

COMBAT RESULTS

Difference of 1 to 3					Difference of 4 to 7					Difference of 7+				
	C	V	R	P		C	V	R	P		C	V	R	P
1	SB	SB	SB	SB	1	HR	HR	SB	SB	1	AM	AM	HR	SB
2	HR	SB	SB	SB	2	AM	HR	HR	HR	2	AM	AM	AM	HR
3	HR	HR	SB	SB	3	AM	AM	HR	AM	3	VF	AM	AM	AM
4	AM	HR	HR	HR	4	VF	AM	AM	AM	4	VF	VF	AM	AM
5	AM	AM	AM	HR	5	VF	VF	AM	VF	5	VF	VF	VF	VF
6	VF	VF	AM	AM	6	VF	VF	VF	VF	6	VF	VF	VF	VF

BATTERY FIRE				BATTERY FIRE				EXPLANATION OF RESULTS
CULVERINS Hit: 10, Range 9, Dense +1, Troops -1				BASILISKS Hit: 10, Range 6, Dense +1, Troops -1				SB: The unit retreats 2 hexes. Troops retreat 3 hexes. The unit is disordered.
	1-3 HEX	4-6 HEX	7-9 HEX		1-3 HEX	4-6 HEX	7-9 HEX	HR: The unit retreats 3 hexes. Troops retreat 4 hexes. The unit is disordered(+1 Morale).
1	SB	--	--	1	HR	HR	SB	AM: Unit carries out an HR, then retreat 2 hexes(3 if Troops) towards the retreat zone during its own movement phase(+2 moral).
2	BS	SB	--	2	AM	HR	SB	VF: Unit eliminated (+4 morale, +6 if Particular)
3	HR	HR	SB	3	AM	AM	HR	
4	AM	AM	HR	4	VF	AM	AM	
5	VF	AM	HR	5	VF	VF	AM	
6	VF	VF	AM	6	VF	VF	VF	
MODIFIERS: Hits affect all units in a squadron. If there are friendly units adjacent: -1, Target in forest, city, or ravelin: -1. Firing at a piece's maximum range: -1. Units with morale C and V which are adjacent to units which suffer damage from artillery must pass a morale check and obtain: C (5 or 6) V (4,5,6). If the result obtained is lower, immediately apply an SB result. The units thus affected also become disordered.								

Shock Combat ("Push of Pike") Calculations

The attacker's strength factors must equal those of the defender.

A) Attacker:

Roll as many dice as you have strength factors. Count all results of 5 or 6. The modifiers are used to change the results. Finally, total the results.

B) Defender:

Depends on the morale of the defender. Count results of 4, 5, and 6.

Morale C: Roll as many dies as there are strength factors, plus modifiers

Morale V: Roll as many dies as there are strength factors, plus modifiers(with an additional +2 modifier)

Morale R: You may roll as many dies as the larger attacking force, plus modifiers(with an additional +2 modifier). You must roll at least as many dies as you have strength factors.

Morale P: You may roll as many dies as the larger attacking force, plus modifiers(with an additional +4 modifier). You must roll at least as many dies as you have strength factors.

		SHOCK COMBAT MODIFIERS (By unit type)															
Attacker	Defender	GR	CU	L	PS	P	RO	M	G	J	R	H	A	B	AR	HE	PR
GR	GR	NP	NP	NP	NP	NP	NP	NP	NP	NP	NP	NP	NP	NP	NP	NP	NP
CU	CU	NP	NP	NP	NP	NP	NP	NP	NP	NP	NP	NP	NP	NP	NP	NP	NP
L	GR	2A	2A		1A	1A			3D	3D	3D	1A	1A	1A	1A	1A	
PS	GR	2A	2A						3D	3D	3D	1A	1A	1A	1A	1A	
PS	CU	2A	2A						3D	3D	3D	1A	1A	1A	1A	1A	
RO	GR	2A	2A		1A	1A			3D	3D	3D	1A	1A	1A	1A	1A	
M	GR	2A	2A		1A	1A			3D	3D	3D	1A	1A	1A	1A	1A	
G	GR	3A	3A		2D	2D						2A	2A	2A	2A	2A	
J	GR	3A	3A		2D	2D				1A	1A	2A	2A	2A	2A	2A	
R	GR	3A	3A		2D	2D						2A	2A	2A	2A	2A	
H	GR			2D	2D	2D	2D	2D	2D	2D	2D						2D
A	GR			2D	2D	2D	2D	2D	2D	2D	2D						2D
B	GR			2D	2D	2D	2D	2D	2D	2D	2D						2D
AR	GR			2D	2D	2D	2D	2D	2D	2D	2D						2D
HE	GR			2D	2D	2D	2D	2D	2D	2D	2D						2D
PR	GR	2A	2A		3D	3D						2A	2A	2A	2A	2A	
ALL	TERRAIN:	RAVELIN 3D			CITY 2D			FOREST 2D			POSITIONAL: Attacking from the rearguard 2A			STATUS: Amort/Demoralized units 4A			

TERRAIN COSTS													
	Melioration	Range	Hit by Sprinkling of Shot with:	Squadron Stacking	ZOC	River	Forest	Rough	Ravelin	Road	City	Clear	
BATTERIES													
Basilisks GR	1	9	6	5	3Z	NP	NP	1	ALL	DOUBLE	ALL	1	
Culverins CU	1	6	6	5	3Z	NP	NP	1	ALL	DOUBLE	ALL	1	
SWITZERS													
Lansquenets L	2	NP	5 or 6	2	Z	2	2	2	ALL R6	DOUBLE	ALL	1	
Yeoman Pike PS	2	NP	5 or 6	3	Z	2	2	2	ALL R6	DOUBLE	ALL	1	
Puissant Pike P	1	NP	5 or 6	3	Z	1	NP	1	ALL R6	DOUBLE	ALL	1	
Bucklers RO	2	NP	5 or 6	2	Z	2	2	2	ALL R6	DOUBLE	ALL	1	
Porters M	2	NP	5 or 6	2	Z	2	2	2	ALL R6	DOUBLE	ALL	1	
TROOPS													
Gendarme- G	3/2 R	NP	6	4	3Z	3	2	3	ALL	DOUBLE	ALL	1	
Gennets- J	3/2 R	NP	6	4	3Z	3	2	3	ALL	DOUBLE	ALL	1	
Reiter- R	3/2 R	NP	6	4	3Z	3	2	3	ALL	DOUBLE	ALL	1	
SLEEVES													
Slingmen H	2R	1	6	1	NZ	2	2	2	ALL	DOUBLE	ALL	1	
Archers A	2R	2 (2 times)	6	1	NZ	2	2	2	ALL	DOUBLE	ALL	1	
Crossbowmen B	2R	3	6	1	NZ	2	2	2	ALL	DOUBLE	ALL	1	
Arquebusiers AR	2R	3	6	1	NZ	2	2	2	ALL	DOUBLE	ALL	1	
Black Cassocks HE	3/2R	2	6	1	NZ	3	2	3	ALL	DOUBLE	ALL	1	
FIELD MAGISTER													
High Command	3	NP	6	2	Z	2	2	2	ALL	DOUBLE	ALL	1	
LEGEND:	R: May conduct voluntary retreats R6: Sprinkling of Shot impacts only on 6 in a Ravelin												
	Z: Frontal ZOC 3Z: ZOC in all three front hexes Coups de main: +1 MP, Combat is resolved immediately												
	NP: Not Permitted												