PLAYER INITIATIVE POINT DICING

0	For the first march move this bound, of an element or 1 element wide column, if entirely by road.
1	Move, unlimber, limber, mount, dismount, embark, disembark or steady a single element. Move a group.
2	Steady a group. Rally a single routing or pursuing element.
3	Launch, complete or finish dismantling a bridge.
-1	Move or steady (but not rally) an element or group including its command's general if he has not already moved this bound.
+1	Moving, steadying or rallying any element or group whose command's general is lost, or is more than 600p away, or is more than 300p away and cannot see it. These distances are measured between the nearest points of the two bases, but diverting around terrain impassable to the general's element or enemy. Moving Art (S) or (O) or Bg off-road, or portable obstacles. Marching a group which has already marched twice this bound, unless entirely of LH or Dragoons or along a road.
+2	Separating an element or group from a previous group and/or pivoting an element in front corner-to front corner contact to contact an enemy flank edge, unless: (a) The previous group was only LH, or of Sk and/or Wb. (b) Moving a group straightforward while the rest halt. (c) Moving a group or groups into close combat while any remainder stay halted. (d) Moving a single element into or while in difficult going. Moving at night unless along a road by moonlight.

TACTICAL & MARCH MOVES

Element	Road	Good	Rough	Difficult
LH	600p	250p	200p	100p
Si or Dr	300p	200p	150p	100p
Ln, Pi, Cm or El	200p	200p	150p	50p
Sh, Bw, Sk, or Wb	200p	150p	150p	100p
Pk, Bd, Hd, Pont, or Bg	150p	100p	100p	50p
Art or WWg	150p	100p	50p	-
Naval	-	200p	-	100p

Elements graded (F) or (X) add 50p off-road if ending, or part of a group that ends, in contact with enemy, or if LH, Cm, Bd, Art or Naval.

Elements graded (S) always deduct 50p if Bd or Art and not moving along a road or in a BUA, or if Ships or Galleys.

Pk (S) add 50p if moving off-road in good going.

Maximum land moves off-road and moves on waterways are reduced to 100p if:

- Visibility is reduced to 100p by night and/or weather.
- The front edge of a single element or the element leading a column is crossing an easy river.
- Any part of a single element or column is crossing a tricky or dangerous river.

RANGES

Element	S	0	I	F	X
Art	1,800p	1,200p	300p	600p	600p
Ships	300p	300p	200p	300p	-
Boats	200p	-	-	-	-
Gal	200p	200p	-	200p	-
Bw	200p	200p	200p	200p	-
Sh, Dr	200p	200p	100p	100p	-
Sk	200p	100p	-	-	-
Pi, LH	-	-	100p	-	-
WWg	-	200p	-	-	-

- Gal (F) can shoot 500p if only water, beach, marsh or ice is between shooting and target edges.

COMBAT & SHOOTING FACTORS

Element	Cavalry	Foot	Train/Naval
El	5	4	2
WWg, Ships, perm bridge	4	4	4
Pi	4	3	2
Pk	4	3	2
Cm, Bw	4	2	2
Bd	3	3/5	3
Ln, Si, Art, Gal	3	3	3
Sh	2	4	3
Dr or Wb	2	3	3
LH, Hd, Boats	2	2	3
Sk, Pont, temp bridge	2	2	3
Bg, unladen Naval, cap Art or Naval	1	1	2

REAR SUPPORT FACTORS

Pk, Pi except (F), Wb (S) or (O)	All
Sh except (F)	Fighting against Sh
Ln except (S), Sh, Bd except (F), Si	Fighting against Cavalry in an enemy bound

SHOOTING GRADING FACTORS

Type	Bound	Self	Total score	Opponents	Factor
S	All	Any	Less than	Bw	+1
		Bw or Art	More than	All	+1
I	All	Any	Less than	All	-1
		Land	Less than	Bw	-1
F	All	Any	More than	All	-1
X	All	Any	Even	Cavalry & WWg	+2
			Odd	All	-2

FLANK SUPPORT FACTORS

Factor	Element	Fighting	Support
+2	Sh	Cavalry or Wb	Pi except (I) or Pk
+1	Sh or Art	All	Art (I)
-1	Cavalry	Ln, Pi, Pk	Enemy supported by Sh or Dr

