

Koeniggraetz:

Combat Results 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 Ax / Dx = Primary unit loses one step or all units retreat and disrupt Dm = If primary unit passes morale check, apply parenthesized result. If it fails, all affected units on the affected side rout. Victor advances and gets FOW Ae / De = 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
Die Roll	Differential									
	-5 or less	-4 to -3	-2 to -1	0 to +1	+2 to +3	+4 to +5	+6 to +7	+8 to +9	+10 or more	
1	Ax DF	Ax DF	Ax	Ar	Ac (NE)	Dc (Ex)	Dr	Dr	Dx	
2	Ax DF	Ax	Ar	Ar	Dc (Ex)	Dc (Ex)	Dr	Dx	Dm (Dr)	
3	Ax	Ar	Ar	Ac (Ex)	Dc (Ex)	Dr	Dx	Dm (Dr)	Dm (Dr)	
4	Ar Leader	Ar Leader	Ac (Ex) Leader	Dc (Ex) Leader	Dr Leader	Dr Leader	Dm (Dr) Leader	Dm (Dr) Leader	Dm (Dx) Leader	
5	Ar Ammo	Dc (Ex) Ammo	Dc (Ex) Ammo	Dr Ammo	Dr Ammo	Dm (Dr) Ammo	Dm (Dr) Ammo	Dm (Dx) Ammo	Dm (Dx) Ammo	
6	Ar Ammo	Dc (Ex) Ammo	Dr Ammo	Dr Ammo	Dm (Dr) Ammo	Dm (Dr) Ammo	Dm (Dx) Ammo	Dm (Dx) Ammo	Dm (Dx) Ammo	

Terrain Effects Chart		
Primary Terrain	Secondary Terrain <i>(primary terrain applies unless altered below)</i>	Hexside Terrain <i>(affects action across hexside only)</i>
<p>Clear: 1 MP. Trains must stop on entering.</p> <p>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 into if crossing clear hexside into the Light Woods hex.</p> <p>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.</p> <p>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.</p> <p>Swamp & Creek: Movement into is Prohibited except by Road or Trail. In that case, treat as Swamp for combat purposes. Artillery may bombard across.</p> <p>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.</p>	<p>River: All-River hexes only; ignore partial hexes. Movement into Prohibited except at Bridge or Ferry (see Exclusive Rules). Artillery may bombard across</p> <p>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.</p> <p>Hollow: No additional movement cost. No LOS to hill or ground level.</p> <p>Shelf: No additional movement cost. LOS to both hollow and ground level.</p> <p>Rough: Inf 3 MP; Art & Cav Prohibited. No March Movement into or out of. ZOC blocked into or out of. Attacker halved into or out of. No defender advance out of.</p> <p>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).</p> <p>Trail: 1 MP when traveling along the path (see 4.6). Inf & Cav may not use path to enter ZOC.</p> <p>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.</p> <p>Chateau/Bastion: Ignore for most purposes. Infantry battalions only may occupy. See the Exclusive Rules</p>	<p>Slope: +1 MP moving upslope. LOS blocked downslope into slope hex only. Attacker halved upslope. Note hills do not necessarily have slopes.</p> <p>Ridge: Blocks LOS across hexside.</p> <p>Treeline: Art +1 MP. LOS blocked if observer on same level as target, but not for adjacent units.</p> <p>Creek: Prohibited except at Bridge or Ford. ZOC blocked across. Artillery may bombard across even in support of another attacker.</p> <p>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.</p> <p>Bridge: Attacker halved attacking across. Treat destroyed bridge as Ford. ZOC blocked across.</p> <p>Ford: +1 MP. Attacker halved attacking across. ZOC blocked across.</p> <p>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 bombarding or supporting) with a CF of "1."</p>
<p>Note: combat effects of terrain are cumulative.</p>		