

Types of terrain		Movement (# MP)			Fire	Melee (1)		Stacking (SP Strength points)					
		Infantry Commanders	Cavalry	Artillery	Defender in...	Defender in... or through...	Infantry			Cavalry		Artillery	
							Formation regular	Square	Guerrilla	Formation regular	Guerrilla	Artillery alone	Artillery with inf. or cav.
Clear	Hex	1	1	1	---	---	Up to 24 SP	Up to 18 SP	Yes	Up to 16 SP	Yes	Up to 3 batteries	1 battery
Broken ground	Hex	2	3	P	B	B	Up to 18 SP	No	Yes	Up to 12 SP	Yes, dismounted	No	No
Small town	Hex	2 (D)	3 (D)	1 (D)	A	A	Up to 18 SP	No	Yes	1 regiment	Yes, dismounted	1 battery	1 battery
Sea	Hex	P	P	P	---	---	---	---	---	---	---	---	---
Stream	Hex side	+1 MP	+ 2 MP	+ 1 MP	A	A	---	---	---	---	---	---	---
Bridge	Hex side	+ 1 MP (F)	+ 2 MP (F)	1 (F)	A	A	---	---	---	---	---	---	---
Road / track	Hex	1 (I) (J) (K)	1 (I) (J) (K)	1 (I) (J) (K)	---	---	---	---	---	---	---	---	---
Height level	Hex side	+ 1 MP	+ 1 MP	P	G	P	---	---	---	---	---	---	---
Moderate slope													
Up	Hex side	+ 1 MP (F)	+ 1 MP	+ 1 MP	G	A	---	---	---	---	---	---	---
Down	Hex side	D	D	+ 1 MP	G	---	---	---	---	---	---	---	---
Steep slope													
Up	Hex side	+ 2 MP	+2 MP	P	G	A	---	---	---	---	---	---	---
Down	Hex side	+ 2 MP	+ 2 MP	P	G	---	---	---	---	---	---	---	---
Impassable slope													
Up	Hex side	P	P	P	G	P	---	---	---	---	---	---	---
Down	Hex side	P	P	P	G	---	---	---	---	---	---	---	---

Help sheet. La Coruña-Elviña, Alea # 44



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:** 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	Combat willingness						Dice modifiers	Effect	Results during the morale test
	A	B	C	D	E	F			
0 or -1	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 . -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 forest, marsh, small town, buildings, line of siege, highest hex.	+ 1	-Normal unit that gets a result of DE , apply the result DE immediately.
3	SE	SE	SE	D	D	D	Unit is in ZOC (only for effects of reorganization)	A lesser degree in Combat willingness	-Unit DE that gets a result of DE continues DE .
4	SE	SE	SE	SE	D	D	Unit marked as disorganized (disordered)	- 1	-Unit DE that gets a result of D continues DE .
5	SE	SE	SE	SE	SE	D	Unit marked as defeated	- 2	-Unit D that gets a result of D continues D .
6	SE	SE	SE	SE	SE	SE	For each strength point lost after the first	- 1	-Unit D that gets a result of DE passes to DE .
7	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 SE passes to normal, (flipped the unit over normal).
8 or +	SE	SE	SE	SE	SE	SE	If it is Infantry receiving a charge from cavalry that move 1 hex.	- 1	-Unit DE that gets a result of SE passes to D , (remove DE marker).
Explanation of the results									
D : Disorganized unit									
DE : Defeated unit									
SE : No effect									
							If it is a morale test after a Cavalry charge	- 1	
							For each fatigue level	- 1 for each level	

