

Movement Parameters

Infantry: 24 Cavalry: 48 Artillery: 24 Supply: 24

Skirmisher Cost: 5 Rear Move: 0

Line Infantry Movement Costs

Blocked: 0	Clear: 5	Water: 0	Forest: 9 ¹
Orchard: 7	Marsh: 9	Town: 8	Field: 5
Rough: 9	Trail: 0	Road: 0	Pike: 0
Rail: 0	Stream: 2	Creek: 0	Fence: 2
Stone: 2	Embank: 4	Cut: 0	Elevation: 1

¹For the campaigns where a given PDT lists this figure as 5 (base MP of 12), this should be changed to 11.

Column Infantry Movement Costs

Blocked: 0	Clear: 4	Water: 0	Forest: 8
Orchard: 6	Marsh: 8	Town: 2	Field: 4
Rough: 8	Trail: 4	Road: 3	Pike: 2
Rail: 4	Stream: 2	Creek: 0	Fence: 2
Stone: 2	Embank: 4	Cut: 0	Elevation: 1

Mounted Cavalry Movement Costs

Blocked: 0	Clear: 4	Water: 0	Forest: 12
Orchard: 8	Marsh: 16	Town: 4	Field: 6
Rough: 12	Trail: 4	Road: 2	Pike: 2
Rail: 4	Stream: 4	Creek: 0	Fence: 4
Stone: 4	Embank: 6	Cut: 0	Elevation: 2

Artillery Movement Costs

Blocked: 0	Clear: 4	Water: 0	Forest: 16
Orchard: 12	Marsh: 0	Town: 4	Field: 4
Rough: 24	Trail: 4	Road: 2 ²	Pike: 2
Rail: 4	Stream: 4	Creek: 0	Fence: 4
Stone: 12	Embank: 12	Cut: 0	Elevation: 2

² Not limited to marching speed of infantry.

Supply Wagon Movement Costs

Blocked: 0	Clear: 7	Water: 0	Forest: 18
Orchard: 14	Marsh: 0	Town: 4	Field: 7
Rough: 0	Trail: 5	Road: 3	Pike: 2
Rail: 5	Stream: 6	Creek: 0	Fence: 5
Stone: 14	Embank: 14	Cut: 0	Elevation: 2

Change Facing Costs

Infantry: 4	Cavalry: 6	Artillery: 4
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About Face Costs

Infantry: 4	Cavalry: 4	Artillery: 4
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Formation Change Costs

Infantry: 8	Cavalry: 12	Artillery: 6
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Breastworks Values

Movement: 2	Combat: -30%	Building: 18%
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Abatis Values

Movement: 2	Fire: 20%
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Trench Values

Movement: 4 Fire: -50%

Terrain Combat Modifiers

Blocked: 0%	Clear: 0%	Water: 0%	Forest: -30% ¹
Orchard: -10%	Marsh: 0%	Town: -30%	Field: -10% ²
Rough: -30%	Trail: 0%	Road: 0%	Pike: 0%
Rail: 0%	Stream: 0%	Creek: -5%	Fence: -10%
Stone: -40%	Embank: -40%	Cut: 40%	Elevation: -20%

¹This could vary depending upon the particular game. Chickamauga, Shiloh, Atlanta, for example might be set at a higher value.

²If *field* in a particular scenario has a Height value of 0, then this could logically be set to 0%. The field hex is essentially clear terrain.