacking

TEC - Maximum Stacking for Infantry in Line is:

Infantry in Clear / Sunken Road: 16	(Brandywine: 32 Also Grade and Orchard)
Infantry in Woods / Village / Marsh* / Vineyard: 12	(Brandywine: 24 *Marsh requires GO in Brandywine.)
Infantry in Bramble:	(Brandywine: 12)

Facing

- 11.3a - Line faces a hexpoint.
- 9.3 - A 2 hex Line that makes a Facing Change must end its Movement Segment in a straight line of hexes.
- 9.3b - Changing Facing with a 2 hex Line involves wheeling:
 - a. Pay 1 MP per hexpoint turned and,
 - b. Pay 1 MP per hex entered by the wheeling end of the Line and,
 - c. Pay the MP cost for each non-clear terrain hex entered and hexside crossed.
 - d. Wheeling is a form of movement, so Disorder Checks for non-clear terrain apply.
- 9.6a - Line can reverse its Facing at the cost of the unit's full printed MP's.

Movement

- 8.1a - The Movement Allowance for a unit in Line is the unit's printed value.
- 8.1a - When different parts of a 2 hex Line move into different terrain types, pay the highest cost.
- 11.3a - Line faces a hexpoint and moves forward by alternating right and left or left and right.
- 11.3b - Line may move obliquely by paying 1 extra MP per hex.
- 11.5 - Line may extend or contract its length in movement. The unit stops movement temporarily and the cost is 1MP per hex of change **plus** the cost of the hex extended/contracted into. This is not a Formation Change; it is part of movement.
- 11.4 - Non-Disordered Infantry in Line can Rapid March.

Infantry Line (continued)

Fire Combat

11.5g - Fire Combat losses will cause a 2 hex Line to contract if the SPs fall below the minimum needed to maintain the Line.

Fire Combat Chart - A maximum of 4 SPs per hex may fire from Line*. This must come from the top unit(s) in a stack.

(See Fire Arc Diagram above.) (*8 SPs per hex for Brandywine.)

12.1f - A 2 hex Line may divide its fire against 2 hexes.

Close Combat

13.10c - Infantry Line has a +2 CV bonus vs. Cavalry in second and subsequent rounds of Close Combat.

13.10b - When Line is in Close Combat, the CV is the average of the units that contribute the top 4 SPs in each hex. Close Combat SP losses are distributed among the units in the stack as evenly as possible, starting with the largest unit. (see 14.2b,c)

15.1d - A 2 hex Line can contract for free when Advancing after Combat.

Disorder

17.2b Errata - A Disordered Line may not willingly expand or contract.

Morale

18.6f & Morale Check Summary Chart - A Supported Line receives a -10 ER bonus for Morale Checks in the following situations:

Fire Combat Result of "Morale Check."

Pre-Close Combat rolls

When retreated through by friendly units

Hook Special Rules:

8.1a - Infantry in a 1 or 2 hex Line can form a Hook. A Hook is placed on only one end of a Line.

8.4g - The cost to change to/from a Hook is 1 MP.

9.7 - A Line with a Hook may not change Facing.

8.1a - All movement costs while a Hook is in place are doubled.

13.1b - A Line with a Hook may not initiate Close Combat.

Game-Specific modifications to Infantry Line:

Kolin 1 - Prussian Leibgarde and Grenadiers in Line may move obliquely without an MP cost.

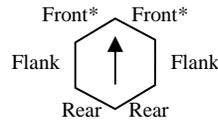
Zorndorf 2 - Prussian Grenadiers in Line may move obliquely without an MP cost.

Leuthen 2 - All Prussian Infantry in Line may move obliquely without an MP cost.

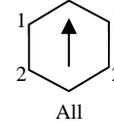
Lobositz 2 - All Prussian Infantry in Line may move obliquely without an MP cost.

Cavalry Line

Fire Arc Diagram (*ZOC)



Facing Change Costs



Formation

8.1a - Cavalry can be formed in a Line of from 1 to 5 hexes.

8.1a - Multi-hex Cavalry Line Formations must have at least 4 SPs per hex. Leftover SPs are distributed as evenly as possible starting with the unit's rightmost hex.

10.5d - A multi-hex Line that has a unit move out of the hex may have to contract its length if it does not have the minimum SPs to retain the multi-hex Line. This contraction is automatic and costs nothing.

8.4 - Line can only be formed **from** March Column, or after leaving Rout or General Order.

8.4 - Cavalry Line may only change Formation **to** March Column:

Line to March Column*

- Use the Formation Change Diagram for the costs involved.
- The size of the Formation may be increased or decreased at the cost of 1MP per hex difference which is in addition to the Formation Change cost.

***If any hex or hexside occupied or crossed by the unit making this Formation Change is non-clear:**

- The unit must use its entire Movement Allowance to make the Formation Change.
- If the unit has used any Movement Points, it cannot make the Formation Change.
- Disordered and Out of Command units may not make the Formation Change.
- The unit makes a Disorder Check at the end of the Formation Change; +5 to ER per each hex/hexside of affecting terrain.

Stacking

8.1a - A single Cavalry Regiment may ignore Stacking limitations for a single-hex Line.

TEC - Maximum Stacking for Line is:

Cavalry in Clear / Sunken Road: 18

(Brwine: no more than 1 unit per hex. Also Grade and Orchard)

Cavalry in Woods / Village / Marsh / Vineyard: 12

(Brandywine: no more than 1 unit per hex)

Cavalry in Bramble:

(Brandywine: no more than 1 unit per hex)

Facing

11.3a - Line faces a hexpoint.

9.3 - A multi-hex Line that makes a Facing Change must end its Movement Segment in a straight line of hexes.

9.3b - Changing Facing with a multi-hex Line involves wheeling:

- Pay 1 MP per hexpoint turned and,
- Pay 1 MP per hex entered by the wheeling end of the Line and,
- Pay the MP cost for each non-clear terrain hex entered and hexside crossed.
- Wheeling is a form of movement, so Disorder Checks for non-clear terrain apply.

9.6a - Line can reverse its Facing at the cost of the unit's full printed MP's.

Movement

8.1a - The Movement Allowance for a unit in Line is the unit's printed value.

8.1a - When different parts of a multi-hex Line move into different terrain types, pay the highest cost.

11.3a - Cavalry Line faces a hexpoint and moves forward into one of its Front hexes.

11.3b - Cavalry Line may move obliquely for free; they do not pay 1 extra MP per hex.

11.4 - Cavalry in any Formation may not Rapid March.

11.5 - Line may extend or contract its length in movement. The unit stops movement temporarily and the cost is 1MP per hex of change plus the cost of the hex extended/contracted into. This is not a Formation Change; it is part of movement.

Fire Combat

11.5g - Fire Combat losses will cause a multi-hex Line to contract if the SPs fall below the minimum needed for each hex.

Cavalry Line (continued)

Close Combat

- 13.3c - Cavalry in Line that is Charging may contract the Line at the rate of 1 hex per hex charged.
- 13.5a - Cavalry in Line may Counter Charge in step 3 of Close Combat.
- 13.10b - When Line is in Close Combat, the CV is the average of the units that contribute the top 4 SPs in each hex. Close Combat SP losses are distributed among the units in the stack as evenly as possible, starting with the largest unit. (see 14.2b,c)
- 14.4d - Cavalry in Line in a Close Combat refight will contract at the rate of 1 hex per extra round of Close Combat.
- 15.1d - A multi-hex Line can contract for free when Advancing after Combat.
- 15.2e - Cavalry in a multi-hex Line must contract to 1 hex before Pursuing.
- 16.1a - Cavalry in Line can Opportunity Charge.
- 16.2c - Moving Cavalry in Line that is Opportunity Charged through one of its front hexes receives the Cavalry Charge modifier: (+1 CV for Light Cavalry, +2 CV for Medium or Heavy Cavalry).

Disorder

- 17.2b Errata - A Disordered Line may not willingly expand or contract.

