



Tables

1. TABLE OF FATIGUE AND DESERTION

MODIFIED DIE	SIZE OF THE GARRISON OR THE ARMY IN NUMBER OF SS CALCULATED AT THE END OF THE STRATEGIC MOVEMENT SEQUENCE				
	[1 - 4]	[5 - 9]	[10 - 19]	[20 - 29]	30 ET +
1 AND -	0	0	0	0	2
2	0	0	0	1	3
3	0	0	0	1	3
4	0	0	1	2	3
5	0	1	2	2	4
6 AND +	1	2	3	4	5

Modifiers

- Garrison : -1
- Movement in at least one SZ requiring 1 PM (plain) : +1
- Movement in at least one SZ requiring 2 PM (mountain, forest) : +2, this modifier is only +1 if PN counter (pioneers) is stacked with the army.

- Round in a harsh period (from November to February) : +1

Résultats

- 1,2, etc. : number of SS eliminated to distribute uniformly among the units, beginning with those with the weakest CF
- Note : an army that does not move receives neither bonus nor penalty.*

2. TABLE OF RANDOM EVENTS

1D6	RANDOM EVENT
1	ARMS AT THEIR SIDES
2	NO MONEY, NO SWISS
3	ALLE FREUNDE
4	NOTHING
5	UNMANNED WING
6	RAIN OR SNOW ⁽¹⁾

Legend

- (1) If the game round is during a harsh weather period (November - February), the rain event is replaced by snow.

3. COMBAT TABLE

1D6	RATIO A/D (ROUNDED IN THE FAVOUR OF THE DEFENDER)				
	1/2≤	2/3≤	1/1	3/2	≥2/1
1	4*R/0	2*R/0	1*/0	1/1	1/3R
2	4*R/0	2*R/0	1/0	1/1	1/3R
3	4*R/0	2R/0	R/0	1/1	1/3R
4	3R/1	1/1	0/R	0/2*R	0/4*R
5	3R/1	1/1	0/1	0/2*R	0/4*R
6	3R/1	1/1	0/1*	0/2*R	0/4*R

Modifiers

Siege of a fortress

for the besieged, shift one column to the left per point of FV not eliminated by a cannon shot.

Battle

Modifier linked to the tactical advantage to be added to the result of the 1D6 roll for a battle (It only benefits the attacker when he attacks from an opposing, conquered TZ) :

- Attack from the 1st or 2nd line toward

the 2nd or 3rd line respectively : +1

- Attack from one of the two wings toward any central line: +2
- Attack from the 2nd or 3rd line toward the 1st or 2nd line respectively : +3

Results

Losses are expressed in the form A/D.

The tactical marker Charge doubles the defender's losses.

The tactical markers Charge and Dismount entail for the attacker the elimination first of all of units that made it possible to use these markers.



- 1, 2, etc. : number of SS to remove.
- R (Battle) : retreat of one TZ for all the units except the cannons.
- R (Siege) : the result is ignored for the besieger and the besieged except for an exit.
- *: Elimination of a historic commander, during a battle or a siege, on the result of a 1D6 roll = 1. A commander anonymous ignores this result.