

Ramillies

Shock / Charge

Misc

Defender's Shock DRM	+/-?
Strength Advantage	+/-?
Attacker Disordered	-2
flank	+3
rear	+2
Combo of front, flank, rear	+4
Charging cav	+2
Infantry shock-attacking cavalry	-2
Dragoons	-1

Note:

Double infantry counts as 2 when determining strength advantage, except when they attack a unit not in their center frontal hex.

Pre-Shock Reaction

Infantry as Target of Cavalry Shock or Charge or Caracole (Add +2 for charging cavalry)	
0-5	May use reaction fire.
6-8	May not use reaction fire.
≥ 9	Unit disordered & may not fire.
Charge-Capable Cavalry as Target of Shock or Caracole	
0-5	No effect
≥ 6	defender counter-charges

Terrain

Attacking into woods.	-1
Attacking into or from marsh.	-1
Attacking across a marshy stream or minor river.	-1
Attacking into hex of higher elevation.	-1
Attacking into village or manor hex.	-1
Defending infantry double-stacked in a village.	-1

Result

DR	Ordered Defender	Disordered Defender
≤ 1	Attacker Disordered	No Effect
2-3	No Effect	No Effect
4-5	No Effect	Defender Retreat 1 Hex
6-7	Defender Disordered	Defender Eliminated
8-9	Defender Disordered & Retreat 1 Hex	Defender Eliminated
>9	Defender Disordered & Retreat 1 Hex & Attacker May Continue Attack	Defender Eliminated & Attacker May Continue Attack

Fire

Terrain

Target hex is village or woods.	-1
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Misc

Disordered Units	-1
Dragoons	-1

Result

≤ 4	No Effect
≥ 5	Disordered*

*If already disordered, unit must retreat a hex.

Range

	Range in Hexes			
Unit Type	1	2	3	4
Infantry Muskets*	0	NA	NA	NA
Cavalry Pistols	-1	NA	NA	NA
24 lb Artillery	-1	-1	-2	-3
12 lb Artillery	-1	-1	-3	-4
8 & 9 lb Artillery	-1	-2	-3	NA
4 lb Artillery	-1	-3	-4	NA

Movement

Terrain

Terrain	Infantry & Foot	Cavalry & Leaders	Artillery
Clear +/- Road†	1	1	1
Marsh	2*	3	Not Allowed
Village or Farm	2	4	Not Allowed
Woods	2	3	2
Shallow Stream	+1	+1	Not Allowed
Marshy Stream	+2*	+3	Not Allowed
Minor River	+3	+4	Not Allowed
Bridge††	0	0	0

Notes

*French units automatically disorder.

† = Roads have no effect on movement.

†† = Negates the cost of crossing, but not if moving adjacent to an enemy unit.

- To use activation fire: 1 MP.