

Table 1

ECW Unit		Basic starting unit "value" - can change with scenario										
Elite Cavalry	Specific to scenario	1	2	3	4	5	6	7	8	9	10	11
Other Horse	Gallopers / Trotters	1	2	3	4	5	6	7	8	9	10	
Dragoon	Dismount to act as Shot unit	1	2	3	4	5	6	7	8	9		
Pike & Shot	1 Pike / 2 Shot	1	2	3	4	5	6	7	8	9		
Irregular	Highlanders	1	2	3	4	5	6	7	8	9		
Artillery	All artillery treated the same	1	2	3	4	5	6	7	8			
	<p>The starting value reduces by one once 3 casualty markers have been accumulated on the unit (i.e. for every 3 hits in an attack) This represents the Cohesion test figure to roll UNDER when taking a morale test. In addition when a RED cell is reached, this results in a permanent reduction on one d6 for attack rolls. An attempt can be made to Rally a unit and recover a lost cohesion point IF the commanding officer is in base contact. They must score 8+ on 2d6 to recover a cohesion point.</p>											