

Terrain Effects Chart

Hex Type	Entry cost	Skirmish, Siege Combat or Major Battle Engagements Effects (a)	Major Battle general effects (b)
Clear (cultivated)	1	None	None
Marsh	2	Heavy Cav. attack. into hex: x 0.5 Heavy Cav. defend. in hex: x 0.5	Cavalry Charge Chit not playable
Heath (uncultivated)	2	Same as Marsh	-1 Art. fire; -1 Cavalry Charge
Swamp	3	Same as Marsh and Affecting	Major Battle not allowed (use a Skirmish)
Wood	2	Same as Marsh and Affecting	Major Battle not allowed (use a Skirmish)
Hill	2	Same as Marsh and Affecting	-1 Art. fire; -1 Cavalry Charge
Mountain	5	Same as Marsh and Affecting	Major Battle not allowed (use a Skirmish)
Town, Naviglio	OTH	OTH	OTH
Fortified Town (c)	1	Defender (up to 4 SPs) doubled	OTH
Fortified City (c)	1 (d)	Affecting ; defender (up to 10 SPs) doubled; -1 Art. firing in	OTH
Earthworks	OTH	Affecting ; defender (+ 4 SPs) doubled; -1 Art. firing in	-1 Art. fire; -1 Cavalry Charge
Primary Road	0.5 (e)	OTH	OTH
Secondary Road	1	OTH	OTH
Lake	NA	No combat allowed	No combat allowed
Hexside Type	Cost to cross	Skirmish, Siege Combat or Major Battle Engagements Effects (a)	Major Battle general effects (b)
Primary River	NA	No combat allowed	No combat allowed
Secondary River	+2 (+3 in Rain)	Affecting -1 Art. firing over	-1 Art. fire; -1 Cavalry Charge
Secondary Bridge (f)	+1 (+2 in Rain)	Same as Secondary River	-1 Art. fire; -1 Cavalry Charge
Pontoon Bridge	+0.5	Same as Secondary River	-1 Art. fire; -1 Cavalry Charge
Ferry (g)	+2	Affecting (g)	No combat allowed

NOTES:

- a) Unless otherwise specified, this column applies to all Attacks on the Assault Table, including Engagements' resolutions during Major Battle, Skirmish, Siege or Sortie.
- b) This column is used to check effects on Artillery Fire and Charges during Major Battle.
- c) Town and City Combat Effects are awarded, and are cumulative to OTH effects, only if the Force defends inside; otherwise see other terrain in hex.
- d) +1 to exit from a City if the Force starts in.

e) Passing through a Fortress costs 1 despite of a Major Road (see stand. rule 7.6.1)

f) A "bridge" is assumed when any road crosses a secondary river (from here the term: "Secondary bridge"), and Forces pay Secondary Bridge cost to cross.

g) Ferries are explicitly indicated on the game map (over the Po river). No In-breach or Sortie attacks through Ferries.

Note: subtract 1 from the Movement Allowance of each Combat Unit during Mud or Snow Weather.

OTH=Other Terrain in Hex; NA=Not Allowed

Artillery Fire Table

Die-roll	Artillery Strength Points					
	1	2-3	4-5	6-7	8-9	10 +
0 or less	-	-	-	-	-	-
1	-	-	*	-	-	-
2	-	*	-	*	DC (b)	DC (b)
3	-	-	-	DC (b)	*	DC b §
4	-	-	DC	DC §	1 b §	2 b
5	-	DC (b)	DC (b) §	1 b	1	1 * §
6 or more	DC (b)	DC §	1 b	2 §	2 b §	3 b §

Die roll modifiers (all cumulative):

- 2 During Rain Weather
- 1 During Mud, Snow Weather
- 1 Through Secondary River hexside (Major Battle: against a Corps protected behind a "River" chit)
- 1 Firing through Earthworks (Major Battle: against a Corps protected behind an "Earthworks" chit)
- Major Battle only:** -1 Firing in Heath or Hill
- Sieges only:** +1 if a Capitano in the firing Force has the Siege ability Special Feature
- 1 Firing against a Fortified City

Column shift:

- +1R For each Siege Status level (use the rightmost column as maximum)

Results explanation

- No effect
- * Firing (yes!) Artillery Units lose 1 SP
- DC Target enemy units make a Discipline Check

- (the entire Force during Siege or Corps during Major battle)
- # Target enemy units lose # SP (overall, not per unit); then make a Discipline Check. If a Swiss or Landsknecht unit absorbs any SP loss, it must lose one additional SP (2 becomes 3, 3 becomes 4, etc.)
- b For Siege Combat only: Breach result
- (b) For Siege Combat only: if the Besieging Force has Siege Artillery or the Besieged Force is without Artillery SPs, then treat as "b"; else no effect
- § **Major Battle only:** Target Capitani make an Elimination check

When there is a Breach, raise the Siege Status level by 1 (to a maximum of 2).

