

Terrain Key

| | Skirmish | Limbered Artillery | Infantry | Cavalry | Command unit | Notes |
|--------------------------------|-------------|--------------------|-------------|-------------|--------------|---|
| Clear | 1 MP | 1MP | 1MP | 1MP | 1MP | |
| Road or trail (see 5.2) | 1 MP | 1MP | 1MP | 1MP | 1MP | |
| Woods (soft cover, obstructed) | 1 MP | 2MP | 2 MP | 2 MP | 1MP | Becomes disordered |
| Town (hard cover, obstructed) | 1 MP | 2MP | 2 MP | 2 MP | 1MP | Becomes disordered |
| Hedge (soft cover, obstructed) | FREE | +1 MP | +1 MP | +1 MP | FREE | Becomes disordered in minimum fire zone |
| Stream | FREE | +1 MP | +1 MP | +1 MP | FREE | Never disordered |
| Marsh | 1 MP | Not allowed | 2 MP | Not allowed | 1MP | Never disordered |
| Pond | Not allowed | Not allowed | Not allowed | Not allowed | Not allowed | |
| Change formation | N/A | 1MP (see note) | N/A | N/A | N/A | free facing change |
| Change facing | N/A | 1 MP | 1 MP | 1 MP | N/A | Any direction |



5.2 GRAND TACTICAL MOVEMENT

Equals **Double** Movement Allowance if meets the following criteria:

1. Infantry in Column, skirmish, Limbered Artillery, Cavalry
2. Not routed
3. Must **start** and **end** the March Phase on a road or trail hex throughout the Phase
4. Remains at least **six** hexes away from any **formed** Enemy units throughout the March Phase
5. May not exceed 12 Strength Points

Note:

Grand tactical units possess ‘all-around facing’ (See Case 6.1) during movement.

9.0 MAXIMUM STACKING LIMITATIONS

1. Infantry or Artillery 18 Strength points
2. Cavalry 12 Strength points
3. Maximum number of Strength Points occupying an Obstructed hex 9 Strength points (**Exception:** a British Guards battalion with a Strength greater than 9 may occupy such a hex).

Stacking limits are in effect at all times Throughout the Game-turn.

Exception:

Stacking limits may be violated at any time, all units are immediately disordered (if already disordered they are routed).

Command units and information counters do not count against stacking limits.