

FERT Die Roll Modifiers (All DRMs are cumulative) -----

DRM	Reason	DRM	Reason
+?	From Battle Tactics Card play (Section 6.5)	-1	Opponent has Cavalry Superiority (Case 6.8.2)
+?	Leader's Battle Ability Value	-1	Per Broken unit in your Lead Formation (Case 6.7.5)
+?	Terrain (Case 6.8.6d and TEC)	-1	Each National Guard unit in the battle (French only) (Case 6.8.5)
+2	Player with Cavalry Superiority (Case 6.8.1)	-2	Different Major Nationalities involved in the Battle (Allies only) (Case 6.8.5)
-2	Player's force entering Highlands area	-2	If any friendly unit(s) are Out of Supply in the battle
-4	Player's force entering the Pass area	-5	Opposing Force is in a Fortress with Hold Grand Tactic
+?	<i>Expansion Game: from Battle Weather Table</i>	+?	From Battle Deployment Matrix below:

FERT Combat Strength Modifiers (6.6) -----

(Apply each applicable modifier below in the order listed. Round fractions up at each modification.)

Multiplier	Reason
x ?	As per Formation Deployment Chart
x ½	Formation Force Marched this OPs Phase
x ½	Out of Supply

After calculating all FERT modifiers, FERT column shifts, and Combat Strength modifiers, proceed to the FERT Table (6.9).

Battle Deployment Matrix (Case 6.4.6)
Results are FERT DRMs.

		Opponent's Deployment Mode			
		March Order	Echelon	Line of Battle	Concentrated
Player's Grand Tactic	Left Flank Attack	+3	0	+2	+1
	Right Flank Attack	+2	0	+2	+1
	General Advance	+2	-2	0	-3
	Concentric Attack	+3	+2	0	-2
	Hold	+4	0	+2	+1
	Retreat	0	0	-2	-1

FERT Column Shifts -----

Column Shifts	Reason
1 column shift	Morale Superiority (in favor of the player with higher Lead Formation's Morale)
1 column shift left	First Combat Round and attacking a Fortress
? column shift(s)	As per comparison on the Grand Tactics Matrix below:

Grand Tactics Matrix (Case 6.4.5) Results are FERT column shifts right (R) or left (L).

		Opponent's Grand Tactic					
		Left Flank Attack	Right Flank Attack	General Advance	Concentric Attack	Hold	Retreat
Player's Grand Tactic	Left Flank Attack	0	2R	1R	1R	0	1R
	Right Flank Attack	2R	0	1R	1R	0	1R
	General Advance	1R	1R	0	2R	1L	1R
	Concentric Attack	0	0	2L	0	1L	1L
	Hold	2R	2R	1R	1R	No Combat!	
	Retreat	2L	2L	3L	1L	No Combat!	

Cavalry Charge Combat Subroutine (Battle Tactic) -----

Note If both players have played a Cavalry Charge Card, only one resolution is performed. If one player has no non-screening cavalry, no Cavalry battle is fought. Apply the first bullet Effects below.

Procedure:

- Each player totals their total non-skirmishing Cavalry combat factors involved.
- Each player rolls 1D6 and adds the result to their CF total.
- Compare the two results. The higher result wins.
- If winner's result is 4 or higher than his opponent's, the opponent immediately loses one Cavalry step.
- Mark the loss with a number marker on the Battle Display.
- If both players' results tie, each player loses 1 Cavalry step.

Effect:

- If the winner played this card, or if the Cavalry Charge is unopposed (opponent had no cavalry involved), then the winner's FERT combat result will be doubled.
- If the player of the card loses or if both players made Cavalry Charges in this battle, there is no FERT effect.
- Steps lost in Cavalry Charge do not count for meeting losses mandated by the FERT.

The card player's first combat loss from the FERT must also be a Cavalry step.

Battle Game CATASTROPHIC FAILURE (27.2.3)

If Napoleon is wounded	Roll 1D6 . On a result of 1 or 2, his Formation incurs an additional Morale loss. The Allies score 3 VPs for this.
If Napoleon is killed	Automatic 2-level Morale loss for the Formation he is commanding.
If the Formation led by Napoleon reaches zero (0) Morale	Game ends instantly and VP scores are compared to determine the winner.

Basic/Advanced CATASTROPHIC FAILURE (27.2.3)

Napoleon's Formation Retreats or Formation with a French Imperial Guards unit Retreats	Roll 1D6 . On a result of 1 or 2, his Formation loses 1 Morale Level.
Any Nation's Guard unit takes step loss during the Combat round	Roll 1D6 . On a result of 1, his Formation loses 1 Morale Level.
Formation with Napoleon as Leader reaches 0 Morale Level	Game Ends . Player with highest VP score wins.

LEADER WOUND RECOVERY (4.6.3) - Roll 1D6

DR	Result
1	Leader Heals. Flip back to full-strength side.
2-5	Remains wounded.
6	Leader Dies. Remove from game.

SPANISH/Portuguese PARALYSIS (21.7) - Roll 1D6

1D6	Effect
1-4	Do not enter War
5+	Enter War

+1 DRM if Allied player is ahead by 5-14 VPs, +2 DRM if 15+ VPs

REACTION MOVE TABLE (6.13.8) - Roll 1D6

1D6	Effect
3 or less	Enters Battle Area
4-6	Enters Battle Area with step loss
7+	Must remain in adjacent area

+? DRM: Net of lower CF screen subtracted from higher CF screen.

AP COST TABLE (4.2.3) Leader expends 1 AP each time he:

Brigades or un-brigades a Formation (Senior Leader) or unit (all Leaders). This charge for Reorganization (Section 13.1) must be expended by the Senior Leader present (for a Formation) or the Leader of a Formation or stack (for a unit).
Attempts a Reaction Movement (Section 6.13). <i>Only the Senior Leader of a Formation (Section 4.3) expends the AP for this action.</i>
Reorganizes a unit under his command (Sections 3.7 and 3.8). <i>Only the Senior Leader of the Formation (Section 4.3) expends the AP for this action.</i>
Engages in Combat when his Formation did not start in the battle area at the beginning of their OPs Phase (not if he Reaction moved into area). <i>Only the Senior Leader of the Formation (Section 4.3) expends the AP for this action.</i>
Incorporates a Replacement (Section 14.2)

FORMATION DEPLOYMENT CHART (5.3)

Deployment Mode	MA	Effects on Movement	Effects on Combat
March Order	5	Must be in this mode to enter and move through a Pass	<ul style="list-style-type: none"> • Combat Strength x 1/2 (Note 1) • May not use Flank Attack Grand Tactics • Extra DRMs when in Swamp, Highland or Pass
Line of Battle	2	<i>No effect</i>	Combat Strength x 2 if in Fortress area and using the Hold Grand Tactic
Echelon	2	May not Force March	Combat Strength x 2 when using Flank Attack Grand Tactics
Concentrated	N/A	<i>No effect</i>	<ul style="list-style-type: none"> • Skirmish Battle Tactics Card may not be used • Combat Strength x 2 if using General Attack or Hold Grand Tactics • May not use the Retreat Grand Tactic

Note 1 Formations that Force March have their total Combat Strength x 1/2 (round up) during the First Combat Round (only) unless in a Pass. Reductions are cumulative, so a Formation that is in March Order and Force Marched would have its total combat strength x 1/4.

Note 2 Formations in Echelon, Line of Battle, or Concentrated Mode may change into any Deployment Mode. Those in March Order may not shift directly into Concentrated Mode.

Note 3 Formations can change Mode once per Movement Segment (at the start or end of its movement). It costs 1 MP to change Modes.