

[12.9] ASSAULT COMBAT RESULTS

		Melee Strength Differential (Attacker minus Defender)											
		-7 or Less	-5 -6	-3 -4	-2	-1 0 +1	+2	+3 +4	+5 +6	+7 +8 +9	+10 +11 +12	+13 +14 +15	+16 or more
Dice	Att:	R2	Eng	K	C1R2	Eng	Eng	—	KR2	Eng	Eng	—	—
	Def:	—	Eng	KR2	—	Eng	Eng	R2	K	Eng	Eng	R2	KR2
2	Att:	KR2	Rplsd	—	KR2	KR2	KR2	R2	R2	K	—	—	—
	Def:	—	Rplsd	KR2	K	K	K	—	—	KR2	KR2	KR2	C1R2
3	Att:	KR2	KR3	Eng	—	Rplsd	Rplsd	KR2	—	—	—	—	K
	Def:	—	K	Eng	R2	Rplsd	Rplsd	—	C1R2	KR2	R2	KR2	KR2
4	Att:	KR2	R2	C1R2	—	R2	Rplsd	—	Rplsd	—	—	—	—
	Def:	—	—	—	KR2	—	Rplsd	KR2	Rplsd	KR2	KR2	KR3	C3R2
5	Att:	KR2	KR2	Rplsd	KR2	Rplsd	—	—	K	—	—	—	—
	Def:	—	—	Rplsd	—	Rplsd	KR2	R2	KR2	R2	KR2	KR2	C2R2
6	Att:	KR2	KR2	KR2	Eng	Eng	Eng	Eng	—	—	—	—	—
	Def:	—	—	—	Eng	Eng	Eng	Eng	R2	KR2	KR2	KR2	KR2
7	Att:	C2R2	C1R2	R2	R2	KR2	—	Rplsd	—	—	—	—	—
	Def:	—	—	—	—	—	R2	Rplsd	KR2	C1R2	C2R2	C2R2	KR2
8	Att:	KR3	KR2	KR2	Rplsd	—	KR2	—	Eng	—	—	—	—
	Def:	K	K	K	Rplsd	R2	—	KR2	Eng	KR2	KR2	C1R2	C1R2
9	Att:	C1R2	K	K	Rplsd	—	R2	K	—	R2	K	K	K
	Def:	K	R2	R2	Rplsd	KR2	—	KR2	KR2	K	C1R2	C3R2	KR3
10	Att:	KR2	C2R2	KR2	K	K	K	—	KR2	—	K	—	—
	Def:	—	—	K	KR2	KR2	KR2	C1R2	—	C2R2	C2R2	KR2	C2R3
11	Att:	C1R3	C1R2	C1R2	Eng	—	—	KR2	—	K	K	K	—
	Def:	K	K	K	Eng	KR2	C1R2	K	C2R2	C2R2	KR3	C2R3	KR2

Att: = Effect on Attacker. **Def.** = Effect on Defender. — = No Effect. **K** = Kill; one SP is lost. **C** = Capture; that number of SP's is captured. **R** = Retreat; units must retreat that number of hexes, then make a Morale Check. **Eng** = Engaged; the units are engaged (see 12.94). **Rplsd** = Repulsed; the units are repulsed (see 12.95). Retreats are always executed after losses are taken, thus C2R2 means that 2 SP's are captured and the remaining SP's retreat two hexes. Differentials less than -7 are treated as -7; differentials greater than +16 are treated as +16.