TACTICAL FACTORS

+2	if foot or Art and protected by fortifications, if in close combat other than against Sk (X) or if shot at by any except Art (S) within 600p or Bw.
+1	if foot, Art or Bg and protected in close combat against cavalry by an obstacle.
	if in close combat either upslope or defending any riverbank except at a ford or bridge.
	if foot entirely inside a BUA, unless shot at by Art or on a road.
	if shot at by a primary shooter which is Art on a hill, or the front edge of a WWg or Ship.
	if a general's element; and either in close combat or shot at.
	if Art (S), (O or (I); and either with its front edge in close combat in an enemy bound or shooting at enemy within 100p.
-1	if part of a beaten command or if disadvantaged by weather.
	for each flank overlapped and/or enemy element in frontal contact with flank or rear, or for each 2nd or 3rd element assisting enemy distant shooting.
-2	if cavalry, Pk or Train and in close combat either attacking across a fortification or fixed obstacle or in, or fighting enemy in, rough or difficult going unless facing along a road.

CLOSE COMBAT GRADING FACTORS

Type	Bound	Self	Total score	Opponents	Factor
S	All	Any	Less than	Any except Art or El	+1
		Sh	More than	All	+1
I	All	Any	Less than or equal	All	-1
F	Enemy	Any	Less than	All	-1
X	All	Any	Even	Cavalry, Pk, El & WWg	+2
			Odd	All	-2

COMBAT OUTCOMES – LESS THAN ENEMY BUT MORE THAN HALF

Ln	Destroyed in close combat by Bw (S) whose front they moved into contact with this bound, or by El. Otherwise recoil.
Pi	Destroyed in any enemy bound by Pi (S) or (O) with an even final score or by Ln or Pi (F), or in own side's bound by Si. Otherwise recoil.
Si	Destroyed by Ln in an enemy bound. Flee from shooting by Pi or Sh. Otherwise recoil.
LH	Recoil from LH or Sk. Otherwise, flee.
Cm	Destroyed by El if Cm (S). Otherwise flee.

Dr, Bw	Destroyed by cavalry in close combat in good going. Otherwise recoil.
Pk	Destroyed in close combat by Pi in own side's bound, or by Ln, Cm (S) or Bd (F) if in an enemy bound. Otherwise recoil.
Sh	Destroyed if in close combat in an enemy bound by Ln, Si, Pi (F), other Pi with an even final score or Cm (S), if in going these count as good, or by Sh (F), Bd or Wb in any going. Otherwise recoil.
Bd	Destroyed by Ln, Si or Cm (S) in enemy bound, or by Sh in close combat in own side's bound. Otherwise recoil.
Wb, Hd	Destroyed by Ln or Cm (S) in going these count as good. Flee from shooting by Art or by Naval. Otherwise recoil.
Sk	If in close combat in good going, destroyed by cavalry or Dragoons, flee from Wb, recoil from others. Otherwise recoil.
Art	Destroyed by Art (S) or if in close combat. Otherwise (S) or (O)'s draught teams desert if their element's final score was even, preventing future movement other than pivoting up to 45 degrees on a front corner, (F) or (X) flee, (I) recoil.
Pont	Destroyed if in close combat. Otherwise recoil.
WWg	Destroyed by El, Sk (X) or Art (S) or (O).
El	Flee from shooting by Pi or Sh. Otherwise recoil.
Bg	Destroyed if in close combat. Otherwise flee if mobile.
Naval or bridge	Destroyed in close combat by Naval (X). Otherwise, laden Naval recoil.

COMBAT OUTCOMES – HALF ENMEY OR LESS THAN HALF

LH, Sk	Flee from Pk, Bd except **(F)** or shooting. Otherwise destroyed.
Other Cavalry	Flee from Pk in good going unless Ln or Cm (S). Otherwise destroyed.
Dr	Destroyed if in close combat in good going against cavalry. Otherwise flee.
Art	Captured if in close combat. Otherwise destroyed.
Other Land	Destroyed.
Naval or bridge	Captured if in close combat. Destroyed by Art or Naval shooting. Otherwise laden Naval flee.