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	For each counter fleeing of a friendly division 2 hexes away or less from the division that is passing the test. - 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	1M	1R
6	SE	P	M	R	R	1	1	1M	1R	1R	2P	2P
7	P	M	R	1	1	1M	1R	2P	2P	2M	2R	3P
8 or +	M	R	1	1M	1R	2P	2M	2R	3P	3P	3P	3R
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					If the affected unit does not have an ASSAULT marker do a Morale Test.							
Target unit in guerrilla					If the unit affected is an artillery deployed, it cannot fire in the following turn. Indicate this by placing a NO FIRE marker on it.							
Target deployed artillery					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.							
Light artillery firing					R Retreat : The target counter retreat immediatly 1 or 2 hexes.							
Heavy artillery firing					(the owning player can decide). If there are more counters in the hexagon all of them must do a Morale Test.							
Unit firing with Combat willingness A or B					If there are artillery deployed units in the target hexagon and retreat 2 hexes, the artillery counter is removed.							
Unit firing with Combat willingness E or F					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.							
English infantry with Combat willingness C or better					1M, 2M Losses and Morale: The target counter lost 1 or 2 strength points and must do a Morale Test.							
For each level of fatigue or a cavalry counter					1R, 2R Losses and Retreat: The target counter lost 1 or 2 strength points and apply R results.							
For firing into the flank					2P, 3P Losses and Standing: The target counter lost 2 or 3 strength points and apply P results.							
Only for artillery at more than 2 hexes.												
2nd counter in the same stack												
3rd counter and successive ones in the same stack												
Range of artillery shot (expressed in hexes.)												
Heavy artillery												
Medium artillery												
Light artillery												
The artillery fire factor that you apply to each shot depends of the distance												
Distance in hexes.					Fire factor							
At 1 hex. (adjacent)					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)							

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 to 10/1	+ 10/1
1 or -	AB	AB	AR2	AR2	AR2	AR1	AR1	SE	BM	DR2	DB2
2	AB	AR2	AR2	AR1	AR1	AR1	SE	BM	DR1	DR2	DB3
3	AR2	AR2	AR1	AR1	AR1	SE	BM	DR1	DR2	DB2	DB4
4	AR2	AR1	AR1	SE	BM	BM	DR1	DR1	DR2	DB2	DB5
5	AR1	AR1	SE	BM	DR1	DR1	DR1	DR2	DR2	DB2	DB6
6	AR1	SE	BM	DR1	DR1	DR1	DR2	DR2	DB	DB3	DB7
7	SE	BM	DR1	DR1	DR2	DR2	DR2	DB	DB2	DB3	DB8
8 or +	BM	DR1	DR1	DR2	DR2	DR2	DB	DB	DB2	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.											+ or -
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.											+ or -
Ex: Attacker B versus defender D, attacker add +2. Attacker D versus defender B, substract -2											
If the attacker has an attack order											+ 1
Cavalry against square											- 2
Heavy cavalry in attack, (not versus squares or heavy cavalry)											+ 1
Infantry (not in guerrilla formation), against infantry in guerrilla formation											+ 2
Infantry (not in guerrilla formation), against square											+ 1
If the attacker attacks from a hex. in flank											+ 1
If the attacker attacks from a hex. in rear											x 2 streight points
Highlander infantry commanding a melee combat in attack or defense											+ 1
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.											

COST OF FORMATION CHANGES, (expressed in MPs)								
Infantry			Cavalry			Artillery		
From ... to :	Regular	Guerrilla	SquaFRE	Regular	Guerrilla	Dismounted		
Regular	---	1	2	---	1	2	Limber	1
Guerrilla	1	---	1	1	---	---	Deploy	2
Square	2	1	---	---	---	---		
Dismounted	---	---	---	2	---	---		

MOVEMENT FACTORS, (expressed in MPs)		
Type of unit	British	French
Infantry	4	4
Infantry in guerrilla	5	5
Cavalry dismounted	---	5
Light & medium cavalry	7	7
Light cavalry in guerrilla	7	7
Heavy cavalry	6	6
Artillery	3	3
Horse artillery	5	5
Commanders	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	NC					
1	C	NC	NC	NC	NC	NC	NC	If the attack was a cavalry charge				
2	C	C	NC	NC	NC	NC	NC					
3	C	C	C	NC	NC	NC	NC	British cavalry				
4	C	C	C	C	NC	NC	NC					
5	C	C	C	C	C	C	NC	Spanish, French and allied cavalry, portugues & KGL				
6	C	C	C	C	C	C	C					
7	C	C	C	C	C	C	C	For each attack provoked by advances after rolls failed to Control cavalry				
8 or +	C	C	C	C	C	C	C					