[5.19] TERRAIN EFFECTS ON MOVEMENT

	Unit Type (Movement Allowance)								
	Inf/Dsmt'd Cav (5)			Mtd Cav (8)		Arty (7)		Leader	
	Line	Column	Skirm	Column	Line	Limbered	Wagon (6)	(16)	
Clear	1	1	1	1	1	2	2	1	
Woods, Rough	2	2	1	2	3	3	4	2	
Wooded Rough	3	3	2	4	4	5	P	3	
Light Woods, Orchard	2	1	1	1	2	2	3	1	
Marsh	2	2	2	2	2	P	P	2	
Wooded Marsh	3	2	2	2	3	P	P	2	
River	P	P	P	P	P	P	P	P	
Deep Run	+2	+2	+2	+3	+3	P	P	+2	
Shallow Run, Stream	+1	+1	+1	+1	+1	+1	+1	+1	
Stone Wall	+1	+1 ^a	+1	+1 ^a	+1	P ^a	P ^a	+1	
Road, Pike	NE ^b	1	NE ^b	1 ^c	NE ^b	1	1	1/2	
Trail, Path	NE ^b	1 ^d	NE ^b	1 ^{d e}	NE ^b	1 ^d	1 ^d	1 ^d	
Ford	P	+1	+1	+1	P	+1	+1	+1	
Bridge	P	0 ^f	P	0 ^f	P	0 ^f	0 ^f	0 ^f	
Uphill (5.23)	+1	+1	+1	+1	+2	+2	+2	+1	
Downhill (5.24)	+1	+1	0	+1	+1	+1	+1	0	
Ridge	+1	+1	+1	+2	+2	+3	+3	+2	
Breastwork (20.21)	+1	+1	+1	+2	+2	P	P	+1	
Rifle Pit (20.41)	+1 ^g	P	P	P	P	P	P	+1 ^g	
Railroad	NE	NE	NE	NE	NE	NE	NE	NE	

- a See 5.39. d Negates woods and marsh only. f No additional cost to use.
 b Use terrain in hex. e May trot. g Both to enter and to leave.
 c May canter and/or trot.

[8.17] FORMATION STACKING PROHIBITIONS

	Infantry Line	Infantry Column	Mounted Cavalry Line	Mounted Cavalry Column	Dismounted Cavalry	Artillery
Infantry						
Line	Yes	No	No	No	No	Yes
Column	No	Yes	No	No	No	No
Mounted Cavalry						
Line	No	No	Yes	No	No	Yes
Column	No	No	No	Yes	No	No
Dismounted Cavalry	No	No	No	No	Yes	Yes
Artillery	Yes	No	Yes	No	Yes	Yes

Yes: These types of units can stack together.
 No: These types of units cannot stack together.

[6.47] FORMATION CHANGES

Change	Unit Type		
	Infantry	Cavalry	Artillery
Line/Column	2	2	—
Mount	—	2	—
Dismount	—	1 (if in line)	—
Skirmish	2	2 (if dismounted)	—
Limber/Unlimber	—	—	3

[8.36] DENSITY ADJUSTMENTS

Effect	Number of Density Points in Hex					
	1-2	3-4	5-10	11-14	15-18	19 +
Effect	-2	-1	0	+1	+2	+3

The effect is the number of column shifts applied to the Fire Combat Results table, either to the left (-) or to the right (+).

Unit	Density Points
Infantry	current strength
Dismounted cavalry	current horse holder strength (see 6.14)
Mounted cavalry	2 x current strength
Artillery section*	1
Artillery battery*	2
Supply Wagon	4

*There is no negative adjustment for density if the target is artillery undergoing bombardment (see 8.33).

[9.89] FIRE COMBAT RESULTS

Total Fire Strength Directed into the Hex

Dice	Shift Only	Less Than 1	1-2	3-4	5-8	9-13	14-18	19-24	25-31	32-38	39-47	48-56	57-67	68+
2	D/R	M	1*	1*	D/R	2*	D	D	3*	4*	4*	3*	5*	6*
3	D	D/R	M	M	1*	D	M	2*	1	2*	3*	4*	4*	5*
4	M	D	M	1*	M	M	D/R	3*	D/R	1*	1*	4*	5*	5*
5	—	M	D	D	D	1*	2*	1*	3*	3*	D/R	1*	3*	4*
6	—	—	D/R	—	D/R	1*	D/R	1*	D/R	1*	2*	2*	2*	2*
7 ^{An}	—	—	—	D/R	1*	D/R	1*	D/R	1*	1*	3*	3*	2*	3*
8 ^{SA}	—	—	—	—	—	1*	1*	1*	1*	2*	2*	2*	1*	2*
9 ^{An}	—	—	—	M	—	—	—	M	2*	1*	1*	1*	3*	1*
10	—	—	—	—	—	—	M	D/R	1*	D/R	1*	D/R	2*	3*
11	—	—	—	1	M	M	2*	1	2*	D/R	2*	2*	4*	2*
12	—	D	1	M	1	D/R	1	M	M	M	1*	2*	D/R	4*