See also: **Field Engineers**, par. "Special Military Units" in the Standard Rules

Cavalry Charge Table

Die-roll	Cavalry SP			
	1	2-4	5-7	8 +
0 or more	A1	A2	A2	A3
1 *	A1	A1	A2	A2
2	A1	A1	A1	A1
3	-	A1	A1	A1
4	-	-	-	-
5	-	-	-	-
6	-	-	-	D
7	-	-	D	D
8	-	D	D	D
9 or more §	D	D	D	D1

 Charging Cavalry is "Lost in Plundering" (see par.11.4.1)

Die roll modifiers (all cumulative):

- 1 Charge in Heath or Hill
- 1 Charged unit played "Earthworks/River" during Mud weather
- 1 charge against a Swiss or Landsknecht unit
- +1 flank charge (see par.11.4.1)

- + **Heavy Cavalry Troop Quality** (Heavy Cavalry only may add this modifier)
- 1 if the opposing Player played "Firearms" against Heavy Cavalry charge

Results explanation

- No effect
- D Charged enemy unit Demoralised; then the charged Corps makes a Discipline Check
- D# Charged enemy unit loses # SP and Demoralised; then the charged Corps makes a Discipline Check
- A# Attacking Cavalry Units lose # SP and make a Discipline Check; if the opponent Player played "Firearms", SP losses are DOUBLED
- * Charging Capitano makes an Elimination Check
- § All Capitani in the charged Corps make an Elimination check

Discipline Table

Die roll	0	1	2	3	Troop Quality
	V	S	N	R	Reliability Class
0	P	P	P	P	
1	P	P	P	P	
2	F	P	P	P	
3	F	F	P	P	
4	D	F	F	P	
5	D	D	F	P	
6	D*	D	D	FF	
7	D*	D*	D	D	

How to use the Table:

- During the Combat Phase, follow the row "Troop Quality" and select the heading corresponding to the Troop Quality of the affected unit.
- During the Command or Activation Phase, follow the row "Reliability Class" and select the heading corresponding to the Reliability Class of the affected unit.

Die roll modifiers (all cumulative):

- 1 Primo Capitano has a Bonus Star
- +1 Forced Order (par.5.3.1 "Forcing Orders")
- 1 "Extra Wages" by 2 AP (Recovery Check only, par.9.2)
- +1 Any MP expended (Recovery Check only, par.9.2)

Results explanation

Discipline Check:

- P** Passed; nothing happens
- F** Failed; if the affected Combat Unit has more than 2 SP, it loses 1 SP; else treat as D, below.
- FF** if the affected Combat Unit has more than 3 SP, it loses 2 SP; else treat as D, below.
- D** Demoralised; the affected Combat Unit is Demoralised. During the Command Phase: if already Demoralised, eliminated. During the Combat Phase: if already Demoralised, no effect.
- D*** As D above; if using Optional Rule 18.7, the entire Force "flies" to pillage the nearest eligible hex.

Recovery Check:

- P** Combat unit recovered
- F, FF, D** Nothing happens
- D*** Demoralised; the affected Combat Unit is Eliminated

Pursuit Table

Die roll	Pursuing Cavalry effect	Pursuing Infantry effect	Capitani elimination check
0 or -	--	--	--
1	C30	--	*
2	C40	--	--
3	C50	I10	--
4	C60	I20	--
5	C70	I30	§
6	C80	I40	§
7	C100	I50	§
8	C120	I60	§

How to use the Table:

Roll the die and apply any applicable modifier (see below). The row says Pursuit Losses as a sum of two percentages: C#, due to the Pursuing Cavalry and I#, due to the Pursuing Infantry.

