

La Bataille Premier Assault a Melee

	1/2	1/1	1.5/1	2/1	2.5/1	3/1	3.5/1	4/1	4.5/1	5/1	
11	AR	AD	AD	AD				*2/1	3/2	DD	11
12	AR	AD	AD				0/0	1/2	DD	DD	12
13	AR	AD					*2/2	0/2	DD	DD	13
14	AR	AD					3/3	0/1*	DD	DD	14
15	AD	AD					2/4	1/1*	DD	DD	15
16	AD					0/0*	3/1	DD	DD	DD	16
21	AD					2/3	0/1*	DD	DD	DD	21
22	AD					0/2	DD	DD	DD	DD	22
23	AD			1/4	*2/0	DD	DD	DD	DD	DD	23
24	AD			2/3	1/2	DD	DD	DD	DD	DD	24
25	AD		0/3	*0/0	0/1	DD	DD	DD	DD	DD	25
26	AD		1/2	1/1*	*2/3	DD	DD	DD	DD	DD	26
31	AD			*2/1	2/3*	1/2*	DD	DD	DD	DD	31
32	AD			0/0	3/3	DD	DD	DD	DD	DD	32
33	AD		1/2	0/1*	0/1	DD	DD	DD	DD	DR	33
34	AD		0/0	1/0	1/0	DD	DD	DD	DD	DR	34
35			1/1	3/2	2/2*	DD	DD	DD	DD	DR	35
36			*2/0	1/1	DD	DD	DD	DD	DD	DR	36
41			0/1*	2/2*	DD	DD	DD	DD	DD	DR	41
42		*2/0	1/1	*1/2	DD	DD	DD	DD	DR	DR	42
43		2/1*	2/2*	*1/1	DD	DD	DD	DD	DR	DR	43
44		2/1	3/1	0/2*	DD	DD	DD	DD	DR	DR	44
45		*1/1	0/2	DD	DD	DD	DD	DD	DR	DR	45
46		1/2	2/1	DD	DD	DD	DD	DD	DR	DR	46
51		1/1	1/1*	DD	DD	DD	DD	DD	DR	DR	51
52	*0/0	0/0*	*2/1	DD	DD	DD	DD	DD	DR	DR	52
53	1/1	2/1	DD	DD	DD	DD	DD	DD	DR	DR	53
54	1/2*	*1/2	DD	DD	DD	DD	DD	DD	DR	DR	54
55	0/1	2/2	DD	DD	DD	DD	DD	DD	DR	DR	55
56	1/0*	0/0	DD	DD	DD	DD	DD	DR	DR	DR	56
61	0/2	1/0*	DD	DD	DD	DD	DD	DR	DR	DR	61
62	'2/1*	DD	DD	DD	DD	DD	DR	DR	DR	DS	62
63	0/0	DD	DD	DD	DD	DD	DR	DR	DR	DS	63
64	2/2	DD	DD	DD	DD	DD	DR	DR	DR	DS	64
65	DD	DD	DD	DD	DD	DR	DR	DR	DR	DS	65
66	DD	DD	DD	DD	DD	DR	DR	DR	DS	DS	66

Attacker Leader Casualty on 11 & 12

Defender Leader Casualty on 64, 65 & 66

		AD	BLANK	DD	DR
DEFENDING INFANTRIE	GOOD	1	2	3	4
	DISORDERED	1	2	3	4
	ROUTED	1	2	4	5
	CARRE	6	7	8	9
DEFENDING CAVALRIE	GOOD	10	11	12	13
	ROUTED	14	15	16	5
DEFENDING LIMBERED ARTILLERIE	GOOD		17	18	19
	DISORDERED		17	18	19
	ROUTED		19	19	20
DEFENDING UNLIMBERED ARTILLERIE	GOOD		17	21	20
	DISORDERED		17	22	20

Odds less than 1/2 minus 6 from the melee die roll less than 1/3 minus 12 from the melee die roll

AR Result All Attacking formations rout (PGD) retreat their movement allowance and lose 1 increment for each enemy zone of influence hex exited

/ # Result is increments lost by the Attacker / Defender, if an asterisk is present that side makes a morale check

DS Result Is the Surrender of all Defending Units

Cross index the melee result with the status of the defending combat formation and apply the numbered note

If more than one type is in the defending hex apply results as applicable to each type

Casualty Increments are lost by the top unit of a stack of like types

- All Attacking Infantry Disorders and retreats 3 hexes, losing 1 increment for each enemy zone of influence exited.
All Attacking Cavalry retreats 3 hexes, losing 1 increment for each enemy zone exited and checks morale minus 3 to the die
- All Attackers and Defenders retreat 1 hex
- All Defending Infantry Disorders and retreats 3 hexes, losing 1 increment for each enemy zone of influence exited.
- All Defenders Rout, retreat their full movement allowance and lose 1 increment for each enemy zone of influence exited.
- All Defenders Surrender
- All Attackers disorder and retreat 3 hexes
- All Defenders check morale plus 6 to the die roll, if failed the Carre adopts a column in place, Attacker cavalry retreats 2 hex
- Carre disorders in place, becomes a column and loses 1 increment. (cav in good order does not cause rout)
- Carre routs and loses 2 increments for each enemy zone of influence exited during rout movement.
- All Attacker Cavalry are Routed and retreat their full movement losing 1 increment for every enemy zone of influence exited.
- All Attackers and Defenders retreat 1 hex, all attackers check morale minus 3
- All Defenders retreat 3 hexes and checks morale minus 6, a failed morale check is a rout
- All Defenders rout and retreat their full movement losing an increment for every enemy zone of influence exited.
- All Attacker, Infantry disorders, retreats 3 hexes, Cavalry routs and retreats their full movement, all attackers lose 1 increment
- All Defending Cavalry retreats 6 hexes, losing 1 increment for each enemy zone of influence exited
- All Defending Cavalry retreats their full movement, losing 2 increment for each enemy zone of influence exited
- No Effect
- Battery is Disordered, retreats 3 hexes
- Batteries retreat their full movement and are routed losing 1 increment
- Batteries are eliminated
- Batteries are Disordered in place
- Batteries lose 1 increment and remain disordered