Art = Check for Artillery Ammo Depletion (except when Rapid Firing)

SA = Check for Small-Arms Ammo Depletion

Explanation of Results

— = No Effect

M = Make Morale Check; see 14.2

1 = Lose 1 Strength Point

D = Check for possible Disorder; see 9.84

D/R = Disorder or Rout; see 9.86

3* = Lose that # of SP's and make a Morale Check (14.2)

Changes to Result Effects

(a) If fire is Bombardment against artillery, 1 = auto Disorder; 2 or more = 1; see 9.83

(b) Treat R against artillery as Pinned (14.5) (Includes Morale Check Rs)

(c) Small-arms or canister vs artillery affects crew only.

(d) See 11.14, 11.15 for effects on Supply Wagons

MAXIMUM NET COLUMN SHIFT IS FOUR (4) IN EITHER DIRECTION

[9.56] TERRAIN EFFECTS ON COMBAT

Terrain	— Cavalry Charge — Into	Through	Blocks LOS	Shift Fire Column	Effect on Melee/Charge
Clear	Yes	Yes	No	—	—
Woods	Yes	No	Yes	1 Left	—
Rough	No	No	No	1 Left	—
Marsh	Yes	No	No	1 Left	—
Wooded Marsh	No	No	Yes	2 Left	-1 column if defender in hex
Wooded Rough	No	No	Yes	2 Left	-1 column if defender in hex
Ridge	—	No	Yes	1 Left	-1 SP per unit crossing ^a
Stone Wall	—	No	No	2 ^b /1 Left	-1 SP per unit crossing ^a
Deep Run	—	No	No	—	-2 SP per unit crossing ^a
Shallow Run, Stream	—	Yes	No	—	-1 SP per unit crossing
Ford, Bridge	—	Yes	No	—	-2 SP per unit crossing
Rifle Pit	No	No	No	1,2,3 left ^c	Affects stacking (8.19) ^e
Breastworks ^d	No	No	No	2 ^b /1 Left	-1 SP per unit crossing

Terrain not listed or given "—" has no effect.

a "Unit" refers to each individual counter.

b Two shifts left if all units firing across stone wall, one shift if only some units firing across stone wall.

c See 20.44; elevation determines column shift.

d Applies only to breastwork hexsides.

e However, a unit attacking out subtracts 1 SP; see 20.45.

[9.27a] RANGE EFFECTS

(Applicable to Kelly's Ford, Brandy Station, and Trevilians Station)

Small-Arms	Max Range	Current Strength Multiplier at Range							
		1	2	3	4-5	6-7	8-10	11 +	
R (Rifle Musket)	4 hexes	2	1	1	1/2	—	—	—	
TR (2-banded Rifled Musket)	3 hexes	2	1	1/2	—	—	—	—	
M (Smoothbore Musket)	2 hexes	2	1/2	—	—	—	—	—	
C (Smoothbore Carbine)	2 hexes	2	1	—	—	—	—	—	
SC (Breech-load Carbine)	2 hexes	3	2	—	—	—	—	—	
P (Pistols)	1 hex	1	—	—	—	—	—	—	
SR (Spencer Repeating Rifles)	3 hexes	5	3	1	—	—	—	—	
Artillery		Canister			Bombardment				
N (12 lb Napoleon)**	10 hexes	⑦	⑥	④	1	1/2*	1/2*	—	
HA (12 lb Howitzer)**	7 hexes	⑧	④	1	1	1/2*	—	—	
PA (10 lb Parrot Rifles)	20 hexes	⑤	④	③	1	1*	1*	1/2*	
TB (3" rifled)	13 hexes	⑥	⑤	④	1	1*	1*	1/2*	
H (6 lb howitzer)**	6 hexes	⑤	③	1	1	1/2*	—	—	

— = Weapon may not fire at that range.

