**March Table**

<table>
<thead>
<tr>
<th>DISORDER</th>
<th>EFFECTS</th>
<th>RESERVE MOVEMENT</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>10 or more</strong></td>
<td>Elan. Brigade rallies and moves normally</td>
<td>A la Bayonette. Brigade moves normally</td>
</tr>
<tr>
<td><strong>7, 8, 9</strong></td>
<td>Rally. Brigade rallies, and moves half, but cannot change formation.</td>
<td>En Avant. Brigade moves normally.</td>
</tr>
<tr>
<td><strong>5, 6</strong></td>
<td>Shaken. Brigade rallies but cannot move or change formation.</td>
<td>Cautious. Brigade may move half but cannot change formation.</td>
</tr>
<tr>
<td><strong>3, 4</strong></td>
<td>Wavering. Brigade remains disordered and cannot move or change formation.</td>
<td>Hold Ground. Brigade cannot move or change formation.</td>
</tr>
<tr>
<td><strong>1, 2</strong></td>
<td>Broken. Brigade retreats a full move disordered and loses 1 stand.</td>
<td>Retire. Brigade retreats beyond enemy musketry range.</td>
</tr>
<tr>
<td><strong>0 or less</strong></td>
<td>Routes. Entire brigade removed from play.</td>
<td>Full Back. Brigade retreats a full move disordered.</td>
</tr>
</tbody>
</table>

**Tactical Movement Modifiers**

+1/ +2 Each detached Division to Army Leader within Command Radius /Charismatic Leader. Max 4 pts
+2/ +3 Each Attached Leader/Charismatic Leader. Max 4 pts
+1 Unit in March Column or Square
+1 Unit is Prussian infantry in the WAS or SYW
-1 Unit is Fresh/Spent
-2 Unit Disengaging (moving into Reserve Zone)
-3 Unit is Disordered Cavalry moving into Charge Combat

**French Pistolier Cavalry** – count as Trotter (with no fire) for melee when charging on a modified die roll of 10 and above. All other modifiers then apply, and the French remain Pistolier when countercharging.

**Use first six Reserve Movement Modifiers for initiative die roll.**
**DEADLY FIRE MODIFIERS**

1. **To Defender Outflanked**
   - -1 Each Stand lost during Current Fire Phase
2. **Light Infantry**
   - -1 DEFENDER: Hold position. Infantry in open form square if victorious against cavalry unless secure flanks and additional die roll of 5 or less.
   - -1 ATTACKER: Occupy enemy position.
3. **Cavalry, Light Infantry, Unattached or Silenced**
   - -4 Withdrawal: Troops retreat disordered 2" (3" for 25 mm) from the enemy. Batteries are silenced and retreat beyond enemy musketry range or one-half move (whichever is greater)
   - -1-2-3 Withdrawal: Troops retreat disordered 2" (3" for 25 mm) from the enemy. Batteries are silenced and retreat beyond enemy musketry range or one-half move (whichever is greater)  
4. **Drum & Bugle**
   - -3 Held position. Infantry in open form square if victorious against cavalry unless secure flanks and additional die roll of 5 or less.
   - -2-3 Held position. Infantry in open form square if victorious against cavalry unless secure flanks and additional die roll of 5 or less.

**DEVASTATION MODIFIERS**

1. **Disordered plus 3 stands lost or 1 Battery Wrecked**
   - -5 Devastation: Disordered plus 3 stands lost or 1 Battery Wrecked

**BAYONET & SABRE**

**DIE ROLL MODIFIERS**

- +1 or +2 Leader/Charismatic Leader Attached
- -1 Outnumbered by the enemy 2:1 in Stands
- -2 Outnumbered by the enemy 3:2 in Stands
- -3 Outnumbered by the enemy 3:1 in Stands
- -4 Outnumbered 4:1 or greater in Stands
- +2 Cavalry charging Foot in open, not in Square
- +1 One or more Brigades are Trotting Horse
- -1 One or more Brigades are Trotting Horse
- -2 One or more Brigades are Heavy Horse
- +2 One or more Brigades are Heavy Horse
- +1 One or more Brigades are Armored Heavy Horse
- -1 One or more Brigades are Armored Heavy Horse
- +1 Breakthrough Charge or Supported Formation
- -2 Disordered Brigade, Non-Countercharging Cavalry, Light Infantry, Unattached or Silenced Battery (these modifiers not cumulative)
- -1 Each Stand lost during Current Fire Phase
- +1 to +3 Defending in or behind Cover
- -3 To Defender Outflanked
- +3 DEFENDER: Hold position. Infantry in open form square if victorious against cavalry unless secure flanks and additional die roll of 5 or less.
- -7 or more ATTACKER: Hold position. Infantry in open form square if victorious against cavalry unless secure flanks and additional die roll of 5 or less.

**VOLLEY & CANNONADE**

**EFFECT ON TARGET**

1. **Desultory Fire No Effect!**
2. **Lively Fire: Disordered or 1 Battery Silenced**
3. **Telling Fire: Disordered plus 1 Stand lost or 1 Battery Damaged**
4. **Deadly Fire: Disordered plus 2 Stands lost or 1 Battery Wrecked**

**NOTES:**

- Prussian First Fire - Use 3 FPs per stand the first fire phase in a game a Prussian non-light infantry brigade issues fire during the WAS and SYW. Afterwards use Prussian Fire
- Changing Movement Mode - Limbering, Unlimbering, Mounting or Dismounting Dragoons.
- Galloper Cavalry – **NO** die roll modifier for melee, positive or negative.
- Irregular Troops – Permanently Disordered for movement, fire and melee.