Die roll modifiers (all cumulative):

- +1 Pursuing Primo Capitano with a Bonus star
- +1 Pursuing Force has undemoralised Stradiots
- 1 For each full MP spent by a Force exiting a ZOC during the Activation Phase (see par.7.8.2 "Exiting ZOCs")

Results Explanation

- No effect
- C# Pursuit Losses = #% (rounded to the nearest integer) of the pursuing undemoralised Cavalry SPs

- I#** Pursuit Losses = #% (rounded to the nearest integer) of the pursuing undemoralised Infantry SPs (any kind; no artillery).
- *** On a natural die-roll of 1, make an Elimination Check on one Pursuing Capitano (owner's choice)
- §** All Pursued Capitani make an Elimination Check

How to absorb Pursuit Losses:

- 1 Artillery or Demoralised SP lost = 1 Pursuit Loss
- 1 undemoralised SP lost = 2 Pursuit Losses (see par.11.4 "Major Battle" - Pursuit And Recovery Step 10-a)

Initiative Modifier Table

		Initiative modifier	
Adjacent enemy Capitano's Initiative →	1	-2	
	2	-3	
	3	-4	
	4	-5	
	5	-5	

How to use the Table:

Find the row corresponding to the **printed** Initiative of the opposing Capitano and read the Initiative Modifier on the right column.

Assault Table

Not Affect'g	Force Quality Differential							
	-3 or -	-2	-1	0	+1	+2	+3 or +	
Affecting	-3 or -	-2	-1	0	+1	+2	+3 or +	
0 or less	4 D	3 D	2 D	2 D	2 D	1 D	1 D	1 D
1	--	--	--	--	--	--	--	--
2	3 D	2 D	2 D	1 D	1 D	1 D	1	1
3	--	--	--	--	--	--	--	--
4	2 D	2 D	1 D	1 D	1	1	1	1
5	--	--	1	1	1	1	--	1
6	2 D	2 D	1 D	1	1	1	1	--
7	--	--	--	--	--	--	1	1 D
8 +	1 D	1 D	1	1	1	--	--	--
	--	--	--	--	--	1	1 D	1 D
	1 D	1	1	1	--	1	1	--
	--	--	--	1	1	1 D	1 D	1 D
	1	1	1	--	--	--	--	1
	--	--	1	1	1 D	1 D	1 D	2 D
	1	1	--	1	1	1	--	--
	--	1	1	1 D	1 D	1 D	2 D	2 D
	0	--	1	--	--	--	--	--
	--	1	1 D	1 D	1 D	2 D	2 D	3 D

How to use the Table:

Firearms: Reduce the **Quality** of the Attacking Force by **1** if the defending Force played "Firearms" (Major Battle) or the most defending SPs are Infantry with Firearms (Skirmish, Siege)

Disruption: Reduce the **Quality** of the Disrupted Force by **1**

Admin March: Reduce by **1** the **Quality** of a Force attacked while in Administrative March.

Check the Terrain Effect Chart to see if Affecting terrain applies and/or SPs multipliers. Take note of these.

Find the Force Quality differential on the "Affecting" line if "Affecting" Terrain applies; otherwise use "Not Affecting".

Roll **one** die, modify the result (see below), cross-reference the modified die roll with the located column and implement the result

Die roll modifiers (all cumulative):

<p>SP ratio: Apply the modifier to the combat die roll due to the SPs ratio (SPs modified by TEC) between larger and smaller force ...</p> <p>SP Ratio (Larger/Smaller) die roll modifier: 2 : 1 => 1 4 : 1 or more => 2</p> <p>Add the modifier to the die roll if the attacker is the larger Force. Subtract it from the die-roll if the defender is the larger Force.</p> <p>Leader Bonus: + 1 for the Bonus Point of the attacking Capitano - 1 for the Bonus Point of the defending Capitano</p> <p>Weather: - 1 during Mud, Rain or Snow</p> <p>Rain: Infantry Units may never use Firearms</p>	<p>Unit type: Landsknecht, Swiss Infantry units effect (applied if one of these types is present in the Force):</p> <p>+1 if attacking in Not Affecting hex (*) -1 if defending in Not Affecting hex (**) -1 if attacking in an In-breach attack (Siege battle) +1 if defending in an In-breach attack (Siege battle) -1 if attacking a Force with Earthworks (in a Major battle: the def. Force played "Earthworks") or <i>inside</i> a Fortress ("Storm") (this modifier supersedes the case (*), above) +1 if defending in Earthworks (in a Major battle: the def. Force played "Earthworks") or <i>inside</i> a Fortress ("Storm") (this modifier supersedes the case (**), above)</p>
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Results explanation:

Upper results are Attacker results; Lower results are Defender results.

