

Fire and Discipline was originally published (in 1988) to cover tactical warfare from 1740-1850. This supplement covers the wars of the Dawn of Modern Warfare Era. This version is referred to as the “FIRE” version since the emphasis of the system is on combat rather than morale. Both versions use the same basing and organization structure. The rules are lengthy because many simple questions become complicated without the clarification examples. Also the national characteristics varied significantly and influenced the combat effectiveness of the armies. Optional rules are included to allow for more realistic and slower play for those who prefer it. After learning the rules most players will be able to play a friendly game by using only the pullout charts.

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GENERAL DATA

- 1.1 Game Scale
- One casting equals ten men but up to 13 men in some organizations
 - One turn equals two minutes
 - One inch equals ten yards with 15mm and 20mm+ castings.
 - One centimeter equals 5 yards with 15mm castings and 20mm+ castings.
 - A stand represents an infantry company, firing platoon; a cavalry troop or gun section.
- 1.2 Movement Stands (Same as the “Discipline” Version)

1.23 Mounting notes: (Same as the “Discipline” Version)

1.3 Sequence of Play

Phase I - Administration

1. Send / Signal Orders
2. Place Tactical Order Chits

Phase II - Artillery Fire

1. Fire unlimbered guns
2. Remove Casualties and check Morale for units hit

Phase III - VOLLEY Musketry

1. Volley and Platoon Rated Units fire muskets and bows
2. Check Morale for those units receiving casualties
3. Skirmish fire (Certain results will cause morale losses without a check)

Phase IV - Platoon Fire Musketry

1. Platoon Rated Units fire muskets (No Skirmish Fire)
2. Check Morale for those units receiving casualties

Phase V - Declaration of Charges

1. If used reveal ALL tactical order chits
2. Designate which units are the target of a charge and who will charge

Phase VI - Movement

1. Conduct Facing Changes
 2. Conduct Charge Moves
 3. Conduct Normal Moves
 4. Unlimber/Prolonge guns
- * Read/ receive orders sent if time delay has been satisfied

Phase VII - Melees

1. Resolve Objective Combat and conduct retreats
2. Resolve New Field Melees by round & conduct retreats
- 2A. Conduct Morale Checks

3. Conduct Pursuit Moves and Pursuit Melees
- 3A. Conduct Retreats and Morale Checks caused by Pursuit Melees
4. Resolve Engaged Melees from previous turns
- 4A. Conduct Retreats and Morale Checks from Engaged Melees

COMMAND AND CONTROL

2.1 Regimental Commanders (Same as the “Discipline” Version)

2.2 Brigade Commanders (Same as the “Discipline” Version)

2.3 Brigade Commander Casualties (Same as “Discipline Version)

2.4 Operational Directives (Optional Rule)(Same as “Discipline Version)

2.5 Tactical Order Chits (Advanced/Optional Rule) (Same as “Discipline Version)

FORMATIONS

3.11 Individual stand castings automatically assumes the formation which is best suited for them to operate. These could be march columns, lines of varying ranks, or attack columns.

3.12 Infantry HALF-Stands. Dismounted Dragoons, irregular troops and Elites (according to national characteristics) can be mounted on half-stands. They are considered to be in open order unless their stand is in contact with another friendly infantry stand. If in contact they are in close order. Open order stands must remain within 50 yards of another stand in their command.

3.13 The formation of Squares nor prone position are not allowed during this period.

3.2 Regimental/Battalion Formations

Regimental units must be in contact and placed in either a Line or Column formation. The bases must be placed in straight lines. Stands are side by side for a line and back to front for a column. Certain units can still detach skirmishing elites from the main formation.

3.3 Cavalry Squadrons)(Same as “Discipline Version)

3.4 Artillery Units)(Same as “Discipline Version)

3.51 Stands can interpenetrate other stands only if required as the result of a combat retreat or morale loss. Stands must move to a gap if one is within movement distance. If not they will flow through the standing unit and lose one casting to attrition. The standing company is unaffected.

3.52 A stand reduced to one man can be combined with another stand, which has suffered a casualty, of the same infantry regiment or Cavalry Squadron.

3.53 Couriers use a half-stand. They cannot be charged and must flee if in an enemy path.

MOVEMENT

4.1 The movement rates are the distance that a stand can travel over rolling terrain in two minutes while retaining its formation. All movement is conducted in a straight line.

