

## **Blücher points to remember**

1 base width (BW) is 3".

Infantry and artillery movement:

Difficult 3". (Measure from front centre to front centre. May pivot at start or end of move)

Simple 6" (pivot any direction then straight ahead)

Cavalry movement:

Difficult 6"

Simple 12"

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

Units must be no more than 3" apart in order to move by Corps.

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).

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

Attackers retreat facing the enemy. Defenders retreat facing away.