## General Situations Dice Modifier

| Lost 50\% or more steps (see Note 1) | -6 |
| :--- | :--- |
| Differing Major Organizations | -6 |
| Disordered | -3 |
| Routed | -6 |
| In Square | +6 |
| Force Marching, First Turn | -6 |
| Force Marching, Each Subsequent Turn | -3 |
| Tired Cavalry | -3 |
| Exhausted Cavalry | -6 |


| Assault Only | Dice Modifier |
| :--- | :--- |
| Assaulting Uphill | -3 |
| Defending Uphill | +3 |
| Assaulting town or woods | -3 |
| Per step lost to Defensive Fire prior to Assault | -3 |
| Assaulted in Road Order | -6 |
| Charged in Road Order | -12 |
| Infantry or Artillery Charged in Flank | -12 |
| Infantry or Artillery Charged in Rear | -6 |
| Infantry or Artillery Charged by Super-heavies | -6 |

(1) Units with a printed morale of 16 or less ignore this modifier.

Also: Leader Bonus, Dead Leader, Major Organization Morale, Overstacking, Assault Odds Commander's Rating

|  |  | $\mathbf{0}$ | $\mathbf{1}$ | $\mathbf{2}$ | $\mathbf{3}$ | $\mathbf{4}$ |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Major | $\mathbf{0}$ | 4 | 3 | 3 | 3 |
| Morale | $\mathbf{1}$ | 7 | 6 | 6 | 5 | 5 |
| Levels | $\mathbf{1}$ | 10 | 10 | 9 | 9 | 8 |
| $\mathbf{2}$ | 12 | 12 | 11 | 11 | 10 |  |
| $\mathbf{3}$ |  |  |  |  |  |  |

Attack Stoppage Table

Roll the number or higher on 2d6, otherwise lose current orders.

| Commander's <br> Rating | $\mathbf{0}$ | $\mathbf{1 , 2}$ | $\mathbf{3}$ | $\mathbf{4}$ |
| :--- | :---: | :---: | :---: | :---: |
| Roll to Equal or <br> Exceed | 12 | 11 | 10 | 9 |

A roll of double one is a loose cannon result.

## Local Initiative Table

## Acceptance Number

|  | $\mathbf{- 3}$ <br> Or less | $\mathbf{- 2}$ | $\mathbf{- 1}$ | $\mathbf{0}$ | $\mathbf{1}$ | $\mathbf{2}$ | $\mathbf{3}$ | $\mathbf{4}$ | $\mathbf{5}$ | $\mathbf{6}$ | $\mathbf{7}$ | $\mathbf{8}$ | $\mathbf{9}$ | $\mathbf{1 0 +}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Ignore | $11-26$ | $11-22$ | $11-16$ | $11-14$ | $11-13$ | $11-12$ | $11-12$ | $11-12$ | 11 | 11 |  |  |  |  |
| D6 | $31-51$ | $23-42$ | $21-34$ | $15-31$ | $14-25$ | $13-23$ | $13-22$ | $13-22$ | $12-16$ | $12-16$ | $11-14$ | $11-12$ | $11-12$ | 11 |
| D5 | $52-64$ | $43-63$ | $35-61$ | $32-56$ | $26-52$ | $24-44$ | $23-42$ | $23-36$ | $21-34$ | $21-31$ | $15-25$ | $13-22$ | $13-22$ | $12-15$ |
| D4 | $65-66$ | $64-66$ | $62-65$ | $61-65$ | $53-64$ | $45-63$ | $43-61$ | $41-56$ | $35-54$ | $32-52$ | $26-46$ | $23-44$ | $23-42$ | $16-31$ |
| Acc |  |  | 66 | 66 | $65-66$ | $64-66$ | $62-66$ | $61-66$ | $55-66$ | $53-66$ | $51-66$ | $45-66$ | $43-66$ | $32-66$ |

Order Acceptance Table

Acceptance Number $=$ Sender Rating + Receiver rating + Modifiers
Modifiers:
+1 if the element has no current orders.
+1 if all the infantry battalions in the element are in regimental mode.
+3 if the leaders are stacked together.
-2 for attacking orders.
-1 if the element conducted melee or defensive or opportunity fire during the last player turn.
-3 for hurried orders.

Ignore - The order is lost!
D\# - Die roll each Army Orders Phase, roll at least \# on d6 to accept.
Accept - Order is accepted.