Result in reverse indicates the losing side - must take a Discipline Check.

= number of Strength Points lost by the non-Artillery units of Force.

D = one combat Unit of the affected side is immediately Demoralised (owner's choice).

Optional Rules Major Battle tables (par.18.9)

Step 03: Determine the final combat die-roll modifier:

- Capitani Generali Initiative** (consult Table 1): Cross-reference the attacking Capitano Generale's Initiative with a die-roll. Repeat the same for the defending Capitano Generale. Subtract the defender's result from the attacker's result.
- Bonus Star of Capitani**: Add together all the Bonus Stars of Capitani not Unemployed for the attacking and then for the defending Force, to a maximum of 2 per side. Subtract the defender's result from the attacker's result.
- Combat ratio** (consult Table 2): Divide larger Force's SPs by smaller Force's SPs to determine the SP ratio; this is rounded down to one of the odds ratios shown in the table. Artillery Units are excluded. The modifier indicated in the Table will be positive if the attacker is the larger Force (otherwise negative).
- Cavalry superiority** (consult Table 3): The side with more Cavalry SPs (add together Heavy and Light Cavalry) consults Table 3. Cross-reference the Cavalry SPs differential between the two Forces with the Terrain class. The modifier indicated in the Table will be positive if the attacker had more Cavalry SPs (otherwise negative).
- Artillery superiority**: If either side has at least 1,5 to 1 odds ratio in Artillery SPs, there is an Artillery superiority modifier: +1, if that side is the attacker; - 1, if that side is the defender. Not applicable in Rain.
- Firearms superiority**: If either side has at least 1,5 to 1 odds ratio in Units with Firearms SPs, there is a Firearms superiority modifier: +1, if that side is the attacker; - 1, if that side is the defender. Not applic. in Rain.
- Elite Units**: Count all the different Unit Types with Quality = 3, for each Force. Subtract the defender's result from the attacker's result. A Unit Type with Q=3 must be present in the Force with at least 8 SPs to be counted.
- Low Quality**: Determine the Quality of the Forces (follow Standard Rule par.12.1). If either side has a Force's Quality less or equal 1, there is Low Quality modifier: - 2, if that side is the attacker; +2, if that side is the defender.
- Terrain**: Consider the terrain of the defending hex and the hexside between the two Forces. The attacking player (only) suffers a - 1 modifier if the attack is **Affecting**, according to the standard Terrain Effect Chart.

Now sum up all the modifiers in the steps above and determine the final combat die-roll modifier: it may be a positive or negative number.

Step 04: Roll the combat die-roll

Roll the die, applying the die-roll modifier calculated at the previous Step. Read the result on the Optional Rules Combat Result Table.

Results explanation

- Results are given as Attacker Force / Defender Force (see par.18.9.1 for details)
- An underlined number indicates which side is the loser, which must suffer Pursuit and then Retreat. Regardless the table result, the winner cannot lose more SPs than the loser.
- A boxed result implies "reroll": roll again on the same table using the boxed number as the **only** die-roll modifier

Table 1: Initiative

Dr	0 -1	2	3	4+
1	0	1	1	2
2	0	1	2	2
3	0	2	2	3
4	1	2	3	3
5	1	3	3	4
6	2	3	4	5

Tab. 2: C.Ratio

Odds	Mod
1 - 1	0
1.5 - 1	1
2 - 1	2
3 - 1	3

Table 3: Cavalry superiority

Terrain Class	SP Differential				
Clear:Fr. Gendarmes	0 -2	3 -5	6 -10	11 -20	21 +
Clear: Other Cavalry	0 -4	5 -10	11 - 20	21 +	
Not Clear	0 -10	11 - 20	21 +		
Dr	0	1	2	3	4

How to use Table 3: if the terrain of the Battle hex is other than Clear, always use the "Not Clear" line as Terrain Class. Otherwise, use the "Clear: French Gendarmes" line, if the most cavalry units in the Force with the Cav. Superiority are French Gendarmes; "Clear: Other Cavalry" in the other cases.

