

ARTILLERY FIRE D10

BATTERY	RANGE	CLOSE	EFFECTIVE	LONG
Light Artillery	6/30	+1	+2	-
Medium Artillery	6/15/48	0	+1	+2
Heavy Artillery	6/15/48	-1	0	+1

Artillery Bounce Through (effective and long range only):

Any target in the firing line within 6" of the primary target is subject to a "disorder result" if a "kill" can be rolled on a new roll - roll for each target within 6".

MUSKETRY FIRE D10

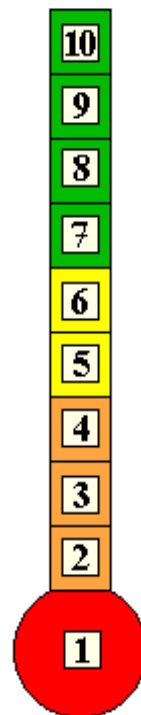
	RANGE	Units only fire directly ahead. Only the designated primary target can receive a kill. Others (roll for all targets) in fire zone are subject to "disorder" if a "kill" result is rolled. A "disorder" result on a secondary target has no effect.
Muskets	6	
Cavalry Carbines	4	
Charging Fire	Shock-charge only. +3 roll - no modifiers	

FIRE MODIFIERS

Infantry Fire First Fire	-2
Infantry's Target is Cavalry	-1
Firer is Disordered/Shaken	+1/+2
3 stands wide unit	+1
2 stands wide unit	+2
1 stand wide unit (not artillery)	+3
Firers Mounted	+1
Firing at Artillery	+1
Target in Cover	+1
Target in Heavy Cover	+3
Target less than 50% in arc*	+2

*Target in Arc: To be in arc, either 50% of the target must be in front of the firer or 50% of the firer must be in front of the target.

Firing from buildings:
No "minus" modifiers



Green = No Effect
Yellow = Disorder
Orange = 1 Kill
Red = 2 Kills

Kills from firing also add a disorder: Disorder results from firing are cumulative.

Disordered units receiving a **disordered** result from firing become **shaken**.

Shaken units receiving a **disorder** result from firing take a **kill** and stay **shaken**.

Shaken units receiving a **kill** take a **kill** and stay **shaken**.

CLOSE RANGE COMBAT

Artillery versus enemy in their fire arc (1st round only)	+3
Flank Support (Inf. / Arty have friends within 2" of flank line - per flank)	+1
Rear support within 6" (inf) or 12" (cav)	+1
Defending terrain or town / heavy cover or chateaux	+1/+2
Quality of Troops. +1 per level difference (Elite/Crack/Veteran/Raw)	+1
Superior weight of troops (Shock moving 5" + and not firing or Cuirass / Horse / Dragoons / Hussar) (Inf. / Dismtd. Dragoons/artillerists in 2nd or subsequent round)	+1
Grenadiers attacking fortifications or heavy cover	+2
Per overlap stands not otherwise engaged - max +2 (1 per each flank)	+1
Disordered / Shaken	-1/-2
Greater number of Kills taken	-1
Blown Cavalry, Infantry in March Column or Square attacked by foot	-3
Struck in flank / rear (must have began movement from this position)	-3/-6

Close Range Combat Procedure

Each player rolls a D10 (alt 2D6) and adds the modifiers that apply to his unit. Players with more than one unit in contact rolls for the unit with the most stands in frontal contact (or chose if equal), counting the other unit for support. The choice must be made before rolling. Casualties are spread evenly between the units involved, with odd casualties going to the dicing unit. Supporting units share the fate of the dicing unit. Compare results and consult the Severity of Defeat table.

SEVERITY OF DEFEAT

Score Diff'	Foot Lose to Foot	Foot Lose to Horse	Horse Lose to Foot	Horse Lose to Horse	Score Diff'	Foot Lose to Foot	Foot Lose to Horse	Horse Lose to Foot	Horse Lose to Horse
0	Desperate Combat, 1K each re-roll	Desperate Combat, 1K each re-roll	Desperate Combat, 1K each re-roll	Desperate Combat, 1K each re-roll	7-8	2K Rout	Destroyed	2K Rout	3K Rout
1-3	1K Back up 3" Shaken	In Rough Terrain 1K back up 3" shaken - no pursuit. Good Terrain, 2K Rout	1K. Ride off 6" disordered	1K. Ride off 6" disordered No Pursuit	9+	Destroyed	Destroyed	2K Rout	Destroyed
4-6	2K Back up 3" Shaken	2K Rout	2K Ride off 6" Shaken	2K Rout	Artillery is destroyed if outscored.				