

Firing Ranges

Infantry

Rifled Musket:

Close: 0-2"

Medium: 2-5"

Long: 5-8"

* Some units have old muskets, which make close=medium, medium=long, and long not available.

Cavalry

Breach loaders:

Close: 0-1"

Medium: 1-3"

Long: 3-6"

* When firing at a target at close range, roll the damage die twice and choose the best result.

Artillery

Smoothbore:

Close: 0-10" (Damage 3)

Medium: 10-25" (Damage 2)

Long: 25-45" (Damage 1)

* Cannister: When firing defensive fire in a charge, roll three dice and choose the best two.

Rifled:

Close: 0-10" (Damage 1)

Medium: 10-25" (Damage 3)

Long: 25-45" (Damage 2)

* Grand battery: If 2 or 3 rifled artillery from the same division are side by side, they each add 1 to the damage die.

Howitzers:

Close: 0-10" (Damage 2)

Medium: 10-25" (Damage 2)

Long: 25-45" (Damage 2)

* Arched shot: Walls have no effect on howitzer damage.

Firing Modifiers

-1 Green unit firing

+1 Veteran unit firing

-1 Mounted cavalry firing

+1 Firing at mounted cavalry

-1 Firing at unlimbered artillery

-1 Firing at a unit in cover

+1 Firing at front or rear of unit in march column

-2 Firing at a unit in heavy cover

-1 Firing while moving

+1 Firing at close range (not for artillery)

-1 Firing at long range (not for artillery)

+1 Firing into an enemy flank

-1 Firing at a prone unit

General Hit

1 - Bravely shrugs it off. Add 1 to morale die for all units within 1".

2 - Flesh wound. Remains on the field.

3 - Dazed. Cannot do anything this turn or next.

4 - Unconscious. Remove from battle.

5 - Panics. Orders units within 1" to pull back 1d10 inches. If distance is more than 5, units rout.

6 - Runs away. Move 2d10 inches away from attack. All units within 1" get 1 extra on morale die.

7 - Heroic death. Removed from game. Morale die for all units within 1" goes down by 1.

8 - Terrible death. Removed from game. Morale die for all units within 1" goes up by 1.

9 - KIA. Simply killed and removed.

10 - Death seen by all. Everyone under general's command who can trace line of sight adds 1 to their morale die.

Morale Modifiers

Unit is green: +1

Unit is veteran: -1

Unit was fired on from flank: +1

Unit was fired on from rear: +2

Unit is in disorder: +1

Unit is in natural cover (such as woods): -1

Unit is in/behind (within 1") of man-made cover: -1

Unit is within 1" of 2 friendly units: -1

Unit is in march column