GAME-TURN RECORD/REINFORCEMENT TRACK

1	2	3	4 A	5	6	7	8	9 F	10 A	11	12	13	14 A	15 A	16	17 F	18	19	20
1430	1445	1500	1515	1530	1545	1600	1615	1630	1645	1700	1715	1730	1745	1800	1815	1830	1845	1900	1915

MORALE LEVEL TRACK

0	1	2	3	4	5	6	7	8	9
00	10	20	30	40	50	60	70	80	90

Note: Players should use the Morale Level marker provided to keep track of morale on the "ten's" portion of the Morale Level Track and any other counter not in use to keep track of the "one's."

FRENCH REINFORCEMENTS

Game-Turn 9 (Entry Hex A): La/Gd.
Game-Turn 17 (Entry Hex A): 2Dr/11, 7Dr/11.

ALLIED REINFORCEMENTS

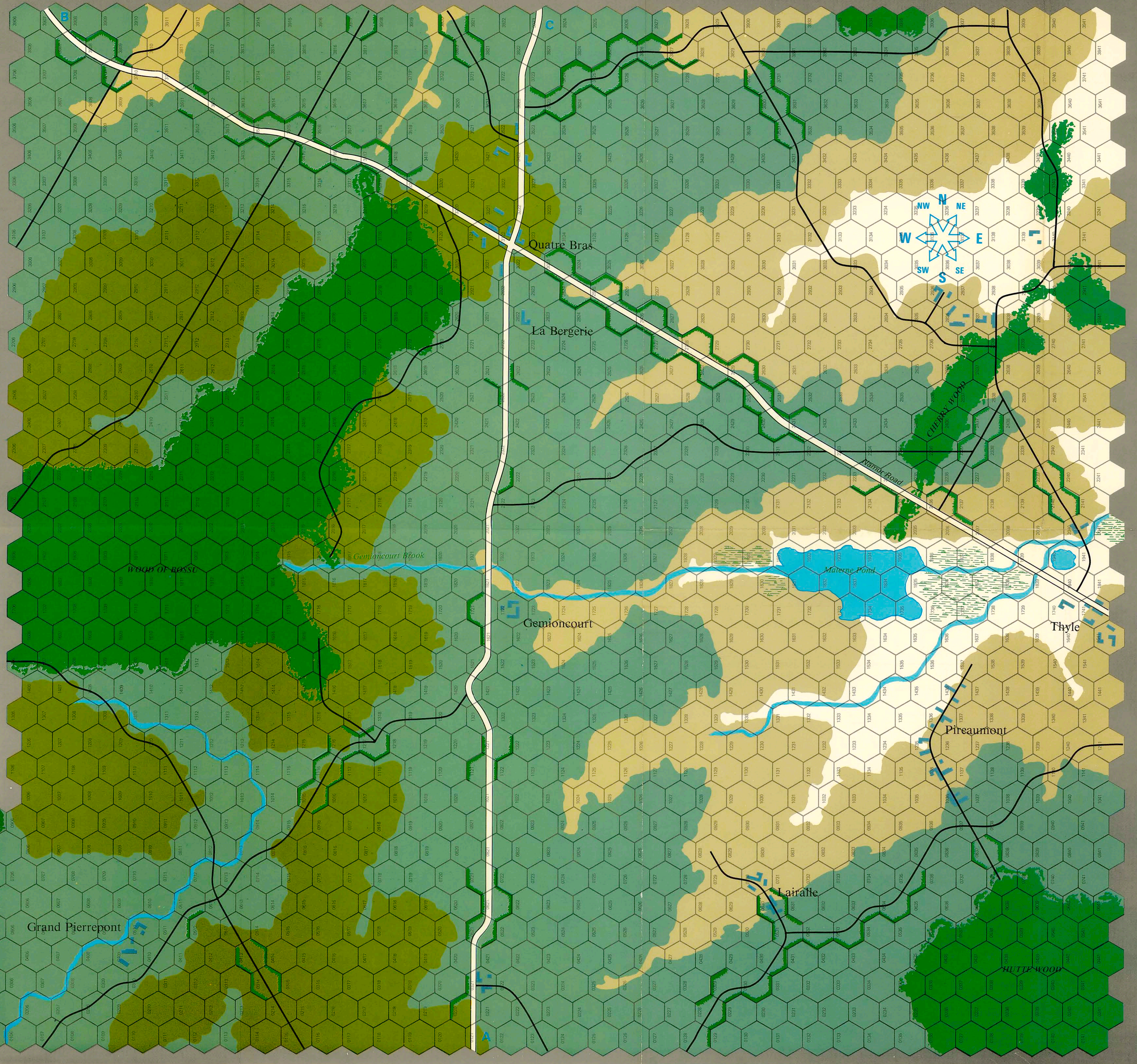
Game-Turn 4 (Entry Hex C): Lt/Br, Gd/Br, 2L/Br, 1/Br, 2/Br, 3/Br, Hs/Br, Uh/Br, Brnswk (leader).
Game-Turn 10 (Entry Hex B): 2/30/3, 33/3, 2/69/3, 2/73/3, Brm/3, Vrd/3, Yrk/3, LuLt/3, Grb/3, Lt/3, Lloyd/3, Clev/3, Alten/3 (leader).
Game-Turn 14 (Entry Hex B): 2/1Gd/1, 3/1Gd/1, 2/2Gd/1, 2/3Gd/1, Sand/1, Kuhl/1, Cooke/1 (leader).
Game-Turn 15 (Entry Hex C): 1L/Br, 3L/Br, Moll/Br, Hein/Br.

