TOUT SOLDAT : Reference Sheet

Phases
No. of Phases per Turn = Commander Rating if successful Activation
Each Phase:
(1) Activation of 1 Division, Ind. Brigade or Arty. Group
(2) Rallying
(3) Movement of Activated units
(4) Combat of Activated units

Successful Activation = Active Division / Ind. Brigade / Arty. Gp. (Normal Move & Combat)
Unsuccessful Activation = Inert Division / Ind. Brigade / Arty. Gp. (Half Move, Cannot move closer to enemy than 40cm, Normal Combat and End of Phase)

Commander Rating
1 = Poor
2 = Average
3 = Good
4 = Exceptional

Command Range
Brigade Commander:
= 10cm
Division Commander:
Lin = 20cm
Imp / AdvLin = 30cm
Army / Corps Commander:
Lin = 40cm
Imp / AdvLin = 60cm

Unit Quality (UQ)
2 = Militia
3 = Trained
4 = Experienced
5 = Veteran
6 = Elite/Guard

UQ Test
(A) Manouevre apart from straight ahead
(B) Move closer to enemy than 20cm
(C) Move to contact enemy
(D) As a result of combat
(E) As a reaction move
(F) Rallying routed units

Movement

	Bgd. Line	*Bgd. Column*
Infantry	8cm	12cm
Light Infantry	9cm	14cm
Light Cavalry	18cm	21cm
Mm/Hvy Cavalry	15cm	24cm
Foot Arty.	8cm	
Horse Arty.	16cm	
Commanders	21cm	

Terrain Movement
*Inf./ Arty. on road in good conditions = +3cm
*Cav./Comm. on road in good conditions = +5cm
*All moves halved in difficult terrain and x-ing linear obstacles

Move & Fire
*Infantry can move full permitted distance & fire
*Artillery can move half permitted distance & fire

UQ Adjustments
+1 if moving/manoeuvring Inf/Cav in Brigade Column
+1 if Impulse Infantry Brigade Column in close combat

Manouevre
Successful = UQ vs. D6:Impulse; D6+1:Adv.Linear; D6+2 Linear

Permitted Manouevres
(1) Move forward &/or wheel up to 45°
(2) Turn 180° or 90° then move &/or wheel up to 45°
(3) Form Line, Column or Square from other formation (only infantry in Brigade Square)
(4) Combination of above

Combat Resolution
(1) Roll Average D6
(2) Add UQ of lead attacker
(3) Adjust for size of lead attacker
(4) Apply following modifiers:
+2 if combined Inf/Cav/Arty attack
+2 if Cav attacking Inf Line or Arty
+1 for each Brigade or Arty support
+1 for Arty short range vs Square/Column
+1 Hvy. Cav move to contact other Cav
+1 if Impulse Inf in Column in close combat
+1 if Brit/KGL Inf Brigade Line in own turn & no move
+1 if Arty Group at short range
+1 if uphill & in close combat
-1 if Inf/Cav Column attacked in flank/rear in close combat
-1 if Arty attacked by Inf in close combat
-1 if Arty at long range (not sppt)
-1 if Inf Col/Line could be contacted by Cav unless intersected
(5) Compare Difference
-1 if in close combat up a steep hill
-1 if enemy behind soft cover or in woods
-2 if Inf Column or Square & firing
-2 if Inf/Cav Line attacked in flank/rear in close combat
-2 if Cav attacking Inf. Square
-2 if enemy is in or behind hard cover
-2 if Cav/Arty attacking through woods

Combat Result Difference
0 : No result
1 : Loser recoils 4cm
2 : Ditto +UQ roll
3: Loser recoil 8cm +UQ roll
4 : Ditto plus lose 1 unit
5+ : Ditto plus lose 2 units

Firing Ranges
Linear : Infantry = 14cm
Imp./Adv.Linear : Infantry = 18cm
Artillery (short) = 21cm
Artillery (long) = 90cm