

SUMMARY

Type	Movement			Firing		Morale per Base
	Move	Move & Fire	Assault Move	Move & Fire	Fire	
Infantry Battalion	8"/20cm	4"/10cm	8"/20cm	Max. range 6"/15cm, roll 2 dice If within 4"/10cm, roll a bonus die if there are at least 2 bases in the battalion	Max. range 12"/30cm, roll 2 dice If within 4"/10cm, roll a bonus die if there are at least 2 bases in the battalion	4
Cavalry Regiment*	8"/20cm	4"/10cm	16"/40cm	Max. range 6"/15cm, roll 1 die If within 4"/10cm, roll a bonus die if there are at least 2 bases in the regiment	Max. range 12"/30cm, roll 1 die If within 4"/10cm, roll a bonus die if there are at least 2 bases in the regiment If within 2"/5cm, roll a further bonus die if there are at least 2 bases in the regiment	4
Infantry or cavalry reduced to one base	8"/20cm	4"/10cm	8"/20cm	Max. range 6"/15cm, roll 1 die	Max. range 12"/30cm, roll 1 die	4
Machine gun	8"/20cm	No	No	N/A	Max. range 24"/60cm, roll 2 dice If within 12"/30cm, add 1 bonus die	4
Artillery (Field Guns)	4"/10cm	No	No	N/A	Roll one die per base. No range limit If within 24"/60cm, roll 2 dice (direct fire) per base	4
Artillery (Heavy Guns)	N/A	No	No	N/A	Roll 2 dice per base. No range limit Indirect fire only	4

*Dismounted cavalry move as an infantry battalion.

Infantry Battalions or Cavalry Regiments may be upgraded to Trained or Elite, or downgraded to Raw.