




TERRAIN EFFECTS

Terrain Type	MP Costs & Other Movement Effects	Shock Combat	Charge Combat	Missile Fire
 Clear	1 MP	No effect	No effect	No effect
 Woods	2 MP	No effect	Not allowed into	May fire into but not through
 Nepravda River	Uncrossable	Not allowed	Not allowed	No effect
 Smolka River <i>and</i> River Nigni Dubik	+1 MP to cross hex side	-1 across	Not allowed	No effect
 Level Change	+1 MP to move to lower or higher level	-1 if all attacking units on lower level	-1 into higher level	Blocks LOS unless adjacent
 Steep Slope <i>has yellow crest</i>	+1 MP to move to lower or higher level	-2 across hex side	Not allowed	Blocks LOS unless adjacent
 Ridge	No movement cost	-1 across hex side	No effect	Blocks LOS unless adjacent
 Cliff	Uncrossable Eliminated if forced to retreat across	Not allowed	Not allowed	Blocks LOS unless adjacent
 Enemy ZOC	+1 MP for Light Cavalry to Missile Fire	No effect	Cannot have started activation within	See MP cost for Light Cavalry

MISSILE FIRE RESULTS

Target Leg Unit		Target Horse Unit	
<i>Target Normal</i>	<i>Target Disordered</i>	<i>Target Normal</i>	<i>Target Disordered</i>
0-4 no effect	0-1 no effect	0-5 no effect	0-2 no effect
5+ Disordered	2-3 Retreat	6+ Disordered	3-7 Retire
	4-6 Retire		8+ Eliminated
	7+ Eliminated		

Die Roll Modifiers

- ? Range (see Range DRM chart)
- +1 Angled fire at Horse Unit (9.3.1)
- 1 Disordered unit Firing
- 1 Firing at Heavy Cavalry

Range Die Roll Modifiers

<i>Range in Hexes</i>	1	2
Bowman	+1	-2
Light Cavalry	0	-3
Crossbows	+2	-3

- On DR of 9+ with Leader in hex, check for Death of Leader (see 13.3)

SHOCK COMBAT RESULTS NO CHARGE

Die Roll	<i>Defender Normal</i>	<i>Defender Disordered</i>
0 or less	Attacker Disordered Retreat 1 hex	Attacker Disordered Retreat 1 hex
1	Attacker Disordered Retreat 1 hex	Attacker Disordered
2-3	Attacker Disordered	No Result
4	No Result	No Result
5	No Result	Defender Retired
6-7	Defender Disordered	Defender Retired
8+	Defender Disordered Retreat 1 hex	Defender Eliminated Continue Attack

WEAPONS SYSTEM MATRIX FOR SHOCK & CHARGE

<i>Defender</i>	<i>Attacker *</i>			
	H	M	L †	R
H	0	-1	-2	-1
M	+1	0	-1	-1
L	+2	+1	0	-1
R	0	0	-2	0
C	+2	+1	+1	+2
B	+3	+3	+2	+3

* Bowman (B) and Crossbow (C) may not Shock Attack or Charge.
† Light Cavalry (L) may not Charge.

CHARGE RESULTS

Die Roll	<i>Defender Normal</i>	<i>Defender Disordered</i>
0 or less	Attacker Disordered	Attacker Disordered
1	Attacker Disordered	Defender Retired Attacker Disordered
2-3	Both Disordered	Defender Retired Attacker Disordered
4	Defender Disordered	Defender Retired
5-7	Defender Disordered Retreat 1 hex	Defender Eliminated
8+	Defender Disordered Retreat 1 hex Continue Attack	Defender Eliminated Continue Attack

DIE ROLL MODIFIERS FOR SHOCK OR CHARGE

+/-	See Terrain Effects chart on previous page
+/-1	If subordinate unit stacked with its Leader or overall Leader
+1	Medium Cavalry Charging
+2	Heavy Cavalry Charging
-1	Charging unit moved during activation
+/-	Defender's Shock DRM
-2	Attacker is Disordered <i>Shock only</i>
+/-	Strength Advantage <i>Compare number of units on each side</i>
+2	Any attacking units are attacking through a defender's Flank
+3	Any attacking units are attacking through a Defender's Rear
+4	Attacking through any combination of Front, Flank & Rear
+1	Russian Heavy Cavalry stacked with Leader when Attacking
+2	Defender is Retired
-1	Per each Continued Attack <i>See 12.4</i>
+/-	Weapons System Matrix comparison <i>See above</i>

CHARGE RELUCTANCE DIE ROLL

- 0-4 attacking unit successfully Charges
5-9 unit must attack/Shock without benefit of Charge DRM
- Medium Cavalry (M) add one (+1) to this DR.

COUNTER-CHARGE DIE ROLL

- 0-3 Successful; negate Charge DRM.
4-9 Unsuccessful; defends normally.
- Add/subtract in Defending Unit's Shock DRM.
 - If being Charged through the flank, add one (+1) to the DR.