[12.12] SHOCK COMBAT MODIFIER SUMMARY

1. Modify the Effectiveness Rating of the top attacking unit as follows:
a. −2: If disordered
b. +1: If within command radius of unreduced command unit (Case 12.14).
c. +1: Cavalry impetus bonus (Case 12.39).
2. Modify the Effectiveness Rating of the top defending unit as follows:
a. −6: If routed
b. −2: If disordered
c. −1: vs. attacking unit on higher level
d. +1: vs. attacking unit on lower level
e. +1: If within command radius of unreduced command unit
f. +1: If protected by soft cover
g. +2: If protected by hard cover
h. +2: If square vs. cavalry

[13.16] MORALE CHECK DIE ROLL MODIFIER SUMMARY

The die roll used to check a unit's morale is modified as follows:
a. −2: If protected by hard cover
b. −1: If protected by soft cover
c. −1: If within command radius of unreduced command unit
d. +1: If the elimination of a Friendly unit (either from the same or an adjacent hex) mandates the check
e. +1: If adjacent to a Friendly unit executing a disordered or routed retreat
f. +1: If within the Maximum Range charge zone of an Enemy cavalry unit
g. +2: If within the Medium Range charge zone of an Enemy cavalry unit
h. +3: If within the Minimum Range charge zone of an Enemy cavalry unit.



Ney vs. Wellington

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TERRAIN KEY

Woods · Marsh · Building · Road · Trail · Entry Hex · Soft Cover Hexside · Pond (Lake) · Stream · Level 0 · Level 1 · Level 2 · Level 3 · Level 4 · Level 5 · Level 6

[12.5] SHOCK COMBAT RESULTS TABLE

Differential (Attacker's Effectiveness minus Defender's Effectiveness)

