

Purchase/Cost Chart (8.5)			
Expenditure Type	Money Costs	Manpower Costs	Time (Mo.)
Corps Maintenance	\$1/ea		
Fleet Maintenance			
Port/Blockade Box	\$1/ea		
At Sea	\$5/ea		
Depot Maintenance	\$1/ea		
Artillery factor	\$7/ea	1/ea	6
Cavalry factor	\$15/ea	2/ea	5
Guard factor	\$7/ea	2/ea	6
Infantry factor	\$3/ea	2/ea	3
Militia factor	\$0/ea	2/ea	1
Ships	\$10/ea	1/ea	12
New Corps/Fleets	\$1/ea		
New Depots (7.2)	\$1/ea		

Spanish Gold Convoy Table (8.2.1.3)											
Dice Roll	2	3	4	5	6	7	8	9	10	11	12
Money	5	10	15	20	20	25	25	30	35	40	40
Available only in October. If Great Britain is at war with Spain, modify the die roll by -2. If the modified roll is less than 2, Britain captures \$15 and Spain gets nothing.											

Victory Levels Chart (8.1.3.2.1)		
Major Power	1807 Finish	1815 Finish
Austria	110	330 (300)
France	130	400 (360)
Great Britain	105	370 (330)
Prussia	85	320 (290)
Spain	85	325 (295)
Russia	115	335 (305)
Turkey	100	315 (285)
Use the 1815 numbers in parenthesis if playing without the economic manipulation option (see 12.5).		

Guard Commitment Table (12.3.4)			
Die Roll	Morale Level Shift		Notes
	+1	+2	
1	0	1	Result is the number of extra guard factors lost. Only the French and Russian guards may make a "+2" shift.
2	0	1	
3	1	2	
4	1	2	
5	2	3	
6	2	4	
British or Spanish guards may not be used for this purpose.			

Minor Countries Chart (4.6.2, 14.1.5)

Country	National Modifiers							1805			Mrl		
	As	Fr	GB	Pr	Ru	Sp	Tu	State	Start			I	C
									I	C	S		
Algeria ^a	+1	+2	+1	+1	+1	0	+3	N	5	6		1	2
Baden ^a	+1	+3	0	+1	0	0	0	N	6	1		3	4
Bavaria ^a	+1	+3	0	+1	0	0	0	N	11	2		2	3
Berg	+1	+2	0	+2	0	0	0	N					
Corfu	+1	+1	+2	0	+2	0	+2	Rs C					
Corsica	0	+3	+2	0	0	+1	0	Fr C					
Cyrenica ^a	0	0	0	0	0	0	+2	N	5	5		1	2
Denmark ^a	+1	+3	0	+2	+2	+1	+1	N	6	1	19	2	3
Duchies	+1	+1	0	+3	0	0	0	N					
Egypt ^a	+1	0	+2	+1	+1	+1	+3	N	16	6		1	3
Flanders	0	+4	+1	+2	0	0	0	Fr C					
Gibraltar	+1	+1	+4	+1	+1	0	0	GB C					
Hanover ^a	+1	+1	+3	+2	0	0	0	Fr C	0	0		2	2
Hesse ^a	+1	+1	0	+2	0	0	0	N	6	1		3	4
Holland ^a	0	+2	0	+1	0	0	0	Fr FS	4	1	15	2	3
Kleves	+1	+1	0	+2	0	0	0	Fr C					
Lombardy ^a	+1	+2	0	0	0	0	0	Fr C	0	0		3	3
Malta	+1	+1	+3	+1	+2	+2	0	GB C					
Mecklenberg	0	0	+1	+3	+1	0	0	N					
Morocco ^a	+1	+2	+1	+1	+1	0	+3	N	5	5		1	2
Naples ^{a,b}	+1	+1	+1	0	0	+2	0	N	8	2	5	2	2
Palatinate	+3	0	+1	+1	0	+1	0	Fr C					
Palestine	0	0	+1	0	0	0	+3	Tu C					
Papacy	+3	0	+1	0	0	+2	0	N					
Piedmont ^a	+1	+3	0	0	0	0	0	Fr C	0	0		3	3
Poland ^a	0	+3	+2	0	0	+1	0	NE	0	0		4	4
Portugal ^a	0	+1	+3	0	0	+1	0	N	8	1	12	2	2
Rhodes	0	0	+2	0	+1	0	+2	Tu C					
Romagna	+3	0	+1	0	0	+2	0	N					
Sardinia	0	+2	+3	0	0	+1	0	N					
Saxony ^a	+1	+1	0	+3	0	0	0	Pr FS	8	2		2	4
Sicily ^{a,b}	0	+1	+2	0	0	+1	0	N					
Sweden ^a	+1	+3	+3	+1	0	+1	+1	N	12	2	12	3	4
Switzerland	+1	+3	0	0	0	0	0	Fr C					
Syria ^a	0	0	+1	0	0	0	+3	Tu FS	5	6		1	2
Tripolitania ^a	0	0	+1	0	0	0	+3	N	5	5		1	2
Tunisia ^a	0	0	0	0	0	0	+2	N	5	5		1	2
Tuscany	+1	+3	0	0	0	+1	0	N					
Venetia ^a	+3	+2	+1	+1	+1	+1	0	As C	0	0	1 ^c	3	3
Wurttemberg ^a	+1	+2	0	+1	0	0	0	N	4	1		3	3