4.2 Infantry movement rates (Same as the “Discipline” Version)

4.3 Cavalry movement rates (Same as the “Discipline” Version) .

4.4 Artillery (Same as the “Discipline” Version)

4.5 Wheels and Changes in Facing (Same as the “Discipline” Version)

4.6 Tactical Adjustment Shifts (Same as the “Discipline” Version)

4.7 Movement Rate Charts

Rate >	FIELD	CHARGE/SKIRMISH	ROAD	TACTICAL
INFANTRY	60 yds	80 yds	120 yds	30 yds
CAVALRY	90 yds	120 yds	180 yds	50 yds

Artillery 1-6pdr	60 yds	N/A	100 yds	20 yds
Artillery 8pdr+	30 yds	N/A	60 yds	N/A

MORALE

During this era the troop morale played a significant role in the outcome of a battle. Fight to the death situations were rare. Only a scenario using numerous Indians or a religious factor (Moslem vs Christian) might be considered fight to the death. Morale is a combination of unit numbers and training. The more casualties that a unit suffers, the more likely it is that the unit would fail morale. Each unit will have a numerical morale rating based on the unit's training. Checks will be required if a stand receives a casualty from fire or loses a melee. Certain results on the skirmish fire table could cause a morale loss without the stand having to check.

5.1 Morale Ratings

Each stand will have the morale rating of its parent unit. All stands in a unit will have the same morale rating. Commands including a variety of militia, volunteer, attached elites and ad hoc units may have a variety of morale ratings. The Morale ratings are:

- 0 = Raw untrained militia
- 1 = Veteran Militia and Volunteers
- 2 = Trained Volunteers, Long Service but new regulars and Indians
- 3 = Veteran Regulars, Elite Veteran Volunteers
- 4 = Elite formations of Regular units (Grenadiers, Lgt Inf, Guard)

5.2 Situation modifiers

Situation modifiers will balance the chance for successful morale checks and represent the effects of unique conditions. The plus modifiers for cavalry and half-stands are used to offset their fewer numbers per stand. The modifiers are :

- a. Foot units mounted on half-stands only if it is in open order+2
- b. Mounted troops...+3 (Count the castings of the entire company not per stand)
- c. Artillery firing stand...+3
- d. Foot company is adjacent to another company of the same unit+ 2
- e. Two or more cavalry troops are adjacent...+ 2
- f. Unit is located in a protective position or Objective Zone...+4
- g. Skirmish half-stands in woods or rough terrain...+ 1
- h. The stand in a melee inflicted more hits than it received...+3
- I. Brigade Commander Advantage Bonus...+ 2

5.3 Reasons for Morale Checks

A stand will have to check morale do to the following conditions :

- a. It suffers a casualty due to musketry or artillery fire.
- b. When it has been involved in a melee (win or lose)
- c. A charging unit fails to make contact that turn.
- d. Its Brigade commander has been killed/hit.

- e. When an adjacent unit fails a morale check, unless you are currently engaged in a melee.
- f. When a 0 rated stand wants to charge an enemy unit.

5.4 Morale Check Procedures

- a. Determine a valid cause for the check.
- b. Determine the number needed to pass the check. If the morale total is 10 +, then the stand automatically passes the check.

Morale Total = Number of stand castings + Morale grade + Situation Modifiers

- c. Roll a d10. If the roll is higher than the morale total, then the stand fails morale. The 0 face on the die is read as 10.
- d. A second d10 die roll is made for stands that fail morale.

5.5 Morale Losses

A morale loss indicates that a number of men in that unit has decided to quit fighting and retreat. Castings lost to a morale check DO NOT cause an additional morale check.

Morale Loss Effects Chart (Roll a d10)

- 1-3 = Stand halts in place. It cannot charge or counter-charge. Artillery cannot fire.
- 4-6 = Stand must flee 100 yards. Gun crews must flee without the guns.
- 7-9 = Stand including gun crews must flee 100 yards and loses a casting to attrition.
- 0 = Stand surrenders if its foot casting strength is 1-3 or mounted a 1 and an enemy stand is within 100 yards. Otherwise the 0 die roll is read as a 9.