Ratio	DIE	−2 Atk/Dfn	−1 Atk/Dfn	0 Atk/Dfn	+1 Atk/Dfn	+2 Atk/Dfn	+3 Atk/Dfn	+4 Atk/Dfn	+5 Atk/Dfn	+6 Atk/Dfn
300% Ratio	1	Drl/D1	Drl/D1	Drl/D1	D1/Drl	D1/Drl	D1/Dr1	D1/Drl	D1/Dr1	D1/R
	2	Dr/●	Dr/●	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/R	●/R
	3	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/R	●/R	●/R
	4	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/R	●/R	●/R	●/R
	5	●/Dr	●/Dr	●/Dr	●/Dr	●/R	●/R	●/R	●/R	●/R
	6	D1/Drl	D1/R	D1/R	D1/R	D1/R	D1/R	D1/R	D1/R	D1/R
200% Ratio	1	Drl/D1	Dr1/D1	Dr1/D1	Dr1/D1	D1/Dr1	D1/Dr1	D1/Dr1	D1/Dr1	D1/Dr1
	2	Dr/●	Dr/●	Dr/●	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/R
	3	Dr/●	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/R	●/R
	4	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/R	●/R	●/R
	5	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/R	●/R	●/R	●/R
	6	D1/Dr1	D1/Dr1	D1/R	D1/R	D1/R	D1/R	D1/R	D1/R	D1/R
150% Ratio	1	Drl/D1	Dr1/D1	Dr1/D1	Dr1/D1	Dr1/D1	D1/Dr1	D1/Drl	D1/Drl	D1/Drl
	2	Dr/●	Dr/●	Dr/●	Dr/●	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr
	3	Dr/●	Dr/●	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/R
	4	Dr/●	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/R	●/R
	5	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/R	●/R	●/R
	6	D1/Dr1	D1/Dr1	D1/Dr1	D1/R	D1/R	D1/R	D1/R	D1/R	D1/R
100% Ratio	1	R/D1	Dr1/D1	Dr1/D1	Dr1/D1	Dr1/D1	Dr1/D1	D1/Dr1	D1/Dr1	D1/Dr1
	2	Dr/●	Dr/●	Dr/●	Dr/●	Dr/●	●/Dr	●/Dr	●/Dr	●/Dr
	3	Dr/●	Dr/●	Dr/●	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr
	4	Dr/●	Dr/●	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/R
	5	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/R	●/R
	6	D1/Drl	D1/Dr1	D1/Dr1	D1/Dr1	D1/R	D1/R	D1/R	D1/R	D1/R
75% Ratio	1	R/D1	R/D1	Dr1/D1	Dr1/D1	Dr1/D1	Dr1/D1	Dr1/D1	D1/Dr1	D1/Dr1
	2	Dr/●	Dr/●	Dr/●	Dr/●	Dr/●	Dr/●	●/Dr	●/Dr	●/Dr
	3	Dr/●	Dr/●	Dr/●	Dr/●	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr
	4	Dr/●	Dr/●	Dr/●	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr
	5	Dr/●	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/R
	6	D1/Dr1	D1/Dr1	D1/Dr1	D1/Dr1	D1/Dr1	D1/R	D1/R	D1/R	D1/R
50% Ratio	1	R/D1	R/D1	R/D1	Dr1/D1	Dr1/D1	Dr1/D1	Dr1/D1	Dr1/D1	D1/Dr1
	2	Dr/●	Dr/●	Dr/●	Dr/●	Dr/●	Dr/●	Dr/●	●/Dr	●/Dr
	3	Dr/●	Dr/●	Dr/●	Dr/●	Dr/●	●/Dr	●/Dr	●/Dr	●/Dr
	4	Dr/●	Dr/●	Dr/●	Dr/●	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr
	5	Dr/●	Dr/●	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr	●/Dr
	6	Dr1/D1	D1/Drl	D1/Dr1	D1/Dr1	D1/Dr1	D1/Drl	D1/R	D1/R	D1/R

[11.7] FIRE COMBAT RESULTS TABLE

Formation of the Firing Unit Modified for Range	DIE	Strength				
Sq or Dis Form/Max Range Inf:		1...11	•	•	•	•
Col or Skirm Form/Max Range Art:		1...5	6...11	•	•	•
Three Rank Line/Med Range Art:		1...3	4, 5	6	7, 8	9...11
Two Rank Line/Min Range Art:		1, 2	3	4	5	6...11
Firepower Rating of Firing Unit:		1 2 3	1 2 3	1 2 3	1 2 3	1 2 3
Target Class 1 Column, Square, Enfiladed or Massed Target	1	0 0 0	1 1 0	1 1 1	1 1 1	2 1 1
	2	0 0 0	1 1 1	1 1 1	2 1 1	2 2 2
	3	1 0 0	1 1 1	2 1 1	2 2 1	3 2 2
	4	1 1 0	1 1 1	2 2 1	2 2 2	3 3 2
	5	1 1 1	2 1 1	2 2 1	3 2 2	3 3 2
	6	1 1 1	2 2 2	3 2 2	3 3 2	3 3 3
Target Class 2 Line and Cavalry Formations	1	0 0 0	1 0 0	1 0 0	1 1 1	1 1 1
	2	0 0 0	1 1 0	1 1 1	1 1 1	2 1 1
	3	0 0 0	1 1 1	1 1 1	1 1 1	2 1 1
	4	0 0 0	1 1 1	1 1 1	2 1 1	2 2 1
	5	1 1 1	1 1 1	1 1 1	2 2 1	2 2 1
	6	1 1 1	1 1 1	2 2 1	2 2 2	2 2 2
Target Class 3 Skirmish and Routed Formations; also Artillery fired upon by Artillery at Maximum Range	1	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0
	2	0 0 0	0 0 0	0 0 0	1 0 0	1 1 0
	3	0 0 0	0 0 0	1 0 0	1 1 0	1 1 1
	4	0 0 0	0 0 0	1 1 0	1 1 1	1 1 1
	5	0 0 0	1 1 1	1 1 1	1 1 1	1 1 1
	6	1 1 1	1 1 1	1 1 1	1 1 1	2 1 1
Target Class 4 Soft Cover; also Artillery fired upon by Artillery at Medium or Minimum Range or by Infantry at any Range	1...4	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0
	5	0 0 0	0 0 0	1 1 1	1 1 1	1 1 1
	6	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
Target Class 5 Hard Cover	1...5	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0
	6	1 1 0	1 1 0	1 1 0	1 1 0	1 1 0

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