## FIRE RANGE TABLE

| Type of unit | 1 hex. | 2-5 hex. |
|---|---|---|
| Infantry/Dismounted Cavalry | x 1 | – |
| Mounted Cavalry | x 1/2 | – |
| Unlimbered Artillery | x 2 | x 1 |

## COMBAT RESULTS TABLE

### STRENGTH POINT FACTORS

| DIE | 1-4 | 5-8 | 9-12 | 13-16 | 17-20 | 21-24 | 25-28 | 29-32 | 33+ |
|---|---|---|---|---|---|---|---|---|---|
| 1 | – | – | – | – | – | M | M | 1 | 1 |
| 2 | – | – | – | – | M | M | 1 | 1 | 1 |
| 3 | – | – | – | M | M | 1 | 1 | 1 | 2 |
| 4 | – | – | M | M | 1 | 1 | 1 | 2 | 2 |
| 5 | – | M | M | 1 | 1 | 1 | 2 | 2 | 2 |
| 6 | M | M | 1 | 1 | 1 | 2 | 2 | 2 | 3R |
| 7 | M | 1 | 1 | 1 | 2 | 2 | 2 | 3R | 3R |
| 8 | 1 | 1 | 1 | 2 | 2 | 2 | 3R | 3R | 3R |
| 9 | 1 | 1 | 2 | 2 | 2 | 3R | 3R | 3R | 4R |
| 10* | 1 | 2 | 2 | 2 | 3R | 3R | 3R | 4R | 4R |

### Modifiers (cumulatives)
**-2 DRM** Target is in a wood hex
**+1 DRM** Target attacked from 3 different and adjacent hexes (flank fire)
**+1 column on the right** when firing at limbered artillery

### Results
**–** : Nothing
**\*** : Checks for Leader Elimination : roll a D10, a roll of **7 or more** eliminates leader.
**M** : Target makes a Morale check
**1 ou 2** : Target loses that many steps, and makes a Morale check
**3R ou 4R** : Target loses that many steps, retreats 2 hexes, and makes a Morale check

### Fire combat Procedure
**1.** Indicate the target hex and the units firing at the target.
**2.** Check the Range and modify each firing unit's SP separately.
**3.** Total all units modified SP firing.
**4.** Reference the total number of SP firing from step 2, on the columns of the CRT.
**5.** Roll the **D10** and apply modifiers.
**6.** Cross reference the final modified die roll from step 5 with the Firing SP column from step 3.

## MOVEMENT TABLE

| Type of unit | Movement Points |
|---|---|
| Infantry | 6 |
| Dismounted Cavalry | 6 |
| Unlimbered Artillery | 6 |
| Mounted Cavalry | 9 |
| Leader | 9 |

## BLOCK LOS

- Units at the same level
- Friendly units being fired over that are adjacent to the target unit
- hex of higher elevation than the elevation of both the firing and target unit
- Wood

## TERRAIN EFFECT TABLE

| Terrain | Movement Cost | Defensive Bonus | Block LOS |
|---|---|---|---|
| **Clear/Cornfield** | 1 **[1/2]** | – | No |
| **Creek/Farm** | – | – | – |
| **Road*** | 1 **[1/2]** | – | No |
| **Wood** | 2 | Fire -2 | Yes |
| **+1 Level** | +1** | – | See 9.4 |
| **-1 level** | – | – | See 9.4 |
| **River** | +1 to cross | – | No |
| **Bridge** | Cancel the River | – | No |

**[1/2]** : only if *in column*
**\*** : Road cancels terrain cost if *in column*
**\*\*** : cost not cancelled if *in column*

## MORALE TABLE

| Color | Morale |
|---|---|
| Green | 5 |
| Black | 7 |
| Gold | 9 |

## MORALE CHECK

**1.** Determine the unit's Morale.
**2.** Roll the **D10**. Apply any DRM for leaders and terrain.
**3.** If the number rolled is **higher** than the unit's modified Morale then the unit immediately routs. A die roll of **10** before modifiers is an automatic rout.