

La Bataille Premier Assault a Melee

| | 1/2 | 1/1 | 1.5/1 | 2/1 | 2.5/1 | 3/1 | 3.5/1 | 4/1 | 4.5/1 | 5/1 | |
|----|-------|------|-------|------|-------|------|-------|------|-------|-----|----|
| 11 | AR | AD | AD | AD | | | | *2/1 | 3/2 | DD | 11 |
| 12 | AR | AD | AD | | | | o/0 | 1/2 | DD | DD | 12 |
| 13 | AR | AD | | | | | *2/2 | o/2 | DD | DD | 13 |
| 14 | AR | AD | | | | | 3/3 | o/1* | DD | DD | 14 |
| 15 | AD | AD | | | | | 2/4 | 1/1* | DD | DD | 15 |
| 16 | AD | | | | | o/0* | 3/1 | DD | DD | DD | 16 |
| 21 | AD | | | | | 2/3 | o/1* | DD | DD | DD | 21 |
| 22 | AD | | | | | o/2 | DD | DD | DD | DD | 22 |
| 23 | AD | | | 1/4 | *2/0 | DD | DD | DD | DD | DD | 23 |
| 24 | AD | | | 2/3 | 1/2 | DD | DD | DD | DD | DD | 24 |
| 25 | AD | | o/3 | *o/0 | o/1 | DD | DD | DD | DD | DD | 25 |
| 26 | AD | | 1/2 | 1/1* | *2/3 | DD | DD | DD | DD | DD | 26 |
| 31 | AD | | | *2/1 | 2/3* | 1/2* | DD | DD | DD | DD | 31 |
| 32 | AD | | | o/0 | 3/3 | DD | DD | DD | DD | DD | 32 |
| 33 | AD | | 1/2 | o/1* | o/1 | DD | DD | DD | DD | DR | 33 |
| 34 | AD | | o/0 | 1/0 | 1/0 | DD | DD | DD | DD | DR | 34 |
| 35 | | | 1/1 | 3/2 | 2/2* | DD | DD | DD | DD | DR | 35 |
| 36 | | | *2/0 | 1/1 | DD | DD | DD | DD | DD | DR | 36 |
| 41 | | | o/1* | 2/2* | DD | DD | DD | DD | DD | DR | 41 |
| 42 | | *2/0 | 1/1 | *1/2 | DD | DD | DD | DD | DR | DR | 42 |
| 43 | | 2/1* | 2/2* | *1/1 | DD | DD | DD | DD | DR | DR | 43 |
| 44 | | 2/1 | 3/1 | o/2* | DD | DD | DD | DD | DR | DR | 44 |
| 45 | | *1/1 | o/2 | DD | DD | DD | DD | DD | DR | DR | 45 |
| 46 | | 1/2 | 2/1 | DD | DD | DD | DD | DD | DR | DR | 46 |
| 51 | | 1/1 | 1/1* | DD | DD | DD | DD | DD | DR | DR | 51 |
| 52 | *o/0 | o/0* | *2/1 | DD | DD | DD | DD | DD | DR | DR | 52 |
| 53 | 1/1 | 2/1 | DD | DD | DD | DD | DD | DD | DR | DR | 53 |
| 54 | 1/2* | *1/2 | DD | DD | DD | DD | DD | DD | DR | DR | 54 |
| 55 | o/1 | 2/2 | DD | DD | DD | DD | DD | DD | DR | DR | 55 |
| 56 | 1/0* | o/0 | DD | DD | DD | DD | DD | DR | DR | DR | 56 |
| 61 | o/2 | 1/0* | DD | DD | DD | DD | DD | DR | DR | DR | 61 |
| 62 | *2/1* | DD | DD | DD | DD | DD | DR | DR | DR | DS | 62 |
| 63 | o/0 | DD | DD | DD | DD | DD | DR | DR | DR | DS | 63 |
| 64 | 2/2 | DD | DD | DD | DD | DD | DR | DR | DR | DS | 64 |
| 65 | DD | DD | DD | DD | DD | DR | DR | DR | DR | DS | 65 |
| 66 | DD | DD | DD | DD | DD | DR | DR | DR | DS | DS | 66 |

Attacker Leader Casualty on 11 & 12

Defender Leader Casualty on 64, 65 & 66

| | | AD | BLANK | DD | DR |
|---------------------------------|------------|----|-------|----|----|
| DEFENDING INFANTRIE | GOOD | 1 | 2 | 3 | 4 |
| | DISORDERED | 1 | 2 | 3 | 4 |
| | ROUTED | 1 | 2 | 3 | 5 |
| | CARRE | 6 | 7 | 8 | 9 |
| DEFENDING CAVALRIE | GOOD | 10 | 11 | 12 | 13 |
| | ROUTED | 14 | 15 | 16 | 5 |
| DEFENDING LIMBERED ARTILLERIE | GOOD | | 17 | 18 | 19 |
| | DISORDERED | | 17 | 18 | 19 |
| | ROUTED | | 19 | 19 | 20 |
| DEFENDING UNLIMBERED ARTILLERIE | GOOD | | 17 | 21 | 20 |
| | DISORDERED | | 17 | 22 | 20 |

AS Result Is the Surrender of all Attacking units

AR Result All Attacking formations rout, retreat their movement allowance and lose 1 increment for each enemy zone of influence hex exited

/ # Result is increments lost by the Attacker / Defender, if an asterisk is present that side makes a morale check

DS Result Is the Surrender of all Defending Units

Cross index the melee result with the status of the defending combat formation and apply the numbered note

If more than one type is in the defending hex apply results as applicable to each type

Casualty Increments are lost by the top unit of a stack of like types

- All Attacking Infantry Disorders and retreats 3 hexes, losing 1 increment for each enemy zone of influence exited.
 - All Attacking Cavalry retreats 3 hexes, losing 1 increment for each enemy zone exited and checks morale minus 3 to the die
- All Attackers and Defenders retreat 1 hex
- All Defending Infantry Disorders and retreats 3 hexes, losing 1 increment for each enemy zone of influence exited.
- All Defenders Rout, retreat their full movement allowance and lose 1 increment for each enemy zone of influence exited.
- All Defenders Surrender
- All Attackers disorder and retreat 3 hexes
- All Defenders check morale plus 6 to the die roll, if failed the unit adopts a column in the same hex
- Carre disorders and loses 1 increment for each hex exited.
- Carre routs and loses 2 increments for each enemy zone of influence exited during rout movement.
- All Attackers retreat 3 hexes and checks morale minus 3, a failed morale check is a rout
- All Attackers and Defenders retreat 1 hex, attackers check minus 3
- All Defenders retreat 3 hexes and checks morale minus 3, a failed morale check is a rout
- All Defenders rout and retreat their full movement losing an increment for every enemy zone of influence exited.
- All Attackers retreat 3 hexes
- All Defending Cavalry retreats 6 hexes, losing 1 increment for each enemy zone of influence exited
- All Defending Cavalry retreats 6 hexes, losing 2 increment for each enemy zone of influence exited
- No Effect
- Battery is Disordered, retreats 3 hexes
- Batteries retreat their full movement and are routed losing 1 increment
- Batteries are eliminated
- Batteries are Disordered in place
- Batteries lose 1 increment and remain disordered