Morale

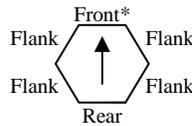
- 18.6f & Morale Check Summary Chart - A Supported Line receives a -10 ER bonus for Morale Checks in these situations:
 - Fire Combat result of "Morale Check."
 - Pre-Close Combat rolls
 - When retreated through by friendly units
 - When attempting to Opportunity Charge

Game-Specific modifications to Cavalry Line:

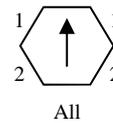
- Brandywine 1 - Cavalry can form Line in only 1 hex; i.e. there are no extended Cavalry Lines.*

March Column (MC)

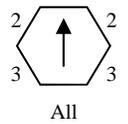
Fire Arc Diagram *(ZOC)



Facing Change Costs



Facing Change Costs - American Infantry at Brandywine



Formation

- 8.1c - MC is a single or multiple hex Formation for Infantry or Cavalry.
- 8.1c - Infantry can be formed in an MC of 1 or 2 hexes if there are enough SPs available.
- 8.1c - For Infantry, the minimum number of SPs needed to form a 2 hex MC is dependant on whether a country uses 3 or 4 Rank Lines. The minimum is 5 SPs for 3 Rank Line, 7 SPs for 4 Rank Line, and 9 SPs for Brandywine.
- 8.1c - Odd SPs in a 2 hex MC are considered in the front hex of the MC.
- 8.1c - Cavalry can be formed in an MC of from 1 to 5 hexes. The MC SPs are apportioned evenly to each hex; any leftover SPs are distributed as evenly as possible starting with the unit's front hex.
- 8.1c - Multi-hex Cavalry MC Formations must have at least 4 SPs per hex. (*Brandywine - A Cavalry MC occupies only 1 hex.*)
- 8.4a - MC must always be formed in, and remain in, a straight line of hexes.
- 10.5d - A multi-hex MC that has a unit move out of the hex may have to contract its length if it does not have the minimum SPs to retain the multi-hex MC. This contraction is automatic and costs nothing.
- 8.4 - Units may Change Formation **to** MC from any Formation except Skirmish.
- 8.4 - Units may Change Formation **from** MC to any Formation except Skirmish:

March Column (MC) to Attack Column (AC)*

- To change from a single hex MC to AC, turn the front to a hexpoint adjacent to the original hexside. Cost is 1 MP.
- To change to AC from a multi-hex MC, do as above, but the cost is equal to the original length of the MC.

March Column (MC) to Line*

- Use the Formation Change Diagram for the costs involved.
- The size of the Formation may be increased or decreased at the cost of 1MP per hex difference which is in addition to the Formation Change cost.

March Column (MC) to Road Column (RC)*

- The new RC column head and Facing must be the same as that of the old MC.
- The new RC must be formed in hexes already occupied by the MC.
- The new RC will be spread out at 4 Strength Points per hex. (*8 SPs for Brandywine*)
- The Formation Change cost is 1MP per hex difference between the size of the old MC and the new RC, with a minimum 1MP cost (if the Formations are the same size.)

March Column (MC) to Square (Infantry only)

- It costs the entire Movement Allowance to go from MC to Square.
- A Square formed from a 2 hex MC must be placed at the head of the MC.

*If any hex or hexside occupied or crossed by the unit making this Formation Change is non-clear:

- The unit must use its entire Movement Allowance to make the Formation Change.
- If the unit has used any Movement Points, it cannot make the Formation Change.
- Disordered and Out of Command units may not make the Formation Change.
- The unit makes a Disorder Check at the end of the Formation Change; +5 to ER per each hex/hexside of affecting terrain.

Stacking

8.1c - A single Cavalry Regiment may ignore stacking limitations for a single-hex MC.

TEC - Maximum stacking for MC is:

Infantry in Clear / Sunken Road: 32	(<i>Brandywine: 64 Also Grade and Orchard</i>)
Infantry in Woods / Village / Marsh* / Vineyard: 24	(<i>Brandywine: 48 *Marsh requires GO in Brandywine.</i>)
Infantry in Bramble:	(<i>Brandywine: 24</i>)
Cavalry in Clear: 18	(<i>Brandywine: no more than 1 unit per hex</i>)
Cavalry in Woods / Village / Marsh / Vineyard: 12	(<i>Brandywine: no more than 1 unit per hex</i>)

Facing

- 8.1c - MC faces a hexside.
- 9.3 - A multi-hex MC that makes a Facing Change must end its Movement Segment in a straight line of hexes.
- 9.3a - Only the MC head pays the Facing Change cost, but each hex of MC must turn in the same hex as the Column Head did.
- 9.6a - MC can reverse its Facing at the cost of the unit's full printed MP's. The former Rear hex now becomes the Front.

March Column (MC) (continued)

Movement

8.1c - The Movement Allowance for a unit in MC is the unit's printed value.

8.1c - When a multi-hex MC moves, only the highest MP cost of terrain entered by any hex of the MC is used.

However, hexside movement costs are paid by each hex of MC in succession.

TEC - For movement, MC uses the parenthesized values on the TEC.

9.3a - If an MC Changes Facing during movement, each hex of MC must turn in the same hex as the Column Head did. MC must end its move in a straight line. (8.4a)

11.5 - MC may extend or contract its length in movement. The unit stops movement temporarily and the cost is **only** the cost of the hexes extended/contracted into. This is not a Formation Change; it is part of movement.

11.4 - Non-Disordered Infantry in MC can Rapid March.

Fire Combat

12.1a - Units in MC cannot perform Fire Combat.

12.8f - SP losses to an MC from Fire Combat are x1.5 (rounded up) which come from the top unit in a stack.

Close Combat

13.1b - Units in MC cannot initiate Close Combat.

13.1b, 13.5a & 16.1a - Cavalry in MC cannot Charge, Opportunity Charge nor Counter Charge.

13.10b - When MC is in Close Combat, use the CV of the top unit in the stack. Close Combat SP losses are distributed among the units in the stack as evenly as possible, starting with the largest unit. (see 14.2b,c)

13.10c - When MC is defending in Close Combat, its CV is modified by -4.

Disorder

17.2b Errata - A Disordered MC may not willingly expand or contract.

Morale

Morale Check Summary Chart - MC receives a +5 ER penalty for Morale Checks in the following situations:

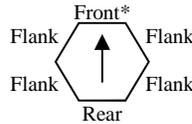
Fire Combat result of "Morale Check."

Pre-Close Combat rolls

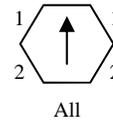
When retreated through by friendly units

Road Column (RC)

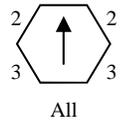
Fire Arc Diagram (*ZOC)



Facing Change Costs



Facing Change Costs -
American Infantry
at Brandywine



Formation

8.1e - RC is a multi-hex Formation for Infantry, Cavalry and Artillery.

8.1e - 4 SPs* must be in each hex of RC with any “extra” SPs in the rearmost hex. RC can be any length necessary to meet this requirement. (*8 SPs in Brandywine)

10.2b - Each Artillery SP equals 4 SP's for RC; thus each SP of RC Artillery occupies 1 hex. (A 4 SP Artillery unit takes 4 spaces.) *Brandywine - Each Artillery SP equals 8 SPs for RC; thus 2 SPs of RC Artillery occupies 1 hex. (A 4 SP unit takes 2 spaces.)*

8.1e - RC does not have to be formed on nor move on Roads--it may move off Road.

8.1e - RC does not need to be in a straight line. It may have twists and bends, but all hexes of the RC must turn in the same hexes.

8.4a - RC can only be formed **from** March Column.

8.4a - RC may only change Formation **to** March Column:

Road Column (RC) to March Column (MC)*

- The new MC Column Head and Facing must be the same as that of the old RC.
- The new MC must be formed in hexes already occupied by the RC and must be in a straight line.
- The new MC cannot be longer than the old RC, but it may be shorter.
- The Formation Change cost is 1MP per hex difference between the size of the old RC and the new MC, with a minimum 1MP cost (if the Formations are the same size.) Also...
- Any non-aligned hexes in the old RC **must** be contracted at the cost of 2 MPs per hex of “kink.”

*If any hex or hexside occupied or crossed by the unit making this Formation Change is **non-clear**:

- The unit must use its entire Movement Allowance to make the Formation Change.
- If the unit has used any Movement Points, it cannot make the Formation Change.
- Disordered and Out of Command units may not make the Formation Change.
- The unit makes a Disorder Check at the end of the Formation Change; +5 to ER per each hex/hexside of affecting terrain.

Stacking

8.1e - The maximum stacking for RC is 4 SPs* per hex for Infantry and Cavalry and 1 SP** per hex for Artillery.
(*8 SPs in Brandywine. **2 SPs in Brandywine.)

Facing

8.1e - RC faces a hexside.

9.3a - Only the RC head pays the Facing Change cost, but each hex of RC must turn in the same hex as the Column Head did.

