

TERRAIN EFFECTS TABLE

Help sheet. Chiclana-Barrosa, Alea #42



Ludopress © 2025
Barcelona EU.

[illegible]

Note (1)

If you apply more than one reduction to the SP attacker, the most adverse for the attacker will be used.

Example: if apply A and B, will be used A and the attacker divided by 2. $SP/2$.

Explanation of the results

- A:** attacker SP divided by 2. SP/2
- B:** attacker SP divided by 1.5. SP/1.5
- D:** 1 MP if it has a Maneuvre order and there are no other counters in the hex.
- E:** cannot deploy in the hex.
- F:** no extra cost with a Maneuvre order.
- G:** see line of fire.
- H:** cannot spend additional MP if movement is on road or paths.
- I:** invalidated other terrain effects.
- J:** +2 MP if all movement is on road or paths.
- K:** +3 PM if all counters has a Maneuvre orders.
- L:** allowed across the bridge.
- P:** prohibited.
- : no special effect.

MORALE TABLE

Dice	Morale factor/Combat willingness						Dice modifiers	Effect	Results during the morale test
	A	B	C	D	E	F			
0 or -	D	DE	DE	DE	DE	DE	Morale factor of Commander in the same hex. (a factor 0 is considered 1)	+ 1	-Normal unit that gets a result of SE continues SE .
1	SE	D	D	DE	DE	DE	Unit is in forest, marsh, small town, buildings, line of siege, highest hex.	+ 1	-Normal unit that gets a result of D passes to D , (flipped over to indicate disorder).
2	SE	SE	D	D	D	DE	Unit is in ZOC (only for effects of reorganization)	A lesser degree in Combat willingness	-Normal unit that gets a result of DE , apply the result DE immediately.
3	SE	SE	SE	D	D	D	Unit marked as disorganized (disordered)	- 1	-Unit DE that gets a result of DE continues DE .
4	SE	SE	SE	SE	D	D	Unit marked as defeated	- 2	-Unit DE that gets a result of D continues DE .
5	SE	SE	SE	SE	SE	D	For each strength point lost after the first	- 1	-Unit D that gets a result of D continues D .
6	SE	SE	SE	SE	SE	SE	If in the morale test of Cavalry, the Infantry has not formed Square.	+ 1	-Unit D that gets a result of DE passes to DE .
7	SE	SE	SE	SE	SE	SE	If it is Infantry receiving a charge from cavalry that move 1 hex.	- 1	-Unit D that gets a result of SE passes to normal, (flipped the unit over normal).
8 or +	SE	SE	SE	SE	SE	SE	If it is a morale test after a Cavalry charge	- 1	-Unit DE that gets a result of SE passes to D ,
Explanation of the results							For each fatigue level	- 1 for each level	(remove DE marker).
D : Disorganized unit									
DE : Defeated unit									
SE : No effect									

DIVISION MORALE TABLE

Dice	Morale Division						Dice modifiers
	6	5	4	3	2	1	
-1	H	H	H	H	H	H	If the Division commander has all the units under his command within command radius. + 1
0	RE	H	H	H	H	H	
1	SE	RE	RE	H	H	H	If the Commander-in-Chief has all the units of the Division within command range. + 1
2	SE	SE	RE	RE	H	H	
3	SE	SE	SE	RE	RE	H	
4	SE	SE	SE	SE	RE	RE	For each counter of the Division fleeing. - 1
5	SE	SE	SE	SE	SE	RE	
6	SE	SE	SE	SE	SE	SE	If there are counters of a friendly Division fleeing 2 hexagons away or less. - 1
7	SE	SE	SE	SE	SE	SE	

Explanation of the results

H : Flee RE : Retreat SE : No effect

FIRE TABLE												
Dice	Firing Points											
	1	2	3	4	5	6	7	8	9	10	11	12
1 or -	SE	SE	SE	SE	SE	SE	SE	SE	SE	SE	SE	SE
2	SE	SE	SE	SE	SE	SE	SE	SE	SE	P	P	P
3	SE	SE	SE	SE	SE	SE	P	P	P	M	M	R
4	SE	SE	SE	SE	P	P	M	M	R	R	1	1
5	SE	SE	P	P	M	R	R	1	1	1	1 M	1 R
6	SE	P	M	R	R	1	1	1 M	1 R	1 R	2 P	2 P
7	P	M	R	1	1	1 M	1 R	2 P	2 P	2 M	2 R	3 P
8 or +	M	R	1	1 M	1 R	2 P	2 M	2 R	3 P	3 P	3 P	3 R
Notes					Explanation of the results							
If the total is more than 12 points, The procedure is equivalent to firing twice. use column 12 and after what is apropiated to complete it.					SE No effect							
Dice modifiers					P Standing : The target counter and the stack were it is cannot do Melee combat. The ASSAULT marker is removed.							
Target unit in square					+ 2							
Target unit in guerrilla					- 2							
Target deployed artillery					- 1							
Light artillery firing					- 1							
Heavy artillery firing					+ 1							
Unit firing with Combat willingness A or B					+ 1							
Unit firing with Combat willingness E or F					- 1							
English infantry with Combat willingness C or better					+ 1							
For each level of fatige or a cavalry counter					- 1							
For firing into the flank					+ 2							
Only for artillery at more than 2 hexes.					M Morale Test : The target counter does a Morale Test. If they do not pass it and there are other counters in the hexagon, this also must do a Morale Test.							
2nd counter in the same stack					- 1							
3rd counter and successive ones in the same stack					- 2							
Range of artillery shot (expressed in hexes.)					R Retreat : The target counter retreat imediatly 1 or 2 hexes. (the owning player can decide). If there are more counters in the hexagon all of them must do a Morale Test.							
Heavy artillery					5							
Medium artillery					4							
Light artillery					3							
The artylleri fire factor that you apply to each shot depends of the distance					1, 2 and 3 Losses : The target counter lost 1, 2 or 3 strength points shown by placing the corresponding casualty markers onto the affected counters.							
Distance in hexes.					1M, 2M Losses and Morale: The target counter lost 1 or 2 strength points and must do a Morale Test.							
Fire factor					1R, 2R Losses and Retreat: The target counter lost 1 or 2 strength points and apply R results.							
At 1 hex. (adjacent)					2P, 3P Losses and Standing: The target counter lost 2 or 3 strength points and apply P results.							
Factor printed on the counter												
At 1 hex. in square												
25 % more (counter of 8 is 10)												
At 2 or 3 hexes.												
50 % more (counter of 8 is 12)												
At 4 or more hexes.												
Half (counter of 8 becomes 4)												