^aThis minor country has corps and/or fleets and can be made a free state.

^bIf Naples and Sicily are neither neutral nor controlled by the same power,

Naples retains the corps, and Sicily receives the fleet.

^cThe Venetian fleet is available only if Venetia is part of the Kingdom of Italy.

Operational Possibilities Chart (7.5.2.1-7.5.2.7)

Choices		Attacker				
		Outflank	Assault	Escalated Assault	Echelon	Probe
Defender	Outflank	A 1-2 1-4 2-4 D 1-2 1-4 2-4 a	1st A 2-3 3-3 3-3 1st D 2-1 2-1 2-2 b 2nd A — 3-1 3-1 2nd D — 4-4 4-4	1st A 3-3 4-3 3-3 1st D 3-1 3-1 3-2 b 2nd A — 4-1 4-1 2nd D — 5-4 5-4	1st A 2-1 3-1 3-2 1st D 2-1 2-1 2-1 b 2nd A — 2-1 1-1 2nd D — 3-3 3-4	1st A 2-1 4-2 4-3 1st D 2-1 2-1 1-1 b 2nd A — 4-2 4-2 2nd D — 2-3 2-2
	Counter-attack	1st A 2-1 2-1 2-2 1st D 2-3 3-3 3-3 b 2nd A — 4-4 4-4 2nd D — 3-1 3-1	A 3-1 4-2 3-2 D 3-1 4-2 3-2 c	A 4-1 5-2 4-2 D 4-1 5-2 4-2 c	A 1-2 3-4 2-4 D 3-1 4-1 2-1	A 1-1 1-3 2-2 D 3-2 3-2 4-2
	Escalated Counter-attack	1st A 3-1 3-1 3-2 1st D 2-3 3-3 3-3 b 2nd A — 5-4 5-4 2nd D — 4-1 3-1	A 4-1 5-2 4-2 D 3-1 4-2 3-2 c	A 4-1 5-2 4-2 D 4-1 5-2 4-2 c	A 2-2 4-4 3-4 D 3-1 4-1 2-1	A 2-1 2-3 3-2 D 4-2 4-2 5-2
	Cordon	A 2-1 3-1 2-1 D 3-2 4-2 4-3 a	A 4-1 4-3 4-1 D 2-1 2-1 3-1 d A 4-1 4-2 4-1 D 2-1 3-1 4-1	A 5-1 5-3 5-1 D 3-1 3-1 4-1 d A 5-1 5-2 5-1 D 3-1 4-1 5-1	A 2-1 3-1 4-1 D 3-1 4-2 4-3 de A 2-1 3-1 3-1 D 4-1 4-2 4-3	A 1-1 4-2 4-2 D 1-2 2-1 3-1 d A 1-1 4-1 4-1 D 1-2 3-1 3-1
	Withdraw	1st A 2-2 — — 1st D 1-1 — — bfg 2nd A — 3-4 3-4 2nd D — 1-1 1-1	A 4-2 4-2 4-3 D 1-1 1-1 1-1 fi	A 5-2 5-2 5-3 D 2-1 2-1 2-1 fi	A 3-1 3-2 3-3 D 1-1 1-1 2-1 fh	Automatic Withdrawal
	Defend	1st A 2-1 3-1 3-1 1st D 3-1 4-1 4-2 bj 2nd A — 2-4 4-4 2nd D — 1-1 1-1	A 3-1 3-1 2-1 D 4-1 4-2 4-3 kl	A 3-1 3-1 2-1 D 5-1 5-2 5-3 kl	A 1-3 2-3 2-4 D 4-1 3-1 2-1	A 1-1 3-1 3-3 D 3-2 3-1 2-1 l

Results give the casualty level first and the morale level second.

