

Pavia Rules Notes

If an enemy unit is occupying a (interior) hex with the same wall hex edge as the breaching unit, the wall can still be breached. (I assume gunpowder was used to breach the walls. Not sure.) The breaching unit is safe from an EZOC because of the wall. Once the wall is breached, of course, all bets are off.

The moving unit was not disorganized before it crossed the stream and entered the EZOC (simultaneously) so it is okay for it to move into the EZOC. It cannot move into an EZOC if, at the start of the move into the EZOC, it was disorganized. Not clear in the rules.

Paragraph 13.1 refers to "units in normal mode may conduct melee combat". Disorganized units cannot attack.

Rule should read attacking across a stream hexside (13.2), not a "river" hexside. Attacking across rivers is not allowed.

Use the rules text for attacking across a stream, breached wall (my addition) or breached gate: -1 DRM.
Assume DO is "Disorganized" in the Combat Results Table.

ZOCs do not extend across wall or river hexes except bridges. Therefore, no melee combat can take place across a wall or river. ZOCs do extend across streams (light blue on the map). There is some confusing wording about attacking across a river with a morale check but assume that to mean across a bridge or a stream. A gate must be breached before combat can occur across that hex as a gate is an extension of a wall. No fire is allowed across park or city walls but fire can be made against defending units on Pavia city walls with a DRM.