9.6a - RC can reverse its Facing at the cost of the unit's full printed MP's. The former Rear hex now becomes the Front.

Movement

6.8a - Units in RC that are using Road Movement are the only ones that may **move** in a Limited Activation. Such units may not move off the Road nor Change Formation.

8.1e The Movement Allowance for units in RC is the unit's printed value.

8.1e - RC does not have to be formed on nor move on roads--it may move off road.

9.3a - If an RC Changes Facing during movement, each hex of RC must turn in the same hex as the Column Head did.

TEC - For movement, RC uses the parenthesized values on the TEC.

TEC - RC Formations that begin and end their move on a road move at 1/2 MP per hex and pay no Facing Change costs.

11.2c - Units in RC that are **moving by road** negate the costs of other terrain in the hex.

11.4 - Non-Disordered Infantry in RC can Rapid March.

Fire Combat

12.1a - Units in RC cannot perform Fire Combat.

12.8f - SP losses to an RC from Fire Combat are x1.5 (rounded up) which come from the top unit in a stack.

12.8f - Units in RC automatically Rout if they receive a numbered result from Fire Combat.

Close Combat

13.1b - Units in RC cannot initiate Close Combat.

13.1b, 13.5a & 16.1a - Cavalry in RC cannot Charge, Opportunity Charge nor Counter Charge.

13.10b - When RC is in Close Combat, use the CV of the top unit in the stack. Close Combat SP losses are distributed among the units in the stack as evenly as possible, starting with the largest unit. (see 14.2b,c)

13.10c - When RC is defending in Close Combat, its CV is modified by -4.

Road Column (RC) (continued)

Disorder

Morale

Morale Check Summary Chart - RC receives a +10 ER penalty for Morale Checks in the following situations:

Fire Combat result of "Morale Check."

Pre-Close Combat rolls

When retreated through by friendly units

12.8f - Units in RC automatically Rout if they receive a numbered result from Fire Combat.

Game-Specific modifications to RC:

Kolin TEC - Units moving via RC on Major Roads expend only 1/3 MP per hex.

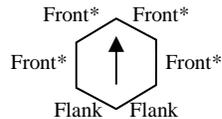
Leuthen TEC - Minor Roads confer no benefit to units in RC

*Brandywine 2 - Artillery can Opportunity Fire at any range at a unit in RC **that is using Road Movement**. The reactive Artillery may fire once per target per target's activation.*

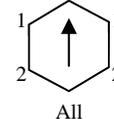
Brandywine 7 - Brandywine has different terrain costs for units in RC that are using Road Movement.

Skirmish

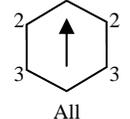
Fire Arc Diagram (*ZOC)



Facing Change Costs



Facing Change Costs -
Americans at Brandywine



Formation

8.1f - Skirmish is a single hex Formation only allowed for certain Light Infantry units.

TEC - Skirmish units that enter a Walled Church/Walled Farm or Cemetery **do not** adopt General Order.

8.4e & 8.3b - Skirmish-capable parent units can break down into their component Skirmish Battalions from any Formation.

8.4e - There is no MP cost to break down into component Skirmish units.

8.4e - When not broken down into Skirmish Battalions, the parent Light unit is treated as a normal Infantry unit.

8.4e - To re-form the parent unit, all component Skirmish Battalions must be adjacent to a common hex, and must not have moved yet:

Roll vs. the highest ER of the Skirmish units to reform, and if successful, place the parent unit in the common hex.

The new parent (which is now a regular Infantry unit) may be placed in any Formation except RC, Square or Skirmish.

8.4e - Skirmish units may not adopt any other Formation except Rout. If they re-form into their parent unit, the parent unit adopts some other Formation. Not all Skirmish units have a “parent” unit; those that do not will always be in Skirmish Formation.

Stacking

TEC - The maximum Stacking for Skirmish units is 3 SPs for all terrain. (6 SPs for Brandywine.)

Facing

8.1f - Skirmish units face a hexpoint.

Fire Arc Diagram - Note that 4 of the hexes surrounding a Skirmish unit are “Front” hexes. Therefore, a Skirmish unit can freely move into any of those 4 hexes as normal movement. (It must keep the same Facing though.)

Movement

8.1f - Skirmish units use their full printed Movement Allowance.

TEC - Skirmish units have a special row for Movement costs on the TEC.

11.4 - Skirmish units may not use Rapid March.

11.8c - A Skirmish unit must make an ER check to **enter** an EZOC. If it fails, it ends its movement.

Fire Combat

12.5e- When Skirmishers are the target of Fire Combat, there is a -10 modifier to the roll (and no other size modifiers.)

Fire Combat Chart - A maximum of 3 SPs may fire from a Skirmish hex. (6 SPs for Brandywine.)

Close Combat

13.1b - Units in Skirmish cannot initiate Close Combat

13.8 - Skirmish units may Retreat before Close Combat if all attacking units are Infantry. The Retreat is always successful, but the unit makes a Morale Check at the end of the Retreat.

13.10b - When Skirmish units are in Close Combat, use the CV of the top unit in the stack. Close Combat SP losses are distributed among the units in the stack as evenly as possible, starting with the largest unit. (see 14.2b,c)

13.10c - When defending in Clear terrain vs. Infantry, the Skirmisher CV is -4

13.10c - When defending in non-Clear terrain vs. Infantry or Cavalry, the Skirmisher CV is -2

13.10c - When defending in Clear terrain vs. Cavalry, the Skirmisher CV is -6

Disorder

17.1g - Skirmish units are exempt from all Disorder Checks and are never Disordered.

Morale

19.1b - Skirmish units that retreat through friendly units do not cause a Morale Check for either stack.

Game-Specific modifications to Skirmish:

Kolin 2 - Austrian Grenzers in Skirmish may move “backwards” into a Flank hex retaining their original Facing.

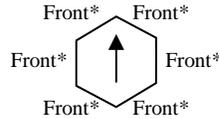
The cost to do so is the normal terrain cost x2.

Brandywine 5 - A Skirmish unit is limited to 2 MP’s in a turn in which it did not start or end its move within 2 hexes of a formed unit. Some Skirmish units in the game are exempt from this restriction (see game rules.)

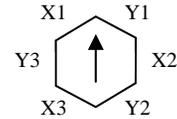
Lobositz 1 - Austrian Grenzers are always in Skirmish. Austrian Grenadiers can enter or leave Skirmish Formation even though they do not have a parent unit. Grenadiers may enter Skirmish from any Formation at no MP cost. Grenadiers may change from Skirmish to any Formation except Road Column and Square at no MP cost.

Square

Fire Arc Diagram (*ZOC)



Fire Combat Diagram



Formation

8.1d & TEC- Square is a single-hex Infantry Formation that may only be formed in Clear and Orchard terrain.

8.1d - A hex must have at least 3 SPs in it to form Square. (*6 SPs for Brandywine.*)

8.2d - If a Square falls below 3 SPs*, it changes to a single hex Line (facing any direction) and suffers an automatic Disorder. (**6 SPs for Brandywine.*)

8.1d - A Square uses its printed Movement Allowance for Formation Change costs.

8.4d - Square can be formed from a unit in Line or March Column

8.4d - When forming Square from a 2 hex Line, The Square can be placed in any hex of the former Line.

8.4d - When forming Square from a 2 hex March Column, The Square is placed in the Front hex of the former March Column.

8.4 - Square can only make a Formation Change **to** Line or March Column:

Square to Line

- It costs the entire Movement Allowance to go from Square to Line.
- A 2 hex Line formed from Square must include the original hex of the Square.
- The new Line may face any direction.

Square to March Column (MC)

- It costs the entire Movement Allowance to go from Square to MC.
- A 2 hex MC formed from Square must have the original hex of the Square as the head of the MC.
- The new MC may face any direction.

Stacking

TEC - The maximum Stacking for a Square hex is 32 SPs. (*64 SPs for Brandywine.*)

Facing

Fire Arc Diagram - All the hexes adjacent to a Square are Front hexes, which includes a ZOC.

Movement

8.1d - Square movement is through a Clear hexside to a Clear hex only. A one hex move costs the Square's entire Movement Allowance.

Fire Combat

12.1e - A Square may fire into 3 non-adjacent hexes in Fire Combat; the 3 X hexes or the 3 Y hexes. (see Fire Arc Diagram)

12.1e - A Square's Fire Combat strength is the SP value of the stack divided by 3, with no more than 4 SPs* firing from any hexside. (**8 SPs for Brandywine.*)

12.3d - A Square stacked with Artillery cannot fire in either of the Artillery's Front hexes.

