Koeniggraetz:

### Combat Results Table

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>-5 or less</th>
<th>-4 to -3</th>
<th>-2 to -1</th>
<th>0 to +1</th>
<th>+2 to +3</th>
<th>+4 to +5</th>
<th>+6 to +7</th>
<th>+8 to +9</th>
<th>+10 or more</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>Ax</td>
<td>Ax</td>
<td>Ar</td>
<td>Ac (NE)</td>
<td>Dc (Dr)</td>
<td>Dc (Ex)</td>
<td>Dr</td>
<td>Dx</td>
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<tr>
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<td>Ax</td>
<td>Ar</td>
<td>Dc (Ex)</td>
<td>Dc (Ex)</td>
<td>Dr</td>
<td>Dx</td>
<td>Dm (Dr)</td>
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<tr>
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<td>Ar</td>
<td>Ar</td>
<td>Ac (Ex)</td>
<td>Dc (Ex)</td>
<td>Dr</td>
<td>Dx</td>
<td>Dm (Dr)</td>
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<tr>
<td>4</td>
<td>Ar Leader</td>
<td>Ar Leader</td>
<td>Ac (Ex)</td>
<td>Dc (Ex)</td>
<td>Dr</td>
<td>Dm (Dr)</td>
<td>Dm (Dr)</td>
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<td>Ar Ammo</td>
<td>Dc (Ex)</td>
<td>Dc (Ex)</td>
<td>Dr</td>
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<td>Dr</td>
<td>Dm (Dr)</td>
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<td>Dm (Dr)</td>
<td>Dm (Dr)</td>
<td>Dm (Dr)</td>
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</tbody>
</table>

NE = No Effect
Ar / Dr = Primary affected unit is disrupted (if already disrupted, check for rout) or all units of affected side retreat
Ac / Dc = If primary affected unit fails morale check, treat as Ar/Dr. If unit passes, apply parenthesized result
Dm = If primary unit uses morale check, apply parenthesized result. If it fails, all affected units on the affected side retreat. Victor advances and gets FOW
Ac / Dc = If primary unit passes morale check, it loses one step and remaining units retreat. If it fails, the affected side routs
Ex = The primary unit on each side loses one step; no retreat or advance

### Terrain Effects Chart

#### Primary Terrain

- **Clear:** 1 MP. Trains must stop on entering.
- **Light Woods/Orchards:** Inf 1 MP; Art & Cav 2 MP. LOS blocked, but ignore at ground level if observer is on a hill. Attacker halved if crossing clear hexside into the Light Woods hex.
- **Deep Woods:** Inf 2 MP, Art & Cav Prohibited. No March Movement into or out of. ZOC blocked into/out of. LOS blocked into and through. No bombardment into. Attacker halved if crossing clear hexside into Deep Woods. No charge into or out of. No defender advance out of.
- **Swamp or Swamp & Stream:** Inf 3 MP, Art & Cav Prohibited. No March Movement into or out of. Attacker halved into or out of. No charge into or out of. No defender advance out of.
- **Swamp & Creek:** Movement into is Prohibited except by Road or Trail. In that case, treat as Swamp for combat purposes. Artillery may bombard across.
- **Town/Village:** 1 MP. ZOC blocked into. Inf & Art halved attacking into. Cavalry attacks into with a CF of "1." Cavalry halved when defending. No defender advance out of.

#### Secondary Terrain

- **River:** All-River hexes only; ignore partial hexes. Movement into Prohibited except at Bridge or Ferry (see Exclusive Rules). Artillery may bombard across.
- **Hill:** No additional movement cost. Blocks LOS unless observer and observed on hill hexes. Negates light woods for LOS purposes. Adds 1 to range of artillery units on hill.
- **Hollow:** No additional movement cost. No LOS to hill or ground level.
- **Shelf:** No additional movement cost. LOS to both hollow and ground level.
- **Rough:** Inf 3 MP; Art & Cav Prohibited. No March Movement into or out of. ZOC blocked into/out of. Attacker halved into/out of. No defender advance out of.
- **Road:** 1 MP when traveling along the path (see 4.6). Inf & Cav may not use path to enter ZOC. 1/2 MP during March Movement (see 4.7).
- **Train:** 1 MP when traveling along the path (see 4.6). Inf & Cav may not use path to enter ZOC.
- **Stream:** If no ford present, Inf & Cav +1 MP; Art must stop on entering. If ford present, use movement cost of other terrain in hex. All units halved attacking into or out of.
- **Chateau/Bastion:** Ignore for most purposes. Infantry battalions only may occupy. See the Exclusive Rules

#### Hexside Terrain

- **Slope:** +1 MP moving upslope. LOS blocked downslope into slope hex only. Attacker halved upslope. Note hills do not necessarily have slopes.
- **Ridge:** Blocks LOS across hexside.
- **Treeline:** Art +1 MP. LOS blocked if observer on same level as target, but not for adjacent units.
- **Creek:** Prohibited except at Bridge or Ford. ZOC blocked across. Artillery may bombard across even in support of another attacker.
- **Ravine:** Inf only may cross. Must stop after crossing. If crossing made into EZOC, make a morale check for the moving unit: failure = disruption, rout if already disrupted. Artillery may bombard across even in support of another attacker.
- **Bridge:** Attacker halved attacking across. Treat destroyed bridge as Ford. ZOC blocked across.
- **Ford:** +1 MP. Attacker halved attacking across. ZOC blocked across.
- **Protected:** +1 MP in either direction. ZOC blocked into but not out of. Infantry halved attacking across hexside in either direction. Artillery halved firing into (bombardment, or support). Cavalry attack across with a CF of “1.” Artillery attacks across in adjacent combat (not bombardment or supporting) with a CF of “1.”

**Note:** combat effects of terrain are cumulative.