** = Capable of rapid fire (16.7)

* = Check for overshoot (16.6)

⑦ = Denotes canister range.

Historical Note: The category of Sharps Breechloaders also included such similar weapons as Gallaghers, Burnsides and Smiths.

[9.27b] RANGE EFFECTS

(Applicable to Horse Soldiers at Gettysburg)

Small Arms	Max Range	Current Strength Multiplier at Range							
		1	2	3	4	5	6-8	9-15	16 +
TR (Two Banded Rifled Musket)	4	2	1	1/2	1/2	—	—	—	—
C (Muzzle-Loaded Carbine)	3	2	1	1/2	—	—	—	—	—
SC (Breech-Loaded Carbine)	3	3	2	1/2	—	—	—	—	—
SR (Spencer Repeating Carbine)	4	5	3	1	1/2	—	—	—	—
P (Pistol)	1	2	—	—	—	—	—	—	—
Artillery		Canister			Bombardment				
N (Napoleon) **	15	⑧	⑤	②	1	1	1	1/2*	—
HA (12 lb Howitzer) **	9	⑨	⑤	1	1	1	1	1/2*	—
PA (10 lb Parrot Rifle)	26	⑤	③	②	1	1	1	1*	1/2*
TB (3" Rifle)	20	⑥	④	②	1	1	1	1*	1/2*

— = Weapon may not fire at that range

* = Check for overshoot (16.6)

** = Capable of Rapid Fire (16.7)

⑧ = Denotes canister range

[8.19] STACKING RESTRICTIONS

(Applicable to Brandy Station, Kelly's Ford, Trevilians Station)

	Terrain in Hex					
	Clear	Light Woods	Woods	Marsh	Wooded Marsh	Rifle Pit
Maximum Number of Infantry or Dismounted Cavalry SPs	24	16	12	16	12	12
+ sections/batteries	+	+				
	5/2	2/1	P	P	P	P
Maximum Number of Mounted Cavalry SPs	16	10	6	12	6	P
+ sections/batteries	+	+				
	3/1	2/1	P	P	P	P
Fire Strength per hexside	8 + all guns	8 or all guns	4	8	6	8
Maximum Melee Strength						
Infantry/Dismounted Cavalry	24	12	8	12	8	6
Mounted Cavalry Line	16	6	4	8	4	P

The limit is in Strength Points, not units.

A hex may always be occupied by a single unit, whatever its strength, unless specifically prohibited (P).

Supply Wagons count as 8 SP of infantry for stacking.

For units in column, see 8.16.

[8.19] STACKING RESTRICTIONS

(Applicable to Horse Soldiers at Gettysburg)

	Rough, Orchard, Clear	Woods, Woods/Rough Marsh
Maximum Number of Dismounted Cavalry SPs	24	16
+ sections/batteries	+	+
	5/2	3/1
Maximum Number of Mounted Cavalry in line SPs	16	10
+ sections/batteries	+	+
	3/1	3/1
Fire Strength per Hexside	8 + all guns	8 or all guns
Maximum Melee Strength		
Dismounted Cavalry	24	12
Mounted Cavalry Line	16	6

The limit is in Strength Points, not units.

A hex may always be occupied by a single unit, whatever its strength, unless specifically prohibited (P).

For units in column formation, see 8.16.

