

COLD STEEL & CANISTER™

TABLE PAGE 4

30-40:1

MELEE


INFANTRY FORMATIONS VS. FOOT / CAVALRY

NUMBER OF MELEE DICE

4.1

FTARTILLERY

1/2
-1 / NONE

NONE  NONE

NONE


SUPPORT FIRE
IF ADJACENT


GUNSEVADE -2*

* = ONLY WHEN UNLIMBERED

SQUARE OR BATT. MASS

1/2 3/6


3/6  3/6

OR 

3/6
2 TMD

ATTACK COLUMN


1/2 5/1

1/0  1/0

0/0

LINE

1 4/1

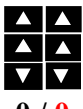
1/0  1/0

0/0

1 TMD

CLOSED COL.

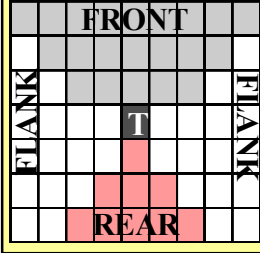
1/2 4/3

1/1  1/1

0/0


EMER. SQUARE +1

TARGET FACING ARC



SEMI-FORMED

1/2 2/-2

0/-2  0/-2


-1 / NONE

INVOLUNTARY
FORMATION

EMER. SQUARE -1

SKIRMISH

1/2 -1 / NONE


NONE  NONE

NONE

**MUST TRY TO
EVADE +1***

MARCH COLUMN

1/2 -1 / NONE

NONE  NONE

NONE

MAY ONLY ENTER HVY
TERRAIN ON A ROAD

1* = ONLY VS. FORMED INFANTRY OR CAV. IGNORE IF OCCUPYING ≥ HEAVY TERRAIN.
ALLOWABLE HEAVY TERRAIN FORMATIONS


CAVALRY FORMATIONS VS. FOOT / CAVALRY

NUMBER OF MELEE DICE

4.2

MARCH COLUMN

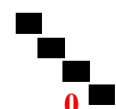
1/2 1/-3

NONE  NONE

NONE

ECHELON RIGHT

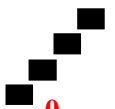
1 6/4

1  3

0

ECHELON LEFT


1 6/4

3  1

0

LINE

1 5/5


0  0

-1

+1 MODIFIER TO BREAK
THROUGH FATIGUE ROLL

DOUBLE LINE


1/2 6/4

2  2

0

FIELD COLUMN


1/2 3/2

1  1

-1

SKIRMISH

1/2 1/-1

-2  -2

-3

**MUST TRY
TO EVADE +2**

HSARTILLERY

1/2 -1 / NONE

NONE  NONE

NONE

SUPPORT FIRE
IF ADJACENT

GUNSEVADE -1*

* = ONLY WHEN UNLIMBERED



4.3 MELEE RESULTS TABLE

" 5 - 6 " MELEE HIT

HIT COMPARISON	RESULT	LOSS MOVE 1D6	
		1 - 3	4 - 6
TIE	ENGAGED	NA	NA
+1	FALLBACK	1	2
+2	RETREAT	3	4
+3 OR GREATER	ROUT	4	5

4.4 MELEE MODIFIERS TABLE

GRADE	MODIFIER
GUARD	+1D6
GRENADIER	+3D6
ELITE	+2D6
CRACK	+1D6
VETERAN	0
GREEN	-1D6
CONSCRIPT OR MILITIA	-2D6
NATIONAL ABILITY	MODIFIER
BRITISH / KGL IN LINE	+1D6
FRENCH OLD GUARD	+1D6
TERRAIN AND APPROACH	MODIFIER
VS. FLANK OR REAR	+2D6
VS. LIGHT TERRAIN / HILL / LOW WALL	-1D6
VS. HEAVY TERRAIN	-2D6
VS STRONG POINT	-3D6
CHARGED THROUGH / FROM WALL, STREAM, OR SWAMP.	-2D6
UNIT TYPE & SIZE	MODIFIER
MASS 2:1 (D6 PER BATTALION / CAV REG.)	+2D6
MASS 3:1+ (D6 PER BATTALION / CAV REG.)	+3D6
LANCE ARMED (1ST MELEE TURN)	+1D6
LIGHT CAVALRY VS HEAVY CAVALRY	-3D6
CAVALRY VS. SQUARE / BATT MASS	-4D6
SAPPERS IN STRONG PT, HVY TERRAIN	+1D6
UNIT STATUS	MODIFIER
LEADER ATTACHED: BRIGADE C.O. DIVISION, CORPS, OR ARMY C.O.	+1D6 +2D6
HALTED	-1D6
FALLBACK OR DISORDERED	-2D6
RETREAT	-3D6
ROUT	-4D6
BLOWN CAVALRY	-2D6
PER 3 INF, 2 CAV OR ARTY KIA	-1D6

4.5 BREAKTHROUGH TABLE

INFANTRY / CAVALRY

DIE ROLL	LEVEL OF VICTORY			
	+1	+2	+3	+4
1	-1 / -2	-1 / -2	0 / -1	0 / -1
2	-1 / -1	0 / -1	0 / 1	1 / 1
3 (T)	0 / 0	1 / 1	1 / 1	1 / 2
4 (T)	0 / 1	1 / 2	1 / 2	2 / 3
5	1 / 2	1 / 2	2 / 3	2 / 4
6	1 / 2	2 / 3	2 / 4	3 / 4

(T) = MAY VOLUNTARILY TURN UP TO 180° AFTER MOVING.

4.6 BREAKTHROUGH FATIGUE

ON BREAKTHROUGH MOVE ≥ +1AP 2D6

INFANTRY	2 - 9 NA, 10-12 HALT
CAVALRY	1 - 9 NA, 10-11 HALT, 12+ HALT & BLOWN