### La Bataille Premier Assault a Melee

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1/2 1/1 1.5/1 2/1 2.5/1 3/1 3.5/1 4/1 4.5/1 5/1

**Attacker Leader Casualty on 11 & 12**

**Defender Leader Casualty on 64, 65 & 66**

### Defending Infantry

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<tr>
<td>ROUTED</td>
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### Defending Cavalry

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<tr>
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<tr>
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### Defending Limbered Artillery

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<td>DISORDERED</td>
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**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.

**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

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

When a combat unit exits an enemy zone d’Influence as a result of combat, it will lose one increment for every enemy Zone d’Influence hex it exits, up to a maximum of three. If additional retreat movement into an enemy Zone d’Influence hex is required, the retreating combat formation is considered to have surrendered. Defenders retreat first followed by Attackers if required.