[16.65] ARTILLERY OVERSHOOT

Die	Range in hexes		
	9 - 12* 6 - 8	13 - 16* 9 - 11	17 + * 12 +
1	A	A	A
2	A	A	A
3	A	A	S-1
4	A	S-1	S-1
5	S-1	S-1	S-2
6	S-1	S-2	S-2
7	S-2	S-2	S-2
8	S-2	S-2	S-2

A = Fire is Accurate

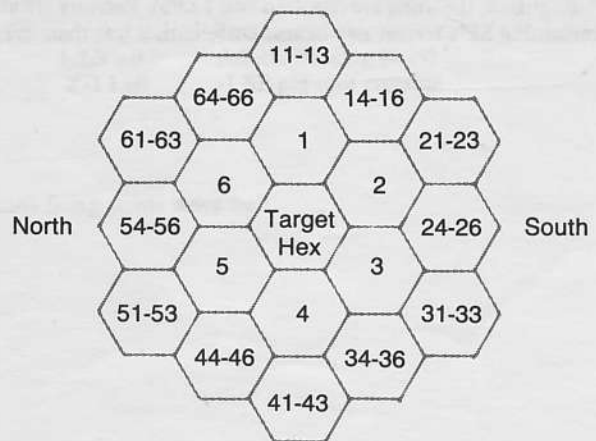
S-1 = Fire scatters into first ring

S-2 = Fire scatters into second ring

Add 1 to die roll if Morale of battery/section is '5'

Add 2 to die roll if Morale of battery/section is '4'

*Top ranges for Horse Soldiers at Gettysburg.



[12.9] ASSAULT COMBAT RESULTS

Melee Strength Differential (Attacker minus Defender)

Dice		-7 or Less	-5 -6	-3 -4	-2	-1 0 +1	+2	+3 +4	+5 +6	+7 +8 +9	+10 +11 +12	+13 +14 +15	+16 or more
		2	Att:	R2	Eng	K	C1R2	Eng	Eng	—	KR2	Eng	Eng
	Def:	—	Eng	KR2	—	Eng	Eng	R2	K	Eng	Eng	R2	KR2
3	Att:	KR2	Rplsd	—	KR2	KR2	KR2	R2	R2	K	—	—	—
	Def:	—	Rplsd	KR2	K	K	K	—	—	KR2	KR2	KR2	C1R2
4	Att:	KR2	KR3	Eng	—	Rplsd	Rplsd	KR2	—	—	—	—	K
	Def:	—	K	Eng	R2	Rplsd	Rplsd	—	C1R2	KR2	R2	KR2	KR2
5	Att:	KR2	R2	C1R2	—	R2	Rplsd	—	Rplsd	—	—	—	—
	Def:	—	—	—	KR2	—	Rplsd	KR2	Rplsd	KR2	KR2	KR3	C3R2
6	Att:	KR2	KR2	Rplsd	KR2	Rplsd	—	—	K	—	—	—	—
	Def:	—	—	Rplsd	—	Rplsd	KR2	R2	KR2	R2	KR2	KR2	C2R2
7	Att:	KR2	KR2	KR2	Eng	Eng	Eng	Eng	—	—	—	—	—
	Def:	—	—	—	Eng	Eng	Eng	Eng	R2	KR2	KR2	KR2	KR2
8	Att:	C2R2	C1R2	R2	R2	KR2	—	Rplsd	—	—	—	—	—
	Def:	—	—	—	—	—	R2	Rplsd	KR2	C1R2	C2R2	C2R2	KR2
9	Att:	KR3	KR2	KR2	Rplsd	—	KR2	—	Eng	—	—	—	—
	Def:	K	K	K	Rplsd	R2	—	KR2	Eng	KR2	KR2	C1R2	C1R2
10	Att:	C1R2	K	K	Rplsd	—	R2	K	—	R2	K	K	K
	Def:	K	R2	R2	Rplsd	KR2	—	KR2	KR2	K	C1R2	C3R2	KR3
11	Att:	KR2	C2R2	KR2	K	K	K	—	KR2	—	K	—	—
	Def:	—	—	K	KR2	KR2	KR2	C1R2	—	C2R2	C2R2	KR2	C2R3
12	Att:	C1R3	C1R2	C1R2	Eng	—	—	KR2	—	K	K	K	—
	Def:	K	K	K	Eng	KR2	C1R2	K	C2R2	C2R2	KR3	C2R3	KR2