Reinforcing:

Modifiers:

Forest: -1 to casualty level for *both sides*.

Mountain: -1 to attacker's casualty level.

Marsh: -1 to casualty level, +1 to morale level for *both sides*.

Desert: +1 morale level for *both sides*.

Notes:

^aArmies are not split into pinning and outflanking forces.

^bOutflanking force arrives if modified strategic rating or less is rolled. Modifiers to strategic rating are -1 in forest, mountain or marsh area and +2 at end of second round (7.5.2.12.1.1).

^c+1 to final morale level if commanded by a Turkish leader.

^dUse lower table if attacking across a river.

^e+1 to combat rolls if commanded by an Austrian leader.

^f+1 to defender's strategic rating if all cavalry, cossacks, and/or freikoprs (see option 12.3.3.2).

^gDefender automatically withdraws without pursuit if the outflanking force does not arrive after the first combat round.

^hDefender withdraws on roll of strategic rating + 1 or less.

ⁱDefender withdraws on roll of strategic rating or less.

^j+1 to attacking commander's strategic rating.

^kIgnore tactical ratings for the modification of die rolls.

^l+1 to defender's final morale level if commanded by a Russian leader.

Combat Resolution Chart (7.5.2.7, 7.5.2.9)

Morale Level	Die Roll	Casualty Level									
		1		2		3		4		5	
		%L	ML	%L	ML	%L	ML	%L	ML	%L	ML
1	0	0	0	0	0	0	0	0	0	5%	-0.1
	1	0	0	0	0	0	0	5%	-0.2	5%	-0.3
	2	0	0	0	0	5%	-0.2	5%	-0.4	10%	-0.6
	3	0	0	5%	-0.2	5%	-0.5	10%	-0.7	10%	-1.0
	4	0	-0.2	5%	-0.5	10%	-0.8	10%	-1.0	15%	-1.4
	5	5%	-0.4	5%	-0.8	10%	-1.1	15%	-1.4	15%	-1.8
	6	5%	-0.6	10%	-1.1	10%	-1.5	15%	-1.9	15%	-2.2
7	5%	-0.8	10%	-1.4	15%	-1.9	15%	-2.4	20%	-2.6	
2	0	0	0	0	0	0	-0.1	0	-0.4	5%	-0.5
	1	0	0	0	-0.2	5%	-0.3	5%	-0.7	10%	-0.8
	2	0	-0.2	5%	-0.4	5%	-0.6	5%	-1.0	10%	-1.1
	3	0	-0.5	5%	-0.7	5%	-1.0	10%	-1.3	10%	-1.4
	4	5%	-0.8	5%	-1.0	10%	-1.4	15%	-1.6	15%	-1.8
	5	5%	-1.1	10%	-1.4	10%	-1.8	15%	-1.9	15%	-2.3
	6	5%	-1.5	10%	-1.9	15%	-2.2	15%	-2.3	20%	-2.8
7	10%	-1.9	10%	-2.4	15%	-2.6	20%	-2.8	20%	-3.3	
3	0	0	0	0	-0.3	0	-0.5	5%	-0.8	5%	-0.9
	1	0	-0.3	0	-0.5	5%	-0.8	5%	-1.0	10%	-1.1
	2	0	-0.6	5%	-0.8	5%	-1.1	10%	-1.3	10%	-1.4
	3	5%	-0.9	5%	-1.1	10%	-1.4	10%	-1.6	15%	-1.8
	4	5%	-1.3	10%	-1.5	10%	-1.8	15%	-2.0	15%	-2.3
	5	5%	-1.8	10%	-2.0	15%	-2.3	15%	-2.5	20%	-2.9
	6	10%	-2.3	10%	-2.6	15%	-2.8	15%	-3.1	20%	-3.5
7	10%	-2.8	15%	-3.2	15%	-3.3	20%	-3.7	20%	-4.1	
4	0	0	-0.4	0	-0.6	5%	-0.9	5%	-1.1	5%	-1.3
	1	0	-0.6	5%	-0.9	5%	-1.1	10%	-1.4	10%	-1.6
	2	5%	-0.9	5%	-1.2	5%	-1.4	10%	-1.7	15%	-2.0
	3	5%	-1.3	5%	-1.6	10%	-1.8	10%	-2.1	15%	-2.4
	4	5%	-1.8	10%	-2.1	10%	-2.3	15%	-2.6	15%	-2.9
	5	10%	-2.4	10%	-2.6	15%	-2.9	15%	-3.1	20%	-3.4
	6	10%	-3.0	15%	-3.2	15%	-3.5	20%	-3.7	20%	-3.9
7	10%	-3.6	15%	-3.8	20%	-4.1	20%	-4.3	25%	-4.5	
5	0	0	-0.9	5%	-1.1	5%	-1.4	5%	-1.6	5%	-1.8
	1	5%	-1.1	5%	-1.4	5%	-1.6	10%	-1.9	10%	-2.1
	2	5%	-1.4	5%	-1.7	10%	-1.9	10%	-2.2	15%	-2.5
	3	5%	-1.8	10%	-2.1	10%	-2.3	15%	-2.6	15%	-2.9
	4	5%	-2.3	10%	-2.6	15%	-2.8	15%	-3.1	20%	-3.4
	5	10%	-2.9	10%	-3.1	15%	-3.4	20%	-3.6	20%	-3.9
	6	10%	-3.5	10%	-3.7	15%	-4.0	20%	-4.2	25%	-4.4
7	15%	-4.1	15%	-4.3	20%	-4.6	20%	-4.8	25%	-5.0	

