

Austrian Army	Commander:	Staff Rating:	8
Army morale = 2	Aggression:	Decisiveness:	Independence: 1015
Broken Units:	Remain Disorder and Shaken for rest of game. Cannot Rally or use Elite rule.	May retire one move to rear every turn instead of Initiative or orders, must if within 12" enemy.	

2nd Brigade	Commander:	Staff Rating:	7				
Brigade Morale = 2	Aggression:	Decisiveness:	Independence: 277				
Unit	Armament	Combat	Shooting	Morale	Stamina	Special	Pts
Line (x3)	Musket – 18"	6	3	4+	4	Reliable (attack column)	41
Grenadier (x1)	Musket – 18"	7	3	3+	3	Elite 4+, Stubborn, Reliable (attack column)	57
Artillery Battery	Smoothbore – 48"	1	3/2/1	4+	2		27

First Fire = All Infantry Units have First Fire. They receive a +1 dice the first time they fire

Form Square = All Infantry must attempt to form square when charged by cavalry.

Reliable (attack column) = +1 to Staff Rating when unit is in attack column.

Elite 4+ = Disorder status removed at the start of turn on die roll equal to or greater than 4, unless in close combat.

Stubborn = Re-roll one failed morale save each time it suffers casualties..

Skirmish = All units may form skirmish formation to move through terrain, must reform immediately when exiting.

	High (roll of 6)	Medium (roll of 2-5)	Low (Roll of 1)
Aggression	Aggressive +1 to Staff rating when giving a charge order.	A balance individual, neither excessively hot blooded nor risk averse as the occasion demands	Timid -1 to Staff rating when ordering a charge. +1 when giving any order to retreat from the enemy
Decisiveness	Decisive May re-rolled failed command roll. 2 nd failure always results in Blunder.	Likely to act in a timely manner but mindful of the need for good intelligence.	Hesitant Must re-roll an order that gives three moves. Abide by the 2 nd roll.
Independence	Head Strong +1 to Staff rating if the commander is the 1 st one to give orders during a turn. Always Blunders on 11 or 12 though.	Respectful of authority but willing to exercise personal judgment and make decision where necessary.	Irresponsible -1 to Command rating if giving orders before army commander. Rolls 2d6 on blunders and picks which one to use.

Blunder Table					
1	2	3	4	5	6
Rapid Retreat	Retreat	Move to Left	Move to Right	Move Forward	Charge!
Move 2 moves away from enemy	One move away from enemy.	One move to the left quadrant. May charge.	One move to the right quadrant. May charge.	One move to the front quadrant. May charge.	Charge closets enemy D3 moves.