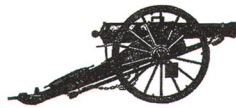


ARTILLERY HITS TABLE

Roll ≤ numbers below to score 1 hit on tgt (colored D10)

Batteries firing:	1	2	3	4
3" point blank	7	8	9	0
8" close	6	7	8	9
15" medium (MG max rge)	4	5	6	7
25" long	3	4	5	6
32" long (German only)	2	3	4	5

Use enfilade or column target modifier, not both



Modifiers:

Plus ONE to die roll

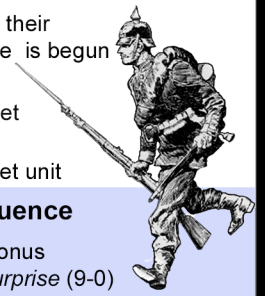
- + Target under cover
- + French guns firing
- + Partial fire / disorg
- + Moving cavalry tgt
- + Shooter is under fire

Minus ONE to die roll

- Enfilade fire ($\pm 15^\circ$)
- Column target

CHARGES and MELEES

- Units involved in charges do not fire during the Fire Phase; disorg units can't charge, or support charges
- Charging units must have their targets sight before charge is begun
- Counter-charging cavalry may charge when its target moves into sight
- Charges resolved by target unit



Charge sequence

- Cavalry rolls for charge bonus (D10 x 1/2 inches) and surprise (9-0)
- Place opposing stands in contact, max 2-on-1
 - Overlapping stands count as "flank attack"
 - All stands in good order = 1 point, except:
 - Infantry & artillery stands vs charging cavalry = 3 pts (unless surprised)
 - Disorganized stands = 1/2 point (round down)
 - Charged routed units are eliminated
- Each side totals their engaged stands, adds the pertinent modifiers (below) and a D6 die roll

- +1 Commander within 1" (infantry)
- +1 Supported line
- +1 Superior morale
- +1 Formed, stationary infantry or arty vs advancing infantry in the open
- +2 Flank, rear, or surprise attack

- High scorer is melee winner
- Loser retreats 5"; both sides are disorg
 - retreating artillery lose their guns
- Opposing commander killed if 6 rolled against him with the D6, plus an even number

MELEE RESULTS

If the winner's score surpasses loser's score by

- +1 = Both sides lose one stand (& loser bk 5")
- + 2-4 = Defeated unit loses one stand (loser bk 5")
- + 5-6 = Loser loses one stand and routs 12"
- + 7+ = Loser routs without fighting; attacker may assault any unit beyond original target within range. (Loser loses one stand if beaten by cavalry)

Score even = roll again. If fighting in a town, defer until next turn, and use only disorganization and superior morale modifiers

Surrounded units will surrender if obliged to retreat & no escape route of 2" or more exists

MORALE ROLLS (D10)

Rally routed Core Morale Units: put cmdr within 1" & roll unit's MR, -2 for each stand lost (-3 in 1/2 scale) **Reconstitute**: ditto
...the unit will be in good order the next turn

Replace a lost cmdr: roll his command rating the next turn, less 1. The new cmdr's rating will be the same as his predecessor's

FIRE COMBAT RESULTS TABLE

Target
Morale
Rating

Roll white D10 for each hit, by MR

Target Modifiers:

5	1-2	3-4	5-6	7-8	9	0
6	1	2-3	4-5	6-7	8-9	0
7	1	2	3-5	6-7	8-9	0
8	1	2	3	4-6	7-8	9-0
9	1	2	3	4-5	6-8	9-0

Plus ONE to die roll

- + If cmdr within 1 inch

Minus TWO to die roll

- If disorg/routed
- Flank/rear fire

"0" roll plus even number = cmdr within 1" is killed

"Back/rout" result for inf in towns/wks:

- fall back,
- disorg, or
- 1 stand ...owner's choice

"Back" result for cavalry = retreat 10"

Stopped arty is "under fire" next turn

Routs 12", -1 stand
Back 8", disorg, -1 std
Back 5", disorg
Back 3 inches
Stop (inf) Back (cav)
No Effect

RIFLE HITS TABLE

Roll ≤ numbers below to score 1 hit on tgt (colored D10)

Stands firing:	1	2	3	4
3" close range	5	6	8	9
5" medium range	4	5	7	8
10" long (Chassepot only)	2	3	5	6

Cover = woods, buildings, field works

Partial fire = use if unit moved over 1/2 its move

Enfilade fire = any fire $\pm 15^\circ$ of target's long axis

Triple fire points vs arty and charging cav at 3"

Modifiers:

ADD to die roll

- +1 Target under cover
- +1 Partial fire / disorg (Disorg: only 1 std fires)

REDUCE die roll

- 1 Chassepot at $\leq 5"$
- 1 Firer in bldgs/works
- 2 Germans at close rge
- 2 Enfilade or column tgt