%L: Percentage Loss. The percentage of the number of friendly factors that is inflicted as casualties on the enemy during a combat round.
 ML: The morale loss inflicted on the enemy during a combat round.
 Die Roll Modifiers: Die roll modifiers may come from the Commander Chart (see 7.5.2.9.1) and/or from having at least 2:1 cavalry superiority (see option 12.3.3.1).
 Trivial Combats: Both use table 5-2. Commander and cavalry superiority die roll modifiers apply.
 Siege Combats:
 Assaults: Besieging forces on table 5-1 and defenders on table 5-2.
 Garrison Attacks: Garrison forces on table 5-1 and besieging forces on table 5-2.
 Artillery Bombardment (Option 12.3.5): Use 5-5 table (ignore morale loss). May not be used in marsh areas.

Casualty Percentage Table (6.3.3.2, 7.5.2.9.2)

% Loss	Factors																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
5%							1	1	1	1	1	1	1	1	1	1	1	1	1	1
10%					1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2
15%				1	1	1	1	1	1	2	2	2	2	2	2	2	3	3	3	3
20%			1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4
25%		1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5
30%		1	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	5	6	6
45%	1	1	1	2	2	3	3	4	4	5	5	5	6	6	7	7	8	8	9	9
60%	1	1	2	2	3	4	4	5	5	6	7	7	8	8	9	10	10	11	11	12
75%	1	2	2	3	4	5	5	6	7	8	8	9	10	11	11	12	13	14	14	15
90%	1	2	3	4	5	5	6	7	8	9	10	11	12	13	14	14	15	16	17	18
120%	1	2	4	5	6	7	8	10	11	12	13	14	16	17	18	19	20	22	23	24

Use multiples of 20 factors for large forces—i.e., for 45 factors, use 20 + 20 + 5 columns for total casualties.

Militia casualties may be taken in field combat only until the combat round in which the cumulative morale loss equals or exceeds 2.0. A cavalry casualty must, if possible be taken by the breaking side in the round in which they break.

Commander Chart (7.5.2.9.1)

Defending Commander's Tactical Rating	Attacking Commander's Tactical Rating											
	0		1		2		3		4		5	
	D	A	D	A	D	A	D	A	D	A	D	A
0	-1	-1	-1	0	-1	0	-1	+1	-1	+1	-1	+1
1	0	-1	-1	-1	-1	0	-1	0	-1	+1	-1	+1
2	0	-1	0	-1	0	0	-1	0	0	+1	-1	+1
3	+1	-1	0	-1	0	-1	0	0	0	+1	0	+1
4	+1	-1	+1	-1	+1	0	+1	0	+1	+1	0	+1
5	+1	-1	+1	-1	+1	-1	+1	0	+1	0	+1	+1

Pursuit After Combat (7.5.2.10.2)

Pursuit Class Table				Pursuit Table						
Victor's Morale Loss	Number of Combat Rounds			Die Roll	Pursuit Class Number					
	1	2	3+		1	2	3	4	5	6
0.0-0.9	6	5	4	1				10%	10%	15%
1.0-1.9	5	4	3	2				10%	10%	15%
2.0-2.9	4	3	2	3				15%	15%	30%
3.0-3.9	3	2	None	4		10%	20%	30%	45%	45%
4.0+	2	None	None	5	10%	15%	30%	45%	60%	60%
Pursuit class is 1 vs. forces withdrawing unbroken at day's end.				6	15%	30%	45%	60%	75%	90%
				7	15%	45%	60%	75%	90%	120%
				Modifiers: +1 to die roll with pursuing cavalry leader. Shift 2 columns left in marsh areas. Shift 1 column left in forest, mountain, desert.						
Pursuit Loss: 1 cavalry = 3 non-militia = 6 militia factors.										
In limited field combats (see 7.5.4.2.3) only the relieving force may be pursued or only the relieving force cavalry may be used for pursuit.										

