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|  MOVE DISTANCES (MU) & TERRAIN DISORDER |
| **Troop type** | **Open** | **Uneven** | **Rough** | **Difficult** |
| Light foot  | 4 | 4 | 4 | 3 |
| Warriors | 4 | 4 | 4 | 3 |
| Medium foot, mob, Dragoons if move within 6MU of enemy (see below) | 3 | 3 | 3 | 2 |
| Determined foot | 4 | 4 | 3 | 2 |
| Heavy foot  | 3 | 2 | 2 | 1 |
| Light horse and commanders | 6 | 6 | 5 | 3 |
| Gendarmes (if not fully armoured), cavaliers, horse, determined horse, cavalry and camelry | 5 | 4 | 3 | 1 |
| Fully armoured gendarmes | 4 | 3 | 2 | 1 |
| Elephants  | 4 | 4 | 3 | 1 |
| Dragoons if move outside 6MU of enemy (see below) | 5 | 5 | 4 | 3 |
| Battle wagons | 3 | 2 | 1 | N/A |
| Light artillery  | 2 | 1 | 1 | 1\* |
| Limbered artillery | 2 | 1 | 1 | N/A |
| Unlimbered medium artillery | 1\* | 1\* | 1\* | N/A |
| Unlimbered heavy artillery | 1\* | N/A | N/A | N/A |
| \* Pivot only on either front corner of battle group |
|  |
| **NO EFFECT** | **DISORDER** | **SEVERE DISORDER** |
|  |

**Dragoons** - any move that starts, ends or goes within 6MU of enemy is a maximum of 3MU unless in Difficult when it is 2MU. This includes evade, rout and pursuit moves. Other wise they can use the longer move distances allowed in the “Dragoons if move outside 6MU of enemy” line.

In either case they can still take a CMT to make a move to withdraw up to 3MU with two 180 degree turns as they are still Light Troops (see Simple and Complex Moves).