

Musket Diplomacy

Attrition Table

Die Roll	Total Strength Points in Hex				
	3-5	6-10	11-15	16-20	21+
1	0	0	0	1	1
2	0	0	1	1	2*
3	0	1	1	2*	3*
4	0	1	2*	2*	3*
5	0	2*	2*	3*	4*
6	1	2*	3*	3*	5*

0=no loss | # SP eliminated | * = Cavalry loss

Modifiers:

-1 Only Major State units | -1 All units in Home Country
+1 Unsupplied | +1 Winter turn | +1 In swamp hex

Force March Table

Die Roll	Extra Movement Points Required		
	1	2	3
1	1	2	3
2	1	2	3
3	1	2	2*
4	1	1*	1*
5	1	0	0
6	0	0	0

0 = No extra MP | # = Extra MP

* = One SP eliminated

Modifiers: -1 All Guards | -1 All Major State
+1 Unsupplied units | +1 Winter turn
+1 Any swamp hexes

Combat Results Table

Force Result	L S		L S		L S		L S		L S		L S		L S		L S	
	D3	1	D2	1	D1	1	1	0	1	1	1	1	0	1	1	D1
Odds Ratio	Modified Dice Roll															
1 to 1	2	3	4	5	6	7	8	9	10	11	12					
3 to 2	-	2	3	4	5	6	7	8	9	10	11+					
2 to 1	-	-	2	3	4	5	6	7	8	9	10+					
3 to 1	-	-	2	3	4	5	6	7	8	9+						

Modifiers: Leaders, Morale difference, Terrain, Tactical matrix

Morale values: Guards = 3 | Major State Infantry/Cavalry = 2 | Minor state Infantry/Cavalry = 1

Explanation of Results: L = Larger Force | S = Smaller Force

0 = No Loss | 1 = Consult Combat Loss Chart (CLC) | D1 = Consult CLC, reduce morale by one

D2 = Consult CLC, reduce morale by two | D3 = Consult CLC, reduce morale by three

The Larger Force player rolls the dice. Dice can never be modified by more than **four**.

A modified roll less than 2 = 2. A modified roll greater than 12 = 12.

Combat Loss Chart

Total SP in smaller force

Result	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21+	
1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2	2	3
D1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	3	4	4	4	4	4	6
D2 or D3	1	1	1	2	2	3	3	3	3	3	5	5	5	5	5	6	6	6	6	6	6	9

Tactical Matrix for Field Battles

		Larger Force						
Smaller Force		Charge	Envelop	Skirmish	Bombard	Square	Refuse	Withdraw
	Charge	0	+1	-2	+1	+2	0	(-2)
	Envelop	-1	0	-1	-1	+1	+2	(-1)
	Skirmish	+2	+1	0	-1	-1	-1	(0)
	Bombard	-1	+1	+1	0	-2	-1	(NC)
	Square	-2	-1	+1	+2	NC	NC	(NC)
	Refuse	0	-2	+1	+1	NC	NC	(NC)
	Withdraw	(+2)	(+1)	(0)	(NC)	(NC)	(NC)	(NC)

Naval Tables

Odds	Die Roll										
	-1	0	1	2	3	4	5	6	7	8	
1-1	2LS	LC	LS	LR	LR	SR	SR	SS	SC	2SS	
3-2	2LC	LS	LR	LR	SR	SR	SS	SS	SC	2SC	
2-1	LS	LR	LR	SR	SR	SS	SS	SC	SC	2SC	
Blockade Table			F*	F	F	F	F	E			
Pursuit Table			F	F	F	F	I	I			
Transport Table			C	C	S	S	E	E			
Storm/Ice			S	D	D	E	E	E			

-1 to die roll if pursuing units are in a coastal hex/port.

L=Larger Force | S=Smaller Force | R=Retreat: opposing force may pursue

S=1 NSP sunk: opposing force may pursue | C=1 NSP captured: opposing force may pursue

F*=Fail: Blockading force may attack | F=Fail: Blockaded force must attack or retreat

D=Damaged | E=Escape | I=Intercept: Pursuing or blockading force may attack

Major State Naval units have a morale of 2, minor state's morale is 1.

Naval Transport Capacity

NSP: unlimited Leaders

T: unlimited leaders *plus*

2 Infantry,

or 1 Cavalry,

or 5 Supply points,

or 1 Infantry plus 3 supply points.

Naval Movement

Movement Points	4
Coastal Hex	2
Sea Zone	1
Port	1

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Initial On-Map Forces Table

	die roll	Leaders				Army			Naval	
		3	2	1	0	Inf	Cav	Gds	NSP	T
Major States	1	1	2	3	2	45	6	2	6	2
	2	-	2	2	3	40	5	1	5	2
	3	-	2	2	3	40	5	1	5	1
	4	-	1	2	3	35	4	-	4	1
	5	-	1	2	3	35	4	-	4	1
	6	-	-	2	3	30	3	-	4	1
Minor States	1	-	-	1	-	6	2	-	1*	1*
	2	-	-	1	-	5	2	-	1*	-
	3	-	-	-	1	5	2	-	1*	-
	4	-	-	-	1	5	1	-	-	-
	5	-	-	-	1	4	1	-	-	-
	6	-	-	-	1	4	-	-	-	-

Capital Range Table

Range is in hexes		Major States					
		Blue	Gray	Green	Red	White	Yellow
Minor States	a	16	23	17	9	26	10
	b	22	14	40	33	11	16
	c	12	23	17	13	22	9
	d	13	18	28	23	14	8
	e	12	19	28	28	9	13
	f	8	26	26	28	10	18
	g	19	12	34	24	17	7
	h	-	-	-	-	-	-
Major States	Blue	-	31	18	25	18	17
	Gray	31	-	40	32	25	14
	Green	18	40	-	19	36	26
	Red	25	32	19	-	33	17
	White	18	25	36	33	-	22
	Yellow	17	14	26	17	22	-
	h	-	-	-	-	-	-

Musket Diplomacy

Leader Display

Minor Leaders

Minor Force Pools

Force Pool

Each January; add new leader
die roll:rate
5,6: 2
3,4: 1
1,2: 0

Prisoners

Production Cost

3~ Guard cavalry
2~ Guard infantry
2~ Regular cavalry
1~ Regular infantry
5*~NSP/Transport
*regular and/or naval
production points.

Production/Repair track

0

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

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a add 1 infantry each January
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

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



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