

Movement

All movement is measured from front base edge to front base edge.

BASIC MOVE DISTANCES			
Type	Distance	Type	Distance
Close Order Infantry	3BW	Close Order Heavy Cavalry/Camelry	5BW
Loose Order Infantry	4BW	Close Order Light Cavalry/Camelry	7BW
Skirmishing Infantry	5BW	Loose Order Light Cavalry/Camelry	8BW
Battalion guns	3BW	Skirmishing Light Cavalry/Camelry	10BW
Horse Artillery (early)	6BW	Foot artillery	3BW
Manhandled field guns	1BW	Napoleonic Horse Artillery	8BW
Leader on horseback	10BW	Courier	12BW
Wagons	3BW	Boats (canal speed)	4BW

Movement penalties and bonuses

Situation	Movement Effect
Infantry in column of attack	+1BW
Infantry charging or pursuing	+1BW
Cavalry/camelry charging or pursuing	+2BW
Infantry about-face 180 degrees †	-1 BW
Infantry or artillery shooting and moving or vice versa*	-2BW
Crossing difficult terrain or fording river or stream**†	-2BW
Any troops on good roads	+1BW
Crossing rough terrain**†	-3BW
Infantry moving through Built Up Area †	-1BW
Cavalry or artillery moving through Built Up Area	-2BW
Troops passing through defile narrower than 1BW	-1BW
Infantry stepping back	-2BW
Infantry lying down or standing up	-1 BW
Complex manoeuvre***†	-3BW
To mount or dismount cavalry****	-2 BW
To limber or unlimber artillery	-2 BW
Troops in Extra Heavy armour	-1 BW
Troops in column of march farther than 12BW from nearest enemy	Double basic movement
Troops in other formation farther than 12BW from nearest enemy	+50%
Troops in column of march closer than 12BW to nearest enemy	+50%
Boat moving upstream	-2 BW
Boat moving downstream	+2 BW

* Includes evaders. Matchlocks may not move and fire. Thrown weapons have no penalty.

** Not permitted to artillery other than using defined tracks or roads unless permitted by special scenario rules

*** Changing formation or changing face by 90 degrees, cavalry changing face by 90 or 180 degrees, increasing or decreasing frontage, passing a defile, interpenetration.

**** One base in three must remain mounted as horse holders. † Not applicable to skirmishers