12.8f - When a Square is the target of Fire Combat, SP losses are x1.5 (rounded up).

Close Combat

13.1b - Units in Square cannot initiate Close Combat.

13.10b - When Square is in Close Combat, use the CV of the top unit in the stack. Close Combat SP losses are distributed among the units in the stack as evenly as possible, starting with the largest unit. (see 14.2b,c)

13.10c - The Close Combat modifier for Square vs. Cavalry is +5

13.10c - The Close Combat modifier for Square vs. Infantry is -5

Disorder

8.1d - After it moves, a Square must make a Disorder check.

8.2d - If a Square falls below 3 SPs*, it changes to a single hex Line (facing any direction) and suffers an automatic Disorder. (**6 SPs for Brandywine.*)

Morale

Morale Check Summary Chart - Square receives a -10 ER bonus for Morale Checks in the following situations:

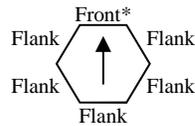
Fire Combat result of "Morale Check."

Pre-Close Combat rolls

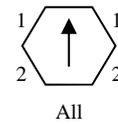
When retreated through by friendly units

Limbered Artillery (LA)

Fire Arc Diagram (*ZOC)



Facing Change Costs



Formation

The Limbered Formation is basically March Column for Artillery.

8.1h - LA occupies a single hex.

8.5b - It costs 2 MPs for a unit to Limber/Unlimber.

8.3c - Artillery may only Unlimber from March Column (Limbered); never from Road Column.

8.3c - Artillery must first be Limbered before it can form Road Column.

8.5 - LA may only Change Formation to Unlimbered or Road Column:

Limbered to Road Column (RC)*

- The new RC Column Head and Facing must be the same as that of the old Limbered unit.
- The new RC must be formed in hexes already occupied by the Limbered unit.
- The new RC will be spread out at 1 Strength Point per hex. (*Brandywine: 2 SPs per hex*)
- The Formation Change cost is 1MP per hex difference between the size of the old Limbered unit and the new RC, with a minimum 1MP cost (if the Formations are the same size.)

Limbered to Unlimbered

- Artillery that unlimbers **in** an occupied hex must conform to the Facing of the unit in that hex.
- The cost to Unlimber is 2 MPs.
- Artillery may not Unlimber in an EZOC.
- Unlimbered Artillery may only **end** its turn stacked with other Unlimbered Artillery or Infantry in Line, Hook or Square.

*If any hex or hexside occupied or crossed by the unit making this Formation Change is **non-clear**:

- The unit must use its entire Movement Allowance to make the Formation Change.
- If the unit has used any Movement Points, it cannot make the Formation Change.
- Disordered and Out of Command units may not make the Formation Change.
- The unit makes a Disorder Check at the end of the Formation Change; +5 to ER per each hex/hexside of affecting terrain.

Stacking

TEC - Maximum stacking for LA is:

Artillery in Clear / Sunken Road: 8

(*Brandywine: 16 Also Grade and Orchard*)

Artillery in Woods / Village / Marsh* / Vineyard: 6

(*Brandywine: 12 *Prohibited in Brandywine.*)

Artillery in Bramble:

(*Brandywine: 8*)

10.2a - Artillery may not **end** its move stacked with Cavalry. It may move through Cavalry, causing a “Pass Through” Disorder Check.

10.2b - Each LA SP is considered as 4 SPs for Stacking purposes when stacked with Infantry.

10.2c - LA may only stack with other LA or with Infantry in March Column. This does not cause a “Pass Through” Disorder Check.

Facing

8.1h - LA faces a hexside.

8.5c - Artillery that Limbers in a hex may face any direction, but if stacked with other units it must leave the hex.

8.5c - Artillery that Unlimbers in an unoccupied hex may face any direction. If the hex is occupied, the Unlimbering Artillery must conform to the Facing of the unit in the hex.

9.6 - LA reverses Facing like March Column, i.e. the former Rear hex becomes the Front hex. This costs the LA unit’s entire Movement Allowance.

9.5 - Where pertinent, and where not overruled by LA rules, LA changes Facing per the Infantry March Column rules.

Movement

8.1h - LA’s Movement Allowance is that of the printed MPs on the unit.

TEC - LA uses its own column for Movement Costs on the TEC.

10.2c - LA may move into a hex containing non-March Column Infantry, but unless it Unlimbers in the hex, it must continue movement. In either case, it creates a “Pass Through” Disorder Check situation.

11.4 - LA may not Rapid March.

11.8b - LA in an EZOC must exit the hex even if friendly units are present; it cannot Unlimber in the hex.

Fire Combat

10.2b - Each LA SP is considered as 4 SPs when determining Target Size for Fire Combat.

12.5c - Artillery stacked with a multi-hex MC uses its full SP value for target size purposes in **every** hex of the MC.

Limbered Artillery (LA) (continued)

Close Combat

13.1a - Artillery may not initiate Close Combat.

13.10a - For a Close Combat, defending Artillery SPs are not counted unless the Artillery is alone, in which case it has an SP value of 1.

13.10c - When defending in Close Combat in Limbered Formation, the unit's CV is -4.

14.2c - Defender SP losses are taken from non-Artillery units first and then from Artillery.

14.2c - Attacker SP losses are never taken from Artillery. If all the attacking units are eliminated, any remaining Artillery makes a Morale Check. (14.3c)

14.2d - Artillery Surrenders if it is stacked with a unit that Routs in Close Combat; this applies to an attacking or a defending stack.

14.3a - If an attacking stack is Disordered, any Artillery in the hex are not Disordered **if** all the attacking units Advance After Combat.

15.1a - Artillery never Advance After Combat.

Disorder

10.2c - LA may move into a hex containing non-March Column Infantry, but unless it Unlimbers in the hex, it must continue movement. In either case, it creates a "Pass Through" Disorder Check situation.

10.2a - Artillery may not **end** its move stacked with Cavalry. It may move through Cavalry, causing a "Pass Through" Disorder Check.

17.4a - For mixed stacks, use the ER of the top non-Artillery unit for Disorder Checks.

Morale

18.0 - Artillery may have only Good or Shaken Morale.

19.2e - Artillery that would Rout does not Retreat nor is it marked as Routed. If the "Rout" came from Close Combat, the unit Surrenders (14.5). If the "Rout" came from any other source, the unit is eliminated.

18.2a - When making a Morale Check for a mixed stack, use the ER of the top non-Artillery unit. (13.7b)

Artillery Road Column (RC):

Formation

10.2b - Each Artillery SP equals 4 SPs for RC; thus each SP of RC artillery occupies 1 hex. (A 4 SP Artillery unit takes 4 spaces.) *Brandywine* - Each Artillery SP equals 8 SPs for RC; 2 SPs of RC Artillery occupies 1 hex. (A 4 SP unit takes 2 spaces.)

Road Column (RC) to Limbered*

- The new Limbered unit is placed in the Front hex of the old RC.
- The new Limbered unit occupies a single hex.
- The Formation Change cost is 1MP per hex difference between the size of the old RC and the new Limbered unit, with a minimum 1MP cost (if the Formations are the same size.) Also...
- Any non-aligned hexes in the old RC **must** be contracted at the cost of 2 MPs per hex of "kink."

*If any hex or hexside occupied or crossed by the unit making this Formation Change is **non-clear**:

- The unit must use its entire Movement Allowance to make the Formation Change.
- If the unit has used any Movement Points, it cannot make the Formation Change.
- Disordered and Out of Command units may not make the Formation Change.
- The unit makes a Disorder Check at the end of the Formation Change; +5 to ER per each hex/hexside of affecting terrain.

Facing

9.6 - RC Artillery reverses Facing like all Road Columns, i.e. the former Rear hex becomes the Front hex.

Movement

TEC - RC Formations that begin and end their move on a road move at 1/2 MP per hex and pay no Facing Change costs.

11.2c - Units in RC that are **moving by road** negate the costs of other terrain in the hex.

9.5 & TEC - If not **moving by road**, RC Artillery uses the normal Artillery terrain costs and **does** pay Facing Change Costs per the diagram above.

Game-Specific modifications to Artillery rules:

Kolin TEC - Artillery moving via RC on Major Roads expend only 1/3 MP per hex.

Leuthen TEC - Minor Roads confer no benefit to units in RC

Brandywine 2 - LA can stack with an AC (at the Brandywine stacking rate of 8 SPs per Artillery point).