COSTOF FORMATION CHANGES, (expressed in MPs)						
	Infantry		Cavalry		Artillery	
From ...	Normal Guerrilla Square		Normal Guerrilla			
to						
Normal	---	1	2	---	1	Limber 1
Guerrilla	1	---	1	1	---	Deploy 2
Square	2	1	---	---	---	

MOVEMENT FACTORS, (expressed in MPs)			
Type of unit	Spanish	British/Portuguese	French
Infantry	3	4	4
Infantry in guerrilla	5	5	5
Light & medium cavalry	6	7	7
Heavy cavalry	---	6	6
Artillery	3	3	3
Horse artillery	4	5	5
Commanders	6	8	8

CAVALRY CONTROL TABLE									
Dice	Combat Willingness						Dice modifiers		
	A	B	C	D	E	F	Commanders Morale factor in the same hex. (a 0 factor is considered as 1)		
0 or -	NC	NC	NC	NC	NC	NC			
1	C	NC	NC	NC	NC	NC	If the attack was a cavalry charge		
2	C	C	NC	NC	NC	NC	British cavalry		
3	C	C	C	NC	NC	NC			
4	C	C	C	C	NC	NC	Spanish, French and allied cavalry, - 1		
5	C	C	C	C	C	NC	portugues & KGL		
6	C	C	C	C	C	C			
7	C	C	C	C	C	C	For each attack provoked by advances after rolls failed to		
8 or	C	C	C	C	C	C			

MELEE TABLE												
Dice	Combat Ratio Atacker vs Defender											
	1/4	1/3	1/2	1/1	3/2	2/1	3/1	4/1	5/1	6/1 a	10/1	+ 10/1
1 or -	AB	AB	AR2	AR2	AR2	AR1	AR1	SE	BM	DR2	DR2	DB2
2	AB	AR2	AR2	AR1	AR1	AR1	SE	BM	DR1	DR2	DR2	DB3
3	AR2	AR2	AR1	AR1	AR1	SE	BM	DR1	DR2	DB2	DB2	DB4
4	AR2	AR1	AR1	SE	BM	BM	DR1	DR1	DR3	DB2	DB2	DB5
5	AR1	AR1	SE	BM	DR1	DR1	DR1	DR2	DR2	DB2	DB2	DB6
6	AR1	SE	BM	DR1	DR1	DR1	DR2	DR2	DB	DB3	DB3	DB7
7	SE	BM	DR1	DR1	DR2	DR2	DR2	DB	DB	DB3	DB3	DB8
8 or +	BM	DR1	DR1	DR2	DR2	DR2	DB	DB	DB	DB3	DB3	DB9
Note: Attacks with less than a 1/4 ratio are prohibited.												
Dice Modifiers												
Melee Factor of a Commander (only one), present in the hex.												
Both contenders compare the Combat Willingness of the unit at the top of their stackings.												
For each difference level, add 1 or subtract 1 at dice result.												
Ex: Attacker B versus defender D, attacker add +2. Attacker D versus defender B, subtract -2												
If the attacker has an attack order												
Cavalry against square												
Heavy cavalry in attack, (not versus squares or heavy cavalry)												
Infantry (not in guerrilla formation), against infantry in guerrilla formation												
Infantry (not in guerrilla formation), against square												
If the attacker attacks from a hex. in flank												
If the attacker attacks from a hex. in rear												
Explanation of the results												
AB (Attacker Casualty) : the attacking player accumulates a casualty (loses 1 point from his initial combat factor and places the corresponding numerical casualty marker to keep control of the counter that has carried out the combat).												
AR1 y AR2 (Attacker Retreat) : the attacker retreat all of his counters 1 or 2 hexes. (he is subject to a Morale Test).												
Artillery deployed in attacker stack is removed with these two results. Cavalry applies Retreat rule, (rule 11.10)												
SE No effect												
BM (Mutual Casualty, "change"): defender & attacker counters in the top of their stacks eliminate 1 point of their initial combat factor; (places the corresponding numerical casualty marker to keep control of the counter that has carried out the combat. There is no advance or retreat.												
DR, DR2 (Defender Retreat) : the defender retreat all of his counters1 or 2 hexes. (he is subject to a Morale Test).												
If the defender is in Square, DR is considered SE and DR2 is considered DB.												
Artillery deployed in defender stack is removed with these two results.												
DB (Defender Casualty) : the defender player accumulates 1 casualty and places the corresponding numerical casualty marker to keep control of the counter that has carried out the combat.												
DB2 to DB9 (Defender Casualties) : the defender player accumulates between 2 to 9 casualties and places the corresponding numerical casualty marker to keep control of the counter that has carried out the combat.												