Combat Results Table

Dr	Att./Def.	Dr	Att./Def.	Dr	Att./Def.
-7	<u>50 / 5</u>	0	+1	+7	- 1
-6	<u>50 / 5</u>	+1	<u>25 / 20</u>	+8	<u>20 / 30</u>
-5	<u>45 / 5</u>	+2	<u>20 / 20</u>	+9	<u>15 / 35</u>
-4	+3	+3	<u>15 / 15</u>	+10	<u>15 / 40</u>
-3	<u>40 / 10</u>	+4	<u>15 / 15</u>	+11	- 3
-2	<u>35 / 15</u>	+5	<u>15 / 20</u>	+12	<u>10 / 45</u>
-1	<u>30 / 15</u>	+6	<u>20 / 25</u>	+13	<u>5 / 50</u>

Results explanation:

- The 2 numbers are Att. / Def. percentage losses, with respect to their own initial SPs
- A shaded result implies "rerolling" with that number as the **ONLY** modifier
- The underlined result indicates the loser, which must Retreat

Administrative Points Table

		LOC Distance in Hexes:					
		0	1 - 12	13- 25	26- 48	49- 72	73+
Dice:	2	0	-4	-1	0	0	0
	3	0	-2	-4	-4	-1	-2
	4	0	-2	0	-1	-3	-1
	5	0	-1	-2	-2	-1	-4
	6	0	0	-1	-1	-2	-3
	7	0	0	-1	-2	-3	-2
	8	0	0	0	0	-4	-3
	9	0	-1	-2	-3	-3	-4
	10	0	-3	-3	-3	-2	-4
	11	0	-1	-3	-4	0	-4
	12	0	-2	-4	-3	0	-4

How to use the table:

Find the appropriate column for the LOC distance in hexes between the active Supply Source and the Capitano Generale.

Then roll **two** dice and cross-reference the result with the distance column to get the modifier to the Administrative Points received by the Capitano Generale.

The actual quantity of APs received may never be negative (if it is, treat it as 0).

Weather effects:

Shift one Column Right during Mud, Snow

Example:

A Capitano Generale is 35 hexes from his active Supply Source and has to receive 5 nominal APs that turn. He rolls a 6, so he actually receives $5 - 1 = 4$ APs.

Orders Table

Order	Major Forces		Minor Forces (^)		Allowable Actions. Effects	Max. Actv.
	New	Change to	New	Change to		
Garrison	0	0	0	0	Cannot leave hex (in a Town, City). May Recover. Initiative = 0	1
Stand	1	0	1	0	Cannot leave hex (any kind of hex). May Recover. Initiative = 0	1
Manoeuvre	2	3 - *	1	1	May Regular March, Administrative March (**)	2
Attack	3	4 - *	1	1	May Regular March, March to Contact (**)	2
Retreat	0	0	0	0	May Regular March. Initiative modifier: +1 (**)	2

Notes:

Use the "New" column in turns when APs are received (Orders have been removed) or new Forces are created.

Use the "Change to" column in the other cases.

The column "Max. Actv." says maximum number of times a Capitano may activate in a single turn with that Order.

Major Forces are those commanded by a Capitano Generale. All other are Minor Forces.

(^): Cost is always 0 APs for Minor Forces composed solely of Light Cavalry Combat Units or composed of 1 SP (of any type) (both New and Change to)

*: Subtract the cost of the Current Order (read it from the New column)

** : Initiative modified by -1 during a second Activation

Forced Orders: Discipline Check, dr + 1; Continuous Attack: Discipline Check

Attrition Table

Size of Force (SPs)	Modified die-roll:									
	0	1	2	3	4	5	6	7	8	9+
1 – 9	0	0	0	0	0	0	0	0	0	1
10 – 14	0	0	0	0	0	0	0	1	1	1
15 – 19	0	0	0	0	0	0	1	1	1	2
20 – 26	0	0	0	0	0	1	1	2	2	3
27 – 34	0	0	0	0	1	1	2	3	3	5
35 – 42	0	0	0	1	1	2	3	5	5	7
43 +	0	1	1	1	2	2	3	5	7	9

How to use the Table:

Locate the row comprising the Size of your Force.

Roll **one** die, modify it by die-roll modifiers and find the result on the corresponding column.

Cross-reference the modified die roll with the size of force and read the attrition loss in SPs on that line.

Die roll modifiers:

- Always applicable:

Leader Bonus: – 1 for the Bonus Point of the Primo Capitano.

Weather: +1 during **Rain, Mud, Heat, Snow, Frost**

- Applicable only during the Activation Phase:

Second Activation: +1 for each full MP expended during a Second Activation, to a maximum modifier of 4. (if in Administrative March, +1 for each 2 full MPs expended).

