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| SIMPLE AND COMPLEX MOVES | ***Troop Type*** |
| ***Type of move*** | **Move to be made (***advance* means a move from the Advance section below) | **Light Troops** | **Others** |
| ***Charge*** | Any charge move | simple | simple |
| ***Advance*** | Any other forward move with no more than a single wheel | simple | simple |
| ***Double Wheel*** | A forward move including 2 wheels | simple | impossible\* |
| ***Pivot light or medium artillery*** | Pivot forwards up to 1 MU on one front corner of the battle group | n/a | simple |
| ***Pivot heavy artillery*** | Pivot forwards up to 1 MU on one front corner of the battle group | n/a | complex |
| ***Unlimber***  | Unlimber medium or heavy artillery | n/a | complex |
| ***2nd move*** | *Advance* by a single battle group or division if all requirements for a 2nd move are met.  | simple | simple |
| ***3rd move*** | *Advance* by a single battle group of mounted troops or dragoons or a division entirely of mounted troops and/or dragoons if all requirements for a 3rd move are met. | simple | simple |
| ***Expansion*** | Expand frontage by 1 or 2 bases while stationary | simple | complex |
| Expand frontage by 1 or 2 bases followed by an *advance* | simple | impossible |
| ***Contraction*** | Contract frontage by 1 or 2 bases with an *advance* of at least 3 MUs before or after | simple | simple |
| Contract frontage by 1 or 2 bases while stationary or with an *advance* of less than 3 MUs before or after | simple | complex |
| ***Formation change*** | Any of the following (singly or in combination): Turn a tercio or keil 90 degrees. Form ***square***. Move bases around in the battle group, without changing its facing or the position of its front corners (except to turn a tercio or keil 90 degrees or form square).  | n/a | complex\*\* |
| ***90 degree turns (not tercios or keils)*** | Turn 90 degrees while stationary | simple | simple |
| Turn 90 degrees with an *advance* before or after – only possible for light troops and mounted troops | simple | complex |
| ***180 degree turns*** | Turn 180 degrees while stationary | simple | simple |
| Turn 180 degrees with an *advance* before or after – only possible for light troops | simple | impossible |
| Turn 180 degrees, move up to 3 MUs in an *advance* and turn back again – only possible for light troops | complex | impossible |
| Turn 180 degrees, move up to 2 MUs in an *advance* and turn back again – only possible for Cavalry in a single rank | n/a | complex |
| ***\* Simple for a 1 base wide column moving entirely along a road******\*\* Formation changes permitted or required in the impact phase do not require a CMT.*** |