

<i>The Coming Storm</i> Terrain Effects on Combat (11.31)			(Terrain Effects on Bombardment—see 11.65)
Terrain	Types of Units Impacted	Combat Strength Impact	Other Effects on Combat
Clear Hex		No effect	
Bridge Hexside	All Defending Combat Units if all attackers attack across the bridge	Defender x 2.0	(a) No Combined Arms attacks across a Bridge. (b) Defender not doubled when attacked exclusively by bombarding artillery. (c) Attack over damaged bridge, treat Dr as Sk (see 11.31-D). (d) Attacks across a Bridge are not required.
Chateau Hex	Infantry and Cavalry only. Stacking limited to 2 units	Defender x 2.0	(a) Units in Chateau are not required to attack or disengage. (b) Change Dr result to “Shock” unless defender Demoralized. (c) No Cavalry Charge or bombardment into hex. (d) Combined Arms only allowed if defender Demoralized.
Crest Hexside	All Defending Units	No effect	(a) Change “Ar*” results to “Shock” (see 11.4).
Ford Hexside	All Defending Combat units	Defender x 1.5	
Hilltop Hex		Depends on other terrain and the Slope Hexside	See Slope Hexside below
Marsh Hex	Cavalry attacking or defending. Artillery in Bombardment and adjacent combat.	Cavalry x 0.5 Artillery x 0.5	(a) For all units attacking into Marsh, change “Ar*” results to “Shock” (see 11.4). (b) No Combined Arms Attacks into a Marsh.
River and Lake Hexside		No adjacent combat. Artillery may Bombard.	Units may only attack across Rivers upon bridges. Frozen Rivers and lakes are treated as streams.
Road Hex		Depends on other terrain	
Slope Hexside	All Defending Combat Units	Defender x 1.5 attacked exclusively uphill through Slope hexsides.	(a) Defender only gets benefit if defending in a hilltop and attacked from the slope hex (see Terrain Key on map). (b) No Cavalry charges uphill through a Slope
Slope Hex		No Effect	
Stream Hexside and Trestle	All Defending Combat units	Defender x 1.5 exclusively through stream	No Cavalry charges
Town Hex	(a) Defending Infantry only ... (b) Initiative “1” units ... (c) Coalition units at Jena-Auerstädt (see 21.32) ...	x 1.5 No effect No effect	(a) Units in Town are not required to attack or disengage. (b) Change “Ar*” results to “Shock” (c) Bombard Strength x 0.66; no bombardment at 3 hex range. (d) May not charge or Combined Arms into Towns.
Trail Hex		Depends on other terrain	
Woods Hex	Cavalry attack or defense ... Cavalry charge ... Artillery in adjacent combat ...	x 0.5 No charges into Woods x 0.5	(a) Change “Ar*” results to “Shock” (b) No Bombardment from or into a Woods hex (c) No Combined Arms Attacks into a Woods hex

Possible Permanent Elimination die-rolls		
Situation (See 11.43 & 11.44)	Die Roll	UAR Section
Unable to retreat full distance	4 to 6	PEU
First unit to retreat across bridge	6	PEU
Second and succeeding unit*	+1	

*add +1 to the Die Roll for every retreating unit that follows
AUTOMATIC PEU: Units eliminated that are **Surrounded, Reduced** or have **No Reduced Strength** are automatic PEUs (see 6.11).

Line of Sight (LOS) (see 1.52)		
LOS subject to Blocking Terrain and Blocking Weather (Fog, Rain, Snow or Storm-any type)		
Enemy units are revealed when within sighting distance:		
Sighting distance	Blocking Hexes	Blocking Hexsides
3 hexes or less	Hilltop, Wood, Town, Chateau, Slope, unit	Crest, Slope

Vedettes Lost During Reconnaissance (see 13.41)			
Die Roll	Vedette	UAR section	reconnaissance
1	elim	PEU	no reconnaissance results
2	elim	Awaiting Recovery	no reconnaissance results
3	elim	Recovered	reveal enemy units normally
4-6	•	stays on map	reveal enemy units normally

KEY: elim Vedette is eliminated and transferred to the specified location

Command Range (See 7.2)	
Leader Type	Distance in hexes*
Commander	4 Hexes to officers and units
Officer	3 Hexes to units

*The range in hexes is counted exclusive of Leader's hex.

Leader Capture (See 5.22)	
When to roll for leader Capture:	
<ul style="list-style-type: none"> Leader adjacent to enemy combat units and not stacked with any Friendly combat units. Leader's stack making a Retreat After Combat Leader's stack suffers any elimination result. 	
Die Roll	Capture result
1 to 5	Displace leader to nearest friendly unit or retreat per Combat Result
6	Leader is captured

Note: Vedettes alone cannot capture leaders.

Cavalry Charge Summary (See 16.4 and Notes to Combat Tables)	
Cavalry May Not Charge:	
(a) with Light Cavalry, Demoralized, unit in Road March, or Vedette unit.	
(b) Into Woods, Chateaux, Improved Positions, Towns, Uphill	
(c) Across a Stream, Trestle, Bridge	
(d) During Mud	
(e) Cavalry that has moved during the previous Movement Phase	
(f) Cavalry occupying more than one hex may not charge the same target	
(g) The target must be subject to a regular adjacent attack, too	
Cavalry Charge Procedure:	
After all other movement is complete...	
1	Charge Movement: Pay +1 MP extra to enter the hex.
2	Compute the odds and roll on the Cavalry Charge CRT.
3	If an OR, the Charging units stay in the enemy-occupied hex.
4	In the Combat Phase, the Charged hex MUST be Attacked.
5	Apply Subsequent Combat Result (see 16.52).