- Applicable only during the Attrition Segment:

(Note: Attrition in this Phase is checked ONLY if a Force is in one of the following conditions (see par.8):

Barren Land (*), Unhealthy Land (), Hostile region** (see “Regional Alignment”, par.14),

Enemy ZOC, Besieged)

Besieged: +2 if a Force has a Siege Status marker on it (any level) and has No LOC; +0 if with a LOC

Quarters (optional): Fortified Town or Earthworks: – 1; Fortified City: – 2

Interphase Turn (optional): +1

All modifiers are cumulative (when applicable).

Example: A Force activating (Attack Order) moves 3 MPs during its second activation during Rain. At end of the move, it rolls for Attrition with a +4 modifier: +1 for it’s Rain; +3 for three full MPs spent during its second Activation

Notes:

(*) Barren Land: Consider the hex the Force is in and the six surrounding hexes.

The Force is in Barren Land if at least four of those hexes are Mountain, Heath, Swamp, Pillaged or Devastated.

(**) Unhealthy Land. The Force is in an Unhealthy Land if it is in Marsh or Swamp hex.

A Town in a Marsh hex (f.e: hex 1515) is still considered a Marsh for purposes of attrition.

Tactical Options Chart

Tactical Option	When playable	Duration (rounds)	Max. for player
- Formation	At Deployment of Capitani	All	1
- Muster	Vanguard Fight, Main Body Fight; after 1st round; only by the Capitano Generale	1	1
- Reserve	Rearguard Commitment	1	2
- Artillery	Vanguard Fight, Main Body Fight	2 (*)	2
- Cavalry Charge	Vanguard Fight, Main Body Fight	1	2
- Combined Arms	Vanguard Fight, Main Body Fight	1	2
- Fight Coordination	Vanguard Fight, Main Body Fight	1	1
- Firearms	Vanguard Fight, Main Body Fight	2	2
- Earthworks/River	Vanguard Fight, Main Body Fight	All (*)	6 (**)

Notes:

* : lost if the Corps engages

** : 4 Earthworks chits if the Force is in Level 2 Earthworks; 2 if in Level 1.

2 River chits if the Force is behind a river.

Unit Type Effects Summary Table

Unit type	Effects in:	
	Skirmish or Siege	Major Combat
Infantry with Firearms	<ul style="list-style-type: none"> - Attacking Force Quality -1, if at least 50% of the SPs in the defending Force has "Firearms" - Rain Weather: no "Firearms" 	<ul style="list-style-type: none"> - Attacking Corps Quality -1, if defender plays "Firearms" Chit - Rain Weather: no "Firearms"
Landsknecht , Swiss Infantry	<ul style="list-style-type: none"> - Attacking in Not Affecting hex: drm +1 (Defending: -1) - Attacking Earthworks, Fortress: drm -1 (Defending: +1) - Attacking in In-breach fight: drm -1 (Defending: +1) 	<ul style="list-style-type: none"> - Attacking in Not Affecting hex: drm +1 (Defending: -1) - Attacking Earthworks: drm -1 (Defending: +1)
Cavalry (Light and Heavy)		<ul style="list-style-type: none"> - Charge in Heath, Hill hex: drm -1 - Charge against enemy playing "Earthworks/River": drm- 1 - Charge in Mud Weather: drm- 1 - Charge against Swiss, Landsk.: drm - 1 - Flank Charge: drm+1
Heavy Cavalry, Gendarmes (only)	<ul style="list-style-type: none"> - Attack. or defend. in Marsh, Heath, Swamp, Wood, Hill, Mountain: x 0.5 	<ul style="list-style-type: none"> - Charge: drm + Troop Quality - Charge against enemy playing "Firearms": drm - 1
Artillery	<ul style="list-style-type: none"> - Rain Weather: drm - 2 - Mud, Snow: drm - 1 - Firing though Earthworks/River: drm - 1 - Firing against Fortified City: drm - 1 	<ul style="list-style-type: none"> - Rain Weather: drm - 2 - Mud, Snow: drm - 1 - If defender plays Earthw./River Chit: drm - 1 - Firing in Heath, Hill: drm - 1

Note:

- During Rain, Mud, Snow weather turns, any kind of combat unit subtracts *one* from the die roll on the Assault Table