Att: = Effect on Attacker. **Def.** = Effect on Defender. — = No Effect. **K** = Kill; one SP is lost. **C** = Capture; that number of SP's is captured. **R** = Retreat; units must retreat that number of hexes, then make a Morale Check. **Eng** = Engaged; the units are engaged (see 12.94). **Rplsd** = Repulsed; the units are repulsed (see 12.95). Retreats are always executed after losses are taken, thus C2R2 means that 2 SP's are captured and the remaining SP's retreat two hexes. Differentials less than -7 are treated as -7; differentials greater than +16 are treated as +16.

[17.76] LEADER CASUALTIES

Type of Combat and Combat Result

Leader Result	Charge			Melee			Fire		
	"K"	"C"	"Rpls"	"K"	"C"	"Rpls"	Small-Arms	Canister	Bombardment
Wounded	5	3	2	4	3	2	5	6	2
Killed	11	12	12	12	12	12	11	11	12
Captured	12	4	—	2	4	—	—	—	—

Use two dice. If the exact number listed is rolled, the leader casualty occurs. For Fire Combat, roll only if a numbered casualty loss has been inflicted, not an "M," "D/R," or "D".

[14.26] MORALE CHECK RESULTS

Die	Morale Rating					
	1	2	3	4	5	6
1 or less	—	—	—	—	—	—
2	D	—	—	—	—	—
3	D	D	—	—	—	—
4	P	D	D	—	—	—
5	R	P	D	D	—	—
6	R	R	P	D	D	—
7	R	R	R	R	D	D
8	R	R	R	R	R	D
9 or greater	R	R	R	R	R	R

— = Nothing Happens

D = Disordered

P = Pinned (If against mounted cavalry, treat as Disorder)
(if against skirmishers, treat as Retreat two hexes).

R = Routed (If unlimbered artillery, treat as Pinned)

Die roll Modifiers (14.23)

Subtract 1 from die roll

Unit stacked with leader

Add one to die roll

Greater than 50% loss in unit

Unit has been enfiladed (except skirmishers)

Unit stacked with unit from different brigade

Unit is from BCE'd brigade

Unit is fatigued/exhausted

All of the above are cumulative

ELEVATIONS

The following table lists the elevation in feet, for the various terrain levels on the maps for Trevilians Station and The Horse Soldiers at Gettysburg.

Level	Trevilians Station	Horse Soldiers at Gettysburg
1	350'-400'	320'-360'
2	401'-450'	361'-400'
3	451'-500'	401'-440'
4	501'-540'	441'-480'
5	541 or higher	481'-520'
6	—	521 or higher

[14.27] MORALE DIE ROLL REFERENCE CHART

Use Morale Check Results (14.26) for:

1. Any M result on the Fire CRT
2. Any result with an asterisk (*) on the Fire CRT
3. After a Retreat Before Melee (except 12.74, 12.77)
4. After Charge Avoidance
5. After a Repulsed result on Assault CRT (both sides)
6. After a Retreat result (Assault CRT)
7. After a unit chooses to retreat from an Engaged situation
8. After Displacement from a Retreat (see 15.32, 21.62)

Roll die, compare to Morale Rating

1. To determine a D result (fire CRT) (9.84)
2. To determine a D/R result (Fire CRT) (9.86)
3. Melee Initiation (12.3)
4. Wagon Pin possibility (11.14, 11.15)
5. To Rally independent units, artillery, wagons, crews (14.64, 14.65)
6. For each unit after Brigade Retreat (18.2)
7. Check for Fatigue/Exhaustion (Rapid March; (22.31)

Roll die, if result is 6 then . . .