Movement costs for this Formation are per LA. Facing Change costs are per Infantry.

Brandywine 2 - Artillery may perform Rapid March if in RC and if using Road Movement for its entire move.

Brandywine 3 - Artillery may Rout and perform Rout retreat; it is not automatically eliminated. LA still Surrenders in Close Combat.

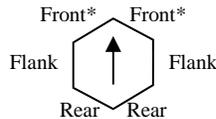
Brandywine 3 - Limbered and Unlimbered Artillery may both perform Voluntary Rout Retreat.

Brandywine 3 - The Rout Retreat Length for LA is: retreat in Rally Phase - 4 hexes, retreat in Move Phase - 8 hexes.

Brandywine 3 - Routing Artillery may lose SPs if it crosses non-clear terrain or hexsides.

Unlimbered Artillery (UA)

Fire Arc Diagram (*ZOC)



Formation

8.1i - UA occupies a single hex.

8.5b - It costs 2 MPs to Limber or Unlimber.

8.3c - Artillery may only Unlimber from March Column (Limbered); never from Road Column.

8.5 - UA may only Change Formation to Limbered:

Unlimbered to Limbered

- If Artillery fired in the Fire Combat Segment it may not Limber.
- Artillery that Limbers in a hex may face any direction.
- Limbered Artillery occupies a single hex.
- Artillery that Limbers in a hex occupied by Infantry or other Unlimbered Artillery must exit the hex.
- The cost to Limber is 2 MPs.
- Limbered Artillery may only end its move stacked with other Limbered Artillery and/or Infantry in MC.

Stacking

TEC - Maximum stacking for UA is:

Artillery in Clear / Sunken Road: 8

(Brandywine: 16 Also Grade and Orchard)

Artillery in Woods / Village / Marsh* / Vineyard: 6

(Brandywine: 12 *Prohibited in Brandywine.)

Artillery in Bramble:

(Brandywine: 8)

10.2a - Artillery may not end its move stacked with Cavalry.

10.2b - Each UA SP is considered as 4 SPs for Stacking purposes when stacked with Infantry.

10.2d - UA may stack with Infantry in Line, Hook or Square, or with other UA.

10.2d - When UA is stacked with a multi-hex Line, the UA is not placed in any particular hex of the Formation.

10.2d - A UA stacked with a Square must be the top unit and face a particular hexpoint.

Facing

8.1i - UA faces a hexpoint.

8.5c - All UA in the same hex as other UA or Infantry must have the same Facing.

8.5c - Artillery that Unlimbers in an unoccupied hex may face any direction. If the hex is occupied, the Unlimbering Artillery must conform to the Facing of the unit in the hex.

9.5 - UA can change Facing to any hexpoint if it did not Fire nor Prolonge in the same turn.

12.3d - UA that is stacked with a Square retains its Facing; it does not adopt the Square Fire Arc. UA stacked with a Square prevents the Square from firing out of the UA's Front hexes.

Movement

8.1i - UA moves only by Prolonge (if it is Prolonge-capable).

11.6 - A Prolonge move may be to a **Front** or **Rear** hex, but the unit's Facing does not change.

11.6 - UA marked as FP may Prolonge and Fire in the same turn. UA marked P may only Prolonge if they did not Fire.

8.5a - UA that fired in the Fire Combat Segment may not Limber, but it may Prolonge if it is marked FP.

11.8b - Artillery may only move into an EZOC if the hex already has a friendly Infantry or UA unit and the moving UA Prolonges into the hex.

Fire Combat

11.6 - UA marked as FP may Prolonge and Fire in the same turn. UA marked P may only Prolonge if they did not Fire.

10.3e & 12.3b - If a UA is stacked on top of a Line, it may use Fire Combat. If it is on the bottom of the stack it may not.

12.4 - When firing at 4+ Range, Artillery stacks may not combine Fire at a single hex unless they are commanded by an Artillery Leader.

12.5c - Artillery stacked with a 2 hex Line is considered to be in any hex of the Line when firing.

12.7 & Fire Combat Multiples Chart - UA may use Opportunity Fire up to a 3 hex range.

12.1d - UA does not combine its fire with Infantry units except in the Defensive Fire Segment of Close Combat.

10.2b - Each UA SP is considered as 4 SPs when determining Target Size for Fire Combat.

12.5c - Artillery stacked with a multi-hex Line counts its full SP value for target size purposes in **every** hex of the Line.

12.8d - Fire Combat losses to UA are halved (drop fractions) when fired on solely by Artillery at 4+ range.

12.6e - Howitzers may fire over friendly units if the friendly units are closer to the Howitzer than they are to the target unit. Howitzers that fire over friendly units have their Fire Multiple halved (retain fractions.)

12.8e - When UA is stacked on top of Infantry, Fire Combat losses are distributed as: 1 Infantry, 2 Artillery, 3 Infantry, 4 Artillery, etc.

Unlimbered Artillery (UA) (continued)

Close Combat

13.1a - Artillery may not initiate Close Combat.

13.9b - UA and Infantry **do** combine their Fire Strengths for Close Combat Defensive Fire.

13.10a - For a Close Combat, defending Artillery SPs are not counted unless the Artillery is alone, in which case it has an SP value of 1.

13.10b c) Errata - For Close Combat, UA-only stacks have a CV of 0.

14.2c - Defender SP losses are taken from non-Artillery units first and then from Artillery.

14.2c - Attacker SP losses are never taken from Artillery. If all the attacking units are eliminated, any remaining Artillery makes a Morale Check. (14.3c)

14.2d - Artillery surrenders if it is stacked with a unit that Routs in Close Combat; this applies to an attacking or a defending stack.

14.3a - If an attacking stack is Disordered, any Artillery in the hex are not Disordered **if** all the attacking units Advance After Combat.

15.1a - Artillery never Advance After Combat.

Disorder

17.2d - Disordered UA may not Prolonge.

Disorder Check Summary Chart - UA that Limbers in a hex containing other units creates a "Pass Through" Disorder Check situation.

17.4a - For mixed stacks, use the ER of the top non-Artillery unit for Disorder Checks.

Morale

18.0 - Artillery may have only Good or Shaken Morale.

18.2a - When making a Morale Check for a mixed stack, use the ER of the top non-Artillery unit. (13.7b)

19.2e - Artillery that would Rout does not retreat nor is it marked as Routed. If the "Rout" came from Close Combat, the unit Surrenders (14.5). If the "Rout" came from any other source, the unit is eliminated.

Game-Specific modifications to Artillery rules:

Brandywine 2 - When Artillery is fired on by Artillery a loss result cannot be rounded down to 0; there is always a minimum 1 SP loss if there is any loss result.

*Brandywine 2 - Artillery can Opportunity Fire at a unit in Road Column **that is using Road Movement** at any range.*

*Brandywine 3 - Artillery may Rout and perform Rout Retreat; it is not automatically eliminated.
UA still Surrenders in Close Combat.*

Brandywine 3 - Limbered and Unlimbered Artillery may both perform Voluntary Rout Retreat.

Brandywine 3 - The Rout Retreat Length for Voluntarily Routed UA is: Retreat in Move Phase - 4 hexes.

Brandywine 3 - Routing Artillery may lose SPs if it crosses non-clear terrain or hexsides.

Brandywine 3 - All Artillery may Fire and Prolonge. Battalion guns may Prolonge 2 hexes.

Brandywine 3 - UA may not Prolonge into hexes indicated in Italics on the TEC.

Disordered

Formation

8.6 - Disordered units may not make a Formation Change through non-clear terrain.

11.5a - A Disordered multi-hex Line or March Column may not expand or contract. (17.2b)

11.5g - Disorder Checks are not incurred from automatic contractions of multi-hex units.

17.1g - Skirmishers are never Disordered, nor do they make Disorder Checks.

17.1b - **Disorder Checks** are made for the following reasons:

→ 8.6 - A unit performs a Formation Change in or through non-Clear terrain hexes/hexsides; +5 to unit's ER for each hex/hexside.

Pass Through Situation:

→ 10.4b & 10.4d - A unit makes a Formation Change while stacked with, or moving through, the hex of a non-moving unit*; +10 to unit's ER per occurrence unless it is Cavalry that is Charging, then it is +20.

*This situation requires both the moving and non-moving units to make Disorder Checks.

