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* **rockets max range**	6	7	8	9
15" *medium* **SB max range**	4	5	6	7
25" *long*	3	4	5	6

Plus ONE to die roll
+ Target under cover
+ SB guns firing >5"
+ Partial fire / disorg
+ Moving cavalry tgt
+ Shooter is under fire

Minus ONE to die roll
− Enfilade fire (±15°)
− Column target

[All Italian and Austrian guns are smoothbores]

Use enfilade *or* column target modifier, not both

FIRE COMBAT RESULTS TABLE

Target Morale Rating

Roll white D10 for each hit, by MR

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

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

"Back" result for cavalry = retreat 10"

Stopped arty is "under fire" next turn

Target Modifiers:

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" result for **inf** in towns/wks:
1) fall back,
2) **disorg,** or
3) -1 stand
...owner's choice

RIFLE HITS TABLE

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

Stands firing:	1	2	3	4
3" *close range*	4	5	7	8
5" *medium range*	3	4	6	7
8" *long* (AU Jägers 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 ±15° of target's long axis
Double fire points vs deployed arty and cav at 3"

Modifiers:
ADD to die roll
+1 Target under cover
+1 Partial fire / disorg
+2 IT line infantry
(IT inf fires 1" max)
(Disorg: only 1 std fires)

REDUCE die roll
-1 Firer in bldgs/works
-2 Enfilade or column tgt

CHARGES and MELEES

- Charging units do not shoot in the Fire Phase; disorg units can not 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 are resolved by target unit

Charge sequence
- Cavalry rolls for charge bonus (D10 x 1/2 inches) & surprise (9-0). Inf **furia** roll: FR = 9,0; AU, IT = 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 = **2** 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
+1	FR inf, **-2** IT infantry
+2	Flank, rear, or surprise / furia 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

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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