

## Blücher points to remember

1 base width (BW) is 2".

### **Infantry and artillery movement:**

Difficult 2". (Measure from front centre to front centre. May pivot at start or end of move)

Simple 4" (pivot any direction then straight ahead. May not move through difficult ground)

### **Cavalry movement:**

Difficult 4"

Simple 8"

In order to move by Corps, units must be in a chain, with no more than 2" between each link.

**To charge:** pivot up to 45 degrees then a simple move straight ahead. Infantry may charge through difficult ground.

**Firing** is only allowed to units that did not move. Infantry may not fire into or out of woods or towns.

Charging **towns:** both combatants fight disordered, unless defender is in Garrison (which requires a turn stationary to form).

Cavalry attacking prepared infantry reroll hits; unprepared infantry fighting cavalry reroll hits.

If infantry survives an attack involving cavalry, the cavalry and any attacking infantry must retreat.

Attackers who retreat do so facing the enemy. Defenders retreat facing away.