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* SB 12-pdr max range	4	5	6	7
25" *long*	3	4	5	6
32" *long*	2	3	4	5

Use enfilade *or* column target modifier, not both

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 (±15º)
− Column target
− AU artillery firing

FIRE COMBAT RESULTS TABLE

Target Morale Rating — Roll white D10 for each hit, by MR

Target Morale Rating						
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

Results (columns): 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*	5	6	8	9
5" *medium range*	4	5	7	8
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 ±15º of target's long axis

3x fire pts (2x ML) vs cav & deployed arty at 3"

Modifiers:

ADD to die roll
+1 Target under cover
+1 DK & AU line inf
+1 Partial fire / disorg
(Disorg: only 1 std fires)

REDUCE die roll
-1 Firer in bldgs/works
-2 Prussians at close rge
-2 Enfilade or column tgt

CHARGES and MELEES

- Charging units do not shoot in the Fire Phase; disorg units cannot 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) 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	Defending: Formed, stationary inf or arty vs advancing inf in the open
+2	Needlegun-equipped troops
+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

+ 2-4 = Defeated unit loses one stand

+ 5-6 = Loser loses one stand and routs 12"

+ 7+ = Loser routs without fighting; winner may attk 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