PLAYER INITIATIVE POINT DICING

0	For the first march move this bound, of an element or 1 element wide column, if entirely by road.
1	Move, unlimber, limber, mount, dismount, embark, disembark or steady a single element. Move a group.
2	Steady a group. Rally a single routing or pursuing element.
3	Launch, complete or finish dismantling a bridge.
-1	Move or steady (but not rally) an element or group including its command's general if he has not already moved this bound.
+1	Moving, steadying or rallying any element or group whose command's general is lost, or is more than 48cm away, or is more than 24cm away and cannot see it. These distances are measured between the nearest points of the two bases, but diverting around terrain impassable to the general's element or enemy. Moving Art (S) or (O) or Bg off-road, or portable obstacles. Marching a group which has already marched twice this bound, unless entirely of LH or Dragoons or along a road.
+2	Separating an element or group from a previous group and/or pivoting an element in front corner-to front corner contact to contact an enemy flank edge, unless: (a) The previous group was only LH, or of Sk and/or Wb. (b) Moving a group straightforward while the rest halt. (c) Moving a group or groups into close combat while any remainder stay halted. (d) Moving a single element into or while in difficult going. Moving at night unless along a road by moonlight.

TACTICAL & MARCH MOVES

Element	Road	Good	Rough	Difficult
LH	48cm	20cm	16cm	8cm
Si or Dr	24cm	16cm	12cm	8cm
Ln, Pi, Cm or El	16cm	16cm	12cm	4cm
Sh, Bw, Sk, or Wb	16cm	12cm	12cm	8cm
Pk, Bd, Hd, Pont, or Bg	12cm	8cm	8cm	4cm
Art or WWg	12cm	8cm	4cm	-
Naval	-	16cm	-	8cm

Elements graded (F) or (X) add 4cm off-road if ending, or part of a group that ends, in contact with enemy, or if LH, Cm, Bd, Art or Naval.

Elements graded (S) always deduct 4cm if Bd or Art and not moving along a road or in a BUA, or if Ships or Galleys.

Pk (S) add 4cm if moving off-road in good going.

Maximum land moves off-road and moves on waterways are reduced to 8cm if:
- Visibility is reduced to 8cm by night and/or weather.
- The front edge of a single element or the element leading a column is crossing an easy river.
- Any part of a single element or column is crossing a tricky or dangerous river.

RANGES

Element	S	O	I	F	X
Art	144cm	96cm	24cm	48cm	48cm
Ships	24cm	24cm	16cm	24cm	-
Boats	16cm	-	-	-	-
Gal	16cm	16cm	-	16cm	-
Bw	16cm	16cm	16cm	16cm	-
Sh, Dr	16cm	16cm	8cm	8cm	-
Sk	16cm	8cm	-	-	-
Pi, LH	-	-	8cm	-	-
WWg	-	16cm	-	-	-

- Gal (F) can shoot 40cm if only water, beach, marsh or ice is between shooting and target edges.

COMBAT & SHOOTING FACTORS

Element	Cavalry	Foot	Train/Naval
El	5	4	2
WWg, Ships, perm bridge	4	4	4
Pi	4	3	2
Pk	4	3	2
Cm, Bw	4	2	2
Bd	3	3/5	3
Ln, Si, Art, Gal	3	3	3
Sh	2	4	3
Dr or Wb	2	3	3
LH, Hd, Boats	2	2	3
Sk, Pont, temp bridge	2	2	3
Bg, unladen Naval, cap Art or Naval	1	1	2

REAR SUPPORT FACTORS

Pk, Pi except (F), Wb (S) or (O)	All
Sh except (F)	Fighting against Sh
Ln except (S), Sh, Bd except (F), Si	Fighting against Cavalry in an enemy bound

SHOOTING GRADING FACTORS

Type	Bound	Self	Total score	Opponents	Factor
S	All	Any	Less than	Bw	+1
		Bw or Art	More than	All	+1
I	All	Any	Less than	All	-1
		Land	Less than	Bw	-1
F	All	Any	More than	All	-1
X	All	Any	Even	Cavalry & WWg	+2
			Odd	All	-2

FLANK SUPPORT FACTORS

Factor	Element	Fighting	Support
+2	Sh	Cavalry or Wb	Pi except (I) or Pk
+1	Sh or Art	All	Art (I)
-1	Cavalry	Ln, Pi, Pk	Enemy supported by Sh or Dr