Stacking

17.4c - When Disordered and Ordered units stack together, they are all Disordered. (10.7)

Facing

17.1b - **Disorder Checks** are made for the following reasons:

→ 17.1h - An Attack Column attempts to change Facing. (*Brandywine: +10 for American units*)

Pass Through Situation:

→ 10.4b & 10.4d - A unit makes a Facing Change while stacked with, or moving through, the hex of a non-moving unit*; +10 to unit's ER per occurrence unless it is Cavalry that is Charging, then it is +20.

*This situation requires both the moving and non-moving units to make Disorder Checks.

Movement

17.2a - A Disordered unit has its Movement Allowance halved (rounded); this prevents Disordered units from doing actions that require a full printed Movement Allowance.

11.4 - Disordered Infantry may not Rapid March. (17.2b)

11.7 - Disordered units may not Back Up. (17.2b)

11.6 - Disordered Artillery may not Prolonge. (17.2b)

11.2e & 11.5e - Units that move or extend/contract Formation and that pass through terrain that causes a Disorder check do not apply the Disorder Check if the unit ceases movement upon entering the affecting hex or crossing the affecting hexside.

17.1b - **Disorder Checks** are made for the following reasons:

→ TEC & 11.2e,f - A unit moves through non-Clear terrain that causes a Disorder Check, including Formation extension and contraction (11.5e); +5* to ER for each hex/hexside. (*+3 for Americans & British Light in Brandywine.)

→ 11.4 - A unit performs Rapid March

→ 11.7 - A unit performs Back Up Movement; +5 to unit's ER.

→ 8.1d - A Square Formation moves

Pass Through Situations:

→ 10.1b - A unit passes through a hex in which the combined forces are beyond the Stacking Limits for the hex*; +10 to unit's ER per occurrence unless it is Cavalry that is Charging, then it is +20.

→ 10.4b - A unit passes through or makes a Formation Change in a hex containing friendly units/formations with which it could not normally stack (including moving into a hex with a Captured unit)*; +10 to unit's ER per occurrence unless it is Cavalry that is Charging, then it is +20.

→ Disorder Check Summary Chart - An ordered unit passes through a Disordered unit or vice versa*; +10 to unit's ER per occurrence unless it is Cavalry that is Charging, then it is +20.

→ Disorder Check Summary Chart - A non-Routed unit passes through a Routed unit; +10 to unit's ER per occurrence unless it is Cavalry that is Charging, then it is +20.

*These situations require both the moving and non-moving units to make Disorder Checks.

10.4c - Moving into, or passing through, or Changing Facing in a hex that has units of the same type **and** Formation **does not** cause a "Pass Through" Disorder Check. This also applies to units that can legally stack such as Unlimbered Artillery with Infantry Line or Limbered Artillery with Infantry March Column.

17.1c - All Movement Disorder Checks are made at the end of a unit's move except for the Attack Column Facing check. Only one Disorder Check is made, using all accumulated modifiers from all Disorder situations that came up during the move.

Disordered (continued)

Fire Combat

12.2a - When Disordered, the number of SPs firing is halved for Fire Combat (round fractions.) (see 17.2a)

Fire Combat Chart - For Fire Combat, the Fire Multiple of Disordered units is halved (retain fractions.)

17.1d - **Fire Combat Disorder Checks** are made for the following reasons:

- 12.7f - On a “D” or SP loss Fire Combat Result during Opportunity Fire. The unit being fired upon makes a Disorder Check adding on all accumulated modifiers from its move. If it fails, it is Disordered **and** ends its move. If it passes, it continues moving and is absolved of any accumulated Disorder Checks or modifiers. (17.1e)
- 13.9d - On a “D” or SP loss Fire Combat Result during Defensive Fire.

Close Combat

17.2a - For Close Combat, halve (rounded) the SP total of the Disordered unit(s). The CV is unaffected. (13.10a)

13.4a - Disordered units may not react to a Cavalry Charge by making a Facing/Formation Change. (17.2b)

19.1d - A unit that Retreats before Close Combat through or into any non-clear terrain is Disordered. This is applied before any Morale Checks.

13.0 3d - A Cavalry unit that Charges but that cannot participate in Close Combat is Disordered at the end of the Charge.

13.3 & 17.2b - Disordered Cavalry may not Charge, but if they are Disordered during a Charge, they must still fight any Close Combat.

13.5a - Disordered Cavalry may not Counter Charge. (17.2b)

16.1a - A Disordered Cavalry unit may Opportunity Charge a moving enemy unit that is already in its Front hexes.

13.3f - If any portion of the Charge Movement triggers any condition that would require a Disorder Check during normal Movement, a Disorder Check must be made in the final hex with all accumulated modifiers.

16.2d - When moving Cavalry is Opportunity Charged, if the moving Cavalry does not Rout but becomes Disordered, it ends its movement for the turn.

13.1a - Disordered Cavalry may initiate Close Combat only if already adjacent to the enemy unit it will attack. This also applies to Opportunity Charge. (16.1a)

15.2a - Disordered Cavalry cannot Pursue after Close Combat.

14.3d - If Cavalry wins a Close Combat and the result calls for it to be Disordered, the Disorder is not applied, but it does affect the Pursuit by halving the Pursuit Points.

15.2c 1 - Cavalry that received a D result during the Close Combat is not Disordered, but it has its Pursuit Points halved (rounded).

14.3d - A Cavalry unit is always Disordered after a Close Combat. Apply the Disorder after any Pursuit. (15.2e 4)

15.2e 4 - If a Cavalry Pursuit was not ended by Recall, the unit must make a Disorder Check with an ER modifier of +5 per Pursuit Point used. This Disorder Check is in addition to the automatic Disorder at the end of the pursuit.

17.1d - **Close Combat Disorder Checks** are made for the following reasons:

- 13.4 - When a Defender attempts to react before Close Combat; Penalty to ER of Formation/Facing Change cost x10. If the Change requires the use of “all” MPs add +40.
- 13.9d - On a “D” or SP loss Fire Combat Result during Defensive Fire.
- 13.3f - If any terrain or units passed through during a Cavalry Charge would cause a Disorder check for Movement; +5 to unit’s ER for each hex/hexside. This Disorder Check is made in the Charge Movement’s final hex.
- Close Combat Table - Certain Close Combat results require a Disorder Check.
- Cavalry that did not Recall - check at the end of the Pursuit in addition to the **automatic** Disorder of 14.3b; +5 to ER per Pursuit Point used.

Disorder

17.2c - A Disordered unit that is Disordered again becomes Disordered/Shaken.

17.2c - There is no effect if a Disordered/Shaken unit receives another Disorder result.

17.3a - Disorder Recovery attempts are made in step 2 of the Command Activation phase (before Fire Combat or Movement.)

17.3b & 20.3 - A Disordered unit that is stacked with a Leader during the Disorder Recovery Segment automatically becomes Ordered.

Disorder Check Summary Chart - There is a +10 penalty to a Disorder Recovery Check when made in an EZOC.

17.3d - An 00-09 Disorder Recovery roll is NOT a Special Result--just a failure to recover.

17.4a - When making a Disorder Check, use the ER of the top non-Artillery unit in the stack. If it fails, the whole stack is Disordered.

Morale

18.6b - A Disordered unit adds +5 to its ER for all Morale Checks.

Game-Specific modifications to Disorder rules:

Brandywine 7 - Disorder checks are triggered if a unit ends its move in a hex of after a hexside that causes a Disorder Check.

This is an exception to 11.2e & 11.5e.

Shaken

Formation

Stacking

10.1, 18.2c & 18.4b - When a Shaken unit stacks with non-Shaken units, the entire stack is Shaken.

Facing

Movement

18.4a - A Shaken unit moves normally.

Fire Combat

18.4a - A Shaken unit fires normally.

Close Combat

18.4a - A Shaken unit cannot **initiate** Close Combat.

18.4a - Shaken units can do Close Combat Facing/Formation Changes.

13.9d - An attacking unit that is Shaken in the Defensive Fire Segment of Close Combat still carries out its attack.

13.10c - A Shaken unit has its CV modified by -5 for Close Combat.

18.4a - A Shaken unit cannot Opportunity Charge. (16.1a)

18.4a - Shaken units can Counter Charge during Close Combat.

15.2a - Shaken Cavalry may not Pursue after a Close Combat.

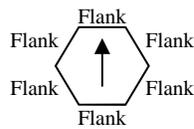
Disorder

Morale

18.6a - A Shaken unit adds +10 to its ER for Morale Checks.

18.6f - Shaken units do not give the "Supported Line" ER bonus.

18.1c - A Shaken unit that fails a Morale Check becomes Routed.