1. After Canter, 6 = Disorder (5.44)
2. After Extended Move, 6 = artillery breakdown (5.53)

[14.17] SEEING THE ELEPHANT

Dice Roll	Temporary Morale Rating Mounted **
2	2
3	3
4	5
5	4
6	4
7	4
8	5
9	4
10	4
11	3
12	2

** = To determine rating for Dismounted unit simply subtract one (-1) from mounted result.

[9.89] FIRE COMBAT RESULTS

Total Fire Strength Directed into the Hex

Dice	Shift Only	Less Than 1	1-2	3-4	5-8	9-13	14-18	19-24	25-31	32-38	39-47	48-56	57-67	68+
2	D/R	M	1*	1*	D/R	2*	D	D	3*	4*	4*	3*	5*	6*
3	D	D/R	M	M	1*	D	M	2*	1	2*	3*	4*	4*	5*
4	M	D	M	1*	M	M	D/R	3*	D/R	1*	1*	4*	5*	5*
5	—	M	D	D	D	1*	2*	1*	3*	3*	D/R	1*	3*	4*
6	—	—	D/R	—	D/R	1*	D/R	1*	D/R	1*	2*	2*	2*	2*
7 ^{Art}	—	—	—	D/R	1*	D/R	1*	D/R	1*	1*	3*	3*	2*	3*
8 ^{SA}	—	—	—	—	—	1*	1*	1*	1*	2*	2*	2*	1*	2*
9 ^{Art}	—	—	—	M	—	—	—	M	2*	1*	1*	1*	3*	1*
10	—	—	—	—	—	—	M	D/R	1*	D/R	1*	D/R	2*	3*
11	—	—	—	1	M	M	2*	1	2*	D/R	2*	2*	4*	2*
12	—	D	1	M	1	D/R	1	M	M	M	1*	2*	D/R	4*

Art = Check for Artillery Ammo Depletion (except when Rapid Firing)

SA = Check for Small-Arms Ammo Depletion

Explanation of Results

— = No Effect

M = Make Morale Check; see 14.2

1 = Lose 1 Strength Point

D = Check for possible Disorder; see 9.84

D/R = Disorder or Rout; see 9.86

3* = Lose that # of SP's and make a Morale Check (14.2)

Changes to Result Effects

(a) If fire is Bombardment against artillery, 1 = auto Disorder; 2 or more = 1; see 9.83

(b) Treat R against artillery as Pinned (14.5) (Includes Morale Check Rs)

(c) Small-arms or canister vs artillery affects crew only.

(d) See 11.14, 11.15 for effects on Supply Wagons

MAXIMUM NET COLUMN SHIFT IS FOUR (4) IN EITHER DIRECTION

[9.56] TERRAIN EFFECTS ON COMBAT

Terrain	— Cavalry Charge —		Blocks LOS	Shift Fire Column	Effect on Melee/Charge
	Into	Through			
Clear	Yes	Yes	No	—	—
Woods	Yes	No	Yes	1 Left	—
Rough	No	No	No	1 Left	—
Marsh	Yes	No	No	1 Left	—
Wooded Marsh	No	No	Yes	2 Left	-1 column if defender in hex
Wooded Rough	No	No	Yes	2 Left	-1 column if defender in hex
Ridge	—	No	Yes	1 Left	-1 SP per unit crossing ^a
Stone Wall	—	No	No	2 ^b /1 Left	-1 SP per unit crossing ^a
Deep Run	—	No	No	—	-2 SP per unit crossing ^a
Shallow Run, Stream	—	Yes	No	—	-1 SP per unit crossing
Ford, Bridge	—	Yes	No	—	-2 SP per unit crossing
Rifle Pit	No	No	No	1,2,3 left ^c	Affects stacking (8.19) ^c
Breastworks ^d	No	No	No	2 ^b /1 Left	-1 SP per unit crossing

Terrain not listed or given “—” has no effect.

a “Unit” refers to each individual counter..

b Two shifts left if all units firing across stone wall, one shift if only some units firing across stone wall.

c See 20.44; elevation determines column shift.

d Applies only to breastwork hexsides.

e However, a unit attacking out subtracts 1 SP; see 20.45.