TACTICAL FACTORS

+2	if foot or Art and protected by fortifications, if in close combat other than against Sk (X) or if shot at by any except Art (S) within 48cm or Bw.
+1	if foot, Art or Bg and protected in close combat against cavalry by an obstacle.
	if in close combat either upslope or defending any riverbank except at a ford or bridge.
	if foot entirely inside a BUA, unless shot at by Art or on a road.
	if shot at by a primary shooter which is Art on a hill, or the front edge of a WWg or Ship.
	if a general's element; and either in close combat or shot at.
	if Art (S), (O or (I); and either with its front edge in close combat in an enemy bound or shooting at enemy within 8cm.
-1	if part of a beaten command or if disadvantaged by weather.
	for each flank overlapped and/or enemy element in frontal contact with flank or rear, or for each 2nd or 3rd element assisting enemy distant shooting.
-2	if cavalry, Pk or Train and in close combat either attacking across a fortification or fixed obstacle or in, or fighting enemy in, rough or difficult going unless facing along a road.

CLOSE COMBAT GRADING FACTORS

Type	Bound	Self	Total score	Opponents	Factor
S	All	Any	Less than	Any except Art or El	+1
		Sh	More than	All	+1
I	All	Any	Less than or equal	All	-1
F	Enemy	Any	Less than	All	-1
X	All	Any	Even	Cavalry, Pk, El & WWg	+2
			Odd	All	-2

COMBAT OUTCOMES – LESS THAN ENEMEY BUT MORE THAN HALF

Ln	Destroyed in close combat by Bw (S) whose front they moved into contact with this bound, or by El. Otherwise recoil.
Pi	Destroyed in any enemy bound by Pi (S) or (O) with an even final score or by Ln or Pi (F), or in own side's bound by Si. Otherwise recoil.
Si	Destroyed by Ln in an enemy bound. Flee from shooting by Pi or Sh. Otherwise recoil.
LH	Recoil from LH or Sk. Otherwise, flee.
Cm	Destroyed by El if Cm (S). Otherwise flee.

Dr, Bw	Destroyed by cavalry in close combat in good going. Otherwise recoil.
Pk	Destroyed in close combat by Pi in own side's bound, or by Ln, Cm (S) or Bd (F) if in an enemy bound. Otherwise recoil.
Sh	Destroyed if in close combat in an enemy bound by Ln, Si, Pi (F), other Pi with an <u>even</u> final score or Cm (S), if in going these count as good, or by Sh (F), Bd or Wb in any going. Otherwise recoil.
Bd	Destroyed by Ln, Si or Cm (S) in enemy bound, or by Sh in close combat in own side's bound. Otherwise recoil.
Wb, Hd	Destroyed by Ln or Cm (S) in going these count as good. Flee from shooting by Art or by Naval. Otherwise recoil.
Sk	If in close combat in good going, destroyed by cavalry or Dragoons, flee from Wb, recoil from others. Otherwise recoil.
Art	Destroyed by Art (S) or if in close combat. Otherwise (S) or (O)'s draught teams desert if their element's final score was even, preventing future movement other than pivoting up to 45 degrees on a front corner, (F) or (X) flee, (I) recoil.
Pont	Destroyed if in close combat. Otherwise recoil.
WWg	Destroyed by El, Sk (X) or Art (S) or (O).
El	Flee from shooting by Pi or Sh. Otherwise recoil.
Bg	Destroyed if in close combat. Otherwise flee if mobile.
Naval or bridge	Destroyed in close combat by Naval (X). Otherwise, laden Naval recoil.

COMBAT OUTCOMES – HALF ENEMY OR LESS THAN HALF

LH, Sk	Flee from Pk, Bd except **(F)** or shooting. Otherwise destroyed.
Other Cavalry	Flee from Pk in good going unless Ln or Cm (S). Otherwise destroyed.
Dr	Destroyed if in close combat in good going against cavalry. Otherwise flee.
Art	Captured if in close combat. Otherwise destroyed.
Other Land	Destroyed.
Naval or bridge	Captured if in close combat. Destroyed by Art or Naval shooting. Otherwise laden Naval flee.