Rout

Formation

- 8.2c - Units that Rout change Formation immediately--before they retreat.
- 8.2c - Multi-hex Formations that Rout must first collapse into any one hex they occupied.
- 8.2c - Routed units that Rally may form any single-hex Formation and adopt any Facing.
- 9.1 & Formation and Fire Arc Diagrams - Rout is the only Formation that does not have a ZOC, as it has no "Front" hexes.

Stacking

- 12.7g - If a moving unit is forced to end its move as an illegal stack, the moving unit Routs.
- 19.2c - Routed units that retreat cannot end their Retreat movement stacked with any other units--Routed or Unrouted.

Facing

Movement

- 6.3c - Routed units cannot be Activated.
- Disorder Summary Chart - When a non-Routed unit passes through a Routed unit make a Disorder check for the unrouted unit; +10 to unit's ER per occurrence unless it is Cavalry that is Charging, then it is +20.

Fire Combat

- 18.5a - A Routed unit cannot perform Fire Combat.
- 12.8f - Units in Road Column that suffer a number loss from Fire Combat automatically Rout.

Close Combat

- 13.1a - Routed units may not initiate Close Combat. (18.5a)
- 13.7d - A unit that must Rout Retreat because of a failed Defender Morale Check but that cannot do so is Captured (14.5).
- 14.3b - A Close Combat result of M causes a Morale Check with a +10 penalty to the unit's ER. If a unit fails, it loses 1 SP and Routs.
- 13.5a - Routed Cavalry cannot Counter Charge.
- 16.1a - Routed Cavalry cannot Opportunity Charge.
- 15.2e 2 - For each hex of Cavalry Pursuit, a Routed unit loses 1 SP. If Pursuing Cavalry enters a hex of a Routed unit, the Routed unit is eliminated.

Disorder

- 17.0 - Routed units are automatically Disordered.

Morale

- 19.2a - Routed Infantry retreats 4 hexes. Routed Cavalry retreats 6 hexes.
 - 19.2a - A Routing unit may not Retreat into an EZOC.
 - 19.2a - A Routing unit may Retreat through a friendly stack, but that stack must make a normal Morale Check after the Routing units finish their Retreat; failure means the friendly stack is Shaken.
 - 19.2b - If another unit (Routed or Unrouted) retreats into or through a Routed unit, the Routed unit Rout Retreats again.
 - 19.2c - Rout Retreat units may not split up, nor may they end their Retreat stacked with any other units.
 - 19.2f - Rout Retreat is not regular movement; it does not trigger Opportunity Fire nor Charges.
 - 18.1f - A Routed unit that is Routed again is eliminated instead.
 - 18.3f - For Rally Checks, each Routed unit in a stack is checked individually.
 - 18.3f - If a unit passes the Rally Check, replace the Routed marker with a Shaken / Disordered marker.
 - 18.3f - If a unit fails the Rally Check, subtract the dice result from the **modified** ER, and divide the result by 10 (rounded). The result is the number of SPs the unit loses. If not eliminated, the unit Rout retreats again.
Example: A unit with an ER of 33 modified to 48 rolls a 19. 48-19=29 29/10=2.9 or 3 SPs lost.
 - 18.5c - A Routed unit forced to defend in Close Combat is eliminated if the Close Combat sequence gets to the Defender Morale Check phase.
 - 18.6b - A Routed unit adds +15 to its ER for all Morale Checks and Rally attempts.
 - 19.2d - A unit that cannot retreat its full distance (due to enemy units, EZOCs, Impassable terrain, or Retreat Direction Guidelines [19.2g]) loses 1 SP per hex not retreated.
 - 19.2e - Artillery that would Rout does not retreat nor is it marked as Routed. If the "Rout" came from Close Combat, the unit Surrenders (14.5). If the "Rout" came from any other source, the unit is eliminated.
- Note: A Routed unit may Rout Retreat many times for many reasons. But the only time they lose SP's is if they fail a Morale Check **in the Rally Phase**, or if they cannot retreat the full amount of their Rout due to enemy units, EZOCs or Impassable terrain. (see 19.2d)

Rout (continued)

Voluntary Routs (VR):

- 18.7a - A VR is performed in a Command's Movement Segment before any unit has moved. The affected units must be In Command in order to VR. A VR unit is treated like any other Routed unit.
- 18.7b - After all VRs are completed, all non-Routing, In Command stacks of the Command with the VR units must make a normal Morale Check.
- 18.7c - Independent units may VR, but if they are within the Command Radius of the leader with whose Command they were activated, the units of that Command must make Morale Checks.

Game-Specific modifications to Rout:

- Leuthen 3 - Bavarian and Württemberger units that fail a Morale Check do not become Shaken; they go directly to Rout. This may cause other units to Rout.*
- Brandywine 2 - A player may decline to perform a Morale Check for a VR unit. If so, the unit continues to retreat in the Rally Phase, but does not check Morale and so loses no SP's.*
- Brandywine 2 - A Routed unit that fails to Rally can lose only 1 SP and only when the Morale Check dice result is from 11 to 19.*
- Brandywine 2 - Units in VR do not count for Army Morale Check Losses until they fail a Morale Check.*
- Brandywine 2 - Routed units (Voluntary and Involuntary) may elect to Rout Retreat during their Command's Movement Segment Activation in addition to the mandatory Rout Retreat of the Rally Segment.*
- Brandywine 3 - VR units may Rout Retreat (at their option) **up to** 8 hexes in the Movement segment and **up to** 4 hexes (for Infantry and Artillery) or 6 hexes (for Cavalry) in the Rally Phase.*
- Brandywine 3 - Units may enter and perform a VR Retreat during a Limited Activation.*
- Brandywine 3 - Close Combat against Routed units does not automatically eliminate them. The stack loses 1 SP vs. Infantry or 2 SPs vs. Cavalry, then Rout Retreats 4 hexes.*
- Brandywine 3 - Units may Rout through EZOCs at the cost of 1 SP per EZOC hex entered.*
- Brandywine 3 - Artillery may Rout and perform Rout Retreat; it is not automatically eliminated. UA still surrenders in Close Combat.*
- Brandywine 3 - Limbered and Unlimbered Artillery may both perform Voluntary Rout Retreat.*
- Brandywine 3 - The Rout Retreat Length for Voluntarily Routed UA is: Retreat in Move Phase - 4 hexes.*
- Brandywine 3 - Routing Artillery may lose SPs if it crosses non-clear terrain or hexsides.*

ZOC & EZOC

Command

7.2d - An LOC cannot be traced into or through an EZOC unless a friendly, unrouted unit is in the hex.

Formation

9.1 & Formation and Fire Arc Diagrams - Units exert ZOCs into any of their “Front” hexes, as defined in the Formation diagrams. Rout is the only Formation that does not have a ZOC, as it has no “Front” hexes.

11.8a - Actions requiring “all a unit’s Movement Points” can be undertaken in an EZOC.

Stacking

Facing

11.8a - Actions requiring “all a unit’s Movement Points” can be undertaken in an EZOC.

Movement

11.8a - Infantry and Cavalry expend +1 MP to enter an EZOC. The +1 cost is also added to any Facing or Formation Changes done in an EZOC. (9.1)

11.8b - Artillery must be Unlimbered to enter an EZOC (by Prolonge) and that hex must already be occupied by friendly Infantry or Artillery.

11.6 - Artillery Prolonge is not permitted into an EZOC unless it is already occupied by friendly Infantry or Artillery.

11.6 - Artillery may Prolonge out of an EZOC, but doing so may trigger enemy Opportunity Fire or Counter Charge.

11.7 - A unit may Back Up **out of** an EZOC, but it may not Back Up **into** an EZOC.

11.8a - Limbered Artillery may not **enter** an EZOC.

11.8b - Limbered Artillery in an EZOC must exit the hex even if friendly units are present; it cannot Unlimber in the hex.

11.8c - A Skirmish unit must make an ER check to **enter** an EZOC. If it fails, it ends its movement.

20.1 - Leaders may not enter an EZOC unless stacked with a friendly unit.

21.4 - EZOCs block the arrival of reinforcements.

Fire Combat

Close Combat

13.0 4) - For Close Combat, every enemy unit in an attacking unit’s ZOC must be attacked.

13.4a - A Defender Reaction of making a Facing/Formation Change may not be done in an EZOC.

13.3b - A Cavalry Charge stops automatically when it enters an EZOC, or voluntarily when it has an enemy unit in its ZOC.