Naval Combat Table (6.3.3)

Die Roll	0-1	2	3-4	5	6-7
% Loss	5%	10%	15%	20%	25%
Die Roll Modifiers					
+1 if British fleet on the side					
-1 if Austrian or Prussian fleet on the side					

Siege Table (7.5.4.1)	
Die Roll	Result
-1 to +1	Sortie?
+2 to +3	NR
+4 to +7	Breach
Die Roll Modifiers:	
-X: City siege value.	
+1: Undergarrisoned.	
Sortie?: If the defender elects to sortie, one die is rolled. On 1-4, besieger loses a factor. otherwise defender loses a factor.	

Morale Values Chart	
Army Factor Type	Morale Value
Cossack, Freikorps, Guerilla	1
Turkish feudal (cav. & inf.)	2
Spanish/Turkish regular cav.	3
All other major power cav.	4
All militia infantry	2
All guard infantry	5
British regular infantry	4.5
French regular inf. & arty.	4
All other regular inf. & arty.	3

Corps Capacity Chart									
Austria	I-IX	15I/M, 1C	Britain	I	2G, 12I/M	France	I	25I/M, 3C	
	I & II Grenadier	5G, 2C		II & III	14I/M		II-VI	20I/M, 3C	
	I & II Insurrection	15M, 2C		IV-VI	10I/M		VII-IX	15I/M, 2C	
	Tyrol	8I		Cavalry	8C		X-XII	12I/M, 1C	
	IC & IIC	4C		I-VII Fleets	30S		Imperial Guard	20G, 3C	
	Light Infantry	4I, 2C		Imperial Guard (V)	10G, 2C		Artillery	12A	
	I Fleet	30S		I	18I/M, 2C		IC & IIC	7C	
Prussia	I	18I/M, 4C	Russia	II & III	14I/M, 1C	Spain	IIC & IVC	5C	
	II-VIII	14I/M, 3C		IV, VI-XV	10I/M		I-IV Fleets	30S	
	Prussian Guard	7G, 1C		Artillery	10A		I	2G, 12I/M, 2C	
	I Fleet	30S		IC & IIC	5C		II-VII	14I/M, 2C	
Turkey	I & II Janissary	15I	Minors	IIC & IVC	4C	Denmark	Cavalry	4C	
	Nizami Cedid	12I, 2C		VC	3C		I-III Fleets	30S	
	Albania, I Anatolia	9I		I-III Fleets	30S		Bavaria, Lombardy	13I, 2C	
	Bosnia, Bulgaria			Algeria, Cyrenaica, Morocco, Tripolitania	5I, 5C		Hanover, Holland	12I, 2C	
	Greece, Macedonia			I & II Egypt	16I, 4C		Poland Cavalry	4C	
	Podolia, Serbia, Transylvania	8FC		Syria	6I, 12C		Poland Infantry	16I, 2C	
	II & III Anatolia, Crimea, Rumelia			Wurttemberg	6I, 2C			Portugal	15I, 2C
	I & II Fleets			Baden, I & II	8I, 1C				

Economic Manipulation Chart														
PSA	As		Fr		GB		Pr		Ru		Sp		Tu	
	\$	MP	\$	MP	\$	MP	\$	MP	\$	MP	\$	MP	\$	MP
-3	+15	+5	+20	+7	+15	+4	+14	+10	+7	+6	+9	+4	+8	+4
-2	+15	0	+20	0	+15	0	+10	0	+14	0	+9	0	+8	0
-2	0	+5	0	+7	0	+4	0	+7	0	+6	0	+4	0	+4
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
+1	0	-6	0	-9	0	-5	0	-8	0	-8	0	-5	0	-5
+1	-17	0	-23	0	-18	0	-11	0	-18	0	-11	0	-9	0
+2	-25	-8	-35	-12	-24	-6	-21	-10	-28	-10	-17	-6	-15	-6