13.3c - Charging Cavalry in Line may not contract in an EZOC.

13.5a - Cavalry in an EZOC cannot Counter Charge.

16.1a - Cavalry may Opportunity Charge units in its ZOC that perform Facing or Formation Changes or that move. If it has any enemy units in its ZOC, it may not Opportunity Charge a unit that is 2 hexes away.

19.1a - Units may not Retreat through an EZOC.

Disorder

Disorder Check Summary Chart - Any attempt to become Undisordered done in an EZOC nets a +10 penalty to the unit’s ER.

Morale

Morale Check Summary Chart - Any attempt to Rally in an EZOC nets a +10 penalty to the unit’s ER.

19.2b - Units may not Retreat through an EZOC.

Game-Specific modifications to EZOC:

Brandywine 3 - Units may Rout through EZOCs at the cost of 1 SP per EZOC hex entered.

Command

Army Leaders

- 7.0 - An Army Leader is always In Command and may place Wing Leaders, Command Leaders and Independent units In Command.
- 7.0 - Army Leader LOC (with or without the help of a Wing Leader) is traced to Command Leaders and Independent units.
- 7.3b - The LOC costs for an Army Leader are:
1 LOC point per hex
1/2 LOC point per contiguous Road hex.
A Wing Leader in LOC adds his LOC Range* to the Army Leader's Range for units of that Wing Leader's Wing or Independents. (**1/2 the Wing Leader's Range for Brandywine*)
- 11.0 - An Army Leader can be activated to move with any Activated Command.
- 22.2b - Army Leaders can affect Army Morale rolls by sacrificing part of their Command Rating.

Wing Leaders

- 6.5a - A Wing Leader must be In Command (whether from the Army Commander or from rolling for Initiative) in order to coordinate a Wing Activation.
- 7.0 - A Wing Leader can extend the Army Leader's Command Range in order to place Command Leaders of his Wing and also Independent units In Command. The Wing Leader himself does not place any units In Command (unless he successfully rolls for Initiative to enact a Wing Activation.)
- 7.4b - If an Army Leader cannot trace an LOC to a Wing Leader, the Wing Leader can roll for Initiative to activate his Wing.
- 11.0 - A Wing Leader can be activated to move with any Activated Command.
- 23.1d - Wing Leaders can command Detachments. If they are doing so, they may not enact a Wing Activation.

Command Leaders

- 7.0 & 7.2b - A Command Leader may place units of his Command and any Independents In Command. The LOC costs are:
1 LOC point per hex
1/2 LOC point from friendly unit hex to friendly unit hex
2 LOC points per hex occupied by a unit not being Activated.
No cost - For all units with Regimental Integrity and for multi-hex units
- 7.4a - If an Army Leader cannot trace an LOC to a Command Leader, the Command Leader can roll for Initiative to place units of his Command and Independent units In Command.

Individual Units

- 7.4c - An Independent unit that has no LOC traced to it can roll for Initiative to be In Command.
No other units may roll for Initiative
- 6.2 - Regimental Integrity: Adjacent Battalions of the same unit are considered a single unit for both Activation and Attachment.

Out Of Command (OOC)

Place OOC markers in Step 1 of the Command Activation Phase. Remove them in Step 6.

- 6.5a & 7.4b- An OOC Wing Leader cannot coordinate a Wing Activation. He may roll for Initiative to place himself In Command and then activate the Wing.
- 7.5b - OOC Command Leaders have their Command Range reduced to 1 hex; units adjacent to the Command Leader are In Command.
- 7.5b a) - An OOC unit has its Movement Allowance halved (rounded). (see also 4.0 c4)
- 7.5b a) - OOC units cannot perform actions that require their full Movement Allowance (including Backup 11.7).
- 7.5b a) - OOC Infantry can perform Rapid March.
- 7.5c - OOC units may use Opportunity Fire, Opportunity Charge and Counter Charge.
- 8.6 - OOC units may not make Formation Changes through non-Clear terrain.
- 13.1a - An OOC unit cannot initiate Close Combat. (see also 7.5b)
- 18.7a - OOC units may not Voluntarily Rout.
- 18.7d - OOC units are exempt from the Morale Check when units of their Command Voluntarily Rout.

Combined Terrain Effects Chart for Battles from the Age of Reason - Seven Years War games

	Terrain	Infantry in Line	Infantry in March Column, Road Column, Attack Column	Cavalry in Line	Cavalry in March Column, Road Column, Attack Column	Artillery	Skirmish	Leaders	Fire Defense Value	Close Combat Modifiers	Morale Check Modifiers	Games used in:	
Hexes	Clear	1	1/2	1	1/2	1	1/2	1/2	10	-	-	K, Z, Le, Lo	
	Marsh*	2	2	4	4	All	1	1	10	-5 A/D	+5	K, Z, Lo	
	Sunken Road*	2	2	4	4	All	1	1	15	-3 A/D	-10 Skirmishers -5 All Others	K, Le, Lo	
	Town	3 <small>Must go to GO</small>	3 <small>Must go to GO</small>	P	Road Column Only	Road Column Only	1	1	15	+4D	-5	K	
	Village*	2	1	3	2	2	1/2	1/2	10	+2D	-5	K, Z, Le, Lo	
	Vineyard*	2	2	4	4	All	1/2	1	15	+3D	-10 Skirmishers -5 All Others	Lo	
	Walled Farm Walled Church	3 <small>Must go to GO</small>	3 <small>Must go to GO</small>	NA	Road Column Only	Road Column Only	1	1	20	+8D <small>+4D if attacker is in AC</small>	-10	K, Z, Le	
	Woods*	2	1	3	2	3	1/2	1	15	+2D	-5	K, Z, Le, Lo	
	Stream/Graben hex	OT	OT	OT	OT	OT	OT	OT	OT	OT	OT	OT	Le, Lo
	River hex	P	P	P	P	P	P	P	-	-	-	Lo	
	Pond	P	P	P	P	P	P	P	-	-	-	K, Z, Le, Lo	
	Minor Road	OT	-	OT	-	OT	OT	OT	OT	OT	OT	OT	Le
	Minor Road (K) Road (Z, Lo) Major Road (Le)	OT	1/2 RC	OT	1/2 RC	1/2 RC	OT	1/2	OT	OT	OT	OT	K Z, Lo Le
Major Road	OT	1/3 RC	OT	1/3 RC	1/3 RC	OT	1/3	OT	OT	OT	OT	K	
Hexsides	Gentle Slope Down	+0	+0	+0	+0	+0	+0	+0	-	-	-	Z, Le	
	Gentle Slope Up	+0	+0	+0	+0	+1	+0	+0	-	-	-	Z, Le	
	Regular Slope Up & Down	+1	+1/2	+1	+1/2	+2	+0	+1	FM x 1/2	+2D	-	K, Z, Lo	
	Steep Slope Up & Down	+2	+1	+2	+1	+3	+0	+1	FM x 1/2	+3D	-	Lo	
	Precipice	P	P	P	P	P	P	P	FM x 1/2	P	-	Z	
	Swedish Fieldworks*	+2	+1	+3	+2	All	+1	+1	FM x 3/4	+3D	-	K	
	Berm	+1	+1	+2	+2	All	+0	+1	FM x 1/2	+2D	-	Le	
	Abatis	+0	+0	P	P	P	+0	+0	-	-	-	Le	
	Stream*	+1	+1/2	+2	+1	+3	+1	+1	-	+2D	-	K, Z	
	Creek*	+3	+2	+4	+2	All	+2	+2	-	+4D	-	K, Z	
Creek, Pond (Le)	P	P	P	P	P	P	P	P	P	P	Le		
River hexside	P	P	P	P	P	P	P	-	-	-	Z		

*Disorder check required after moving through these types of terrain

OT = use Other Terrain in the hex

P = Prohibited

1) The bonus for Road movement is only for units moving by Road Column (RC), otherwise use OT.

2) "Road Column only" movement is at the Road movement rate through these hexes.

3) The Close Combat Modifiers for Marsh and Sunken Road apply to attackers attacking from such hexes or defenders defending in them.

4) For Slopes, the FM Modifier is for firing up slope. Likewise, the Close Combat modifier is for defenders that are up slope. Berms and Fieldworks operate similarly.

Note: This chart compiles all terrain from the 4 SYW games of the BAR series. Doing so, it updates the older titles (notably Kolin and Zorndorf) to the latest standards set in Lobositz. The chart on the next page does the same for Fire Multiples and Ranges.