5.6 Additional Morale Rules and Notes

- 5.61 Attrition is the term for a morale loss casualty.
- 5.62 A stand that surrenders also represents men who flee the battlefield.
- 5.63 Brigade Commander Advantage is when he is contacting or within 60 yards of that stand.
- 5.64 Fanaticism Optional rule. Indians, Militia charging Indians, and Morale rating 3-4 troops can ignore a 1-9 die roll result and continue to move forward. However it will lose one casting to attrition if the die roll was 1-6 and two attrition losses if it was 7-9.
- 5.65 Infantry Half-stand morale clarifications. They get the half-stand plus if they are in open order. They do not get the adjacent bonus if attached to the other half stand of their company. However they would get the adjacent bonus if they were attached to a company stand of their parent unit. If operating as a converged elite battalion, then at least three half stands would have to be adjacent in order to the adjacent bonus.

ARTILLERY OPERATIONS

6.1 Basics (Same as "Discipline" Version)

6.2 Ammunition (Same as "Discipline" Version)

6.3 Kill Zones and Target Selection

- 6.31 A gun section can fire at any unblocked enemy stand located in its kill zone.

- 6.32 A kill zone equals the width of the firing stand AND extends in a straight line for the maximum range of the gun class or until it contacts a blocking feature.
- 6.33 The kill zone cannot be angled. The firing stand must change its direction of fire in order to change the kill zone.
- 6.34 Unless using the extended kill zone rule, a gun can only affect the first target it contacts.
- 6.35 Extended Kill Zone (Optional). Shows how a ball shot will inflict damage on every target in its path. The firer rolls for hits on every stand, friendly or enemy, located in the kill zone.
- 6.36 Blocking features which stop a gun's kill zone includes objective zones, hills, woods, rough terrain, friendly stands and enemy stands (unless you use rule 6.35).
- 6.37 You cannot target couriers or an unattached commander.
- 6.38 The kill zone is the same whether it is a one or two gun section.

6.4 Artillery Options During a Turn

- a. Fire in the Artillery Phase
- b. Prolonge in the Artillery Phase and not Fire.
- c. Change the direction of fire in the Artillery Phase and not Fire.
- d. If charged or expect to be charged, Hold fire in the Artillery Phase (mark the gun) and fire at a charging stand prior to contact with the gun, then Melee the charger if it passes morale.
- e. If fired in the Artillery Phase and charged, it can flee or melee the charger.
- f. Unlimber a gun in the Movement phase. The firing section can face any direction.
- g. Move a limbered gun in the Movement Phase.

6.5 Artillery Phase Sequence (Same as "Discipline Version)

I recommend that you mark non-fire options as you fire the other Guns.

Fire at all field targets, then fire at objectives. OR fire in a right to left order.

- a. Check the kill zone for targets.
- b. Choose an ammunition type and index it with the range.
- c. Adjust the chance to hit by modifiers.
- d. Roll the d10 and Remove any casualties and conduct morale checks on hit stands.

6.6 Additional Artillery Rules and Notes

- 6.61 Unless stated in a battle's O/B as one gun, all sections start with two guns.
- 6.62 Gun sections can be placed adjacent to each other but it does not expand their kill zones.
- 6.63 Captured guns cannot be fired or moved. They do count for victory points.
- 6.64 A de-crewed gun can be manned by another section's crew, if it has lost its guns. However a crew cannot be split to man two firing sections.
- 6.65 RESUPPLY is not allowed. The actual time required to conduct resupply is very long.
- 6.66 Crews without guns are treated as skirmish infantry. However, they cannot fire musketry or charge the enemy. If charged they must flee.
- 6.67 Limbered guns cannot move within 200 yards of the enemy. Unlimber guns cannot prolonge if it would move within 60 yards of an enemy unit.

6.7 Elevation Effects on Fire (Same as “Discipline Version)

6.8 Effects of Fire on Guns / Counter-battery Operations (Same as “Discipline Version)

6.9 Artillery Fire Charts

Pdr	01-50 yds	51-150 yds	151-300 yds	301-600 yds	601-900 yds
1-4	80	50	30	10	(450 yds max)
6	110	90	80	20	(600 yds max)
8-9	140	100	20	40	(600 yds max)
10-12	160	120	80	60	10 (800 yds max)
16+	190	150	90	70	10 (900 yds max)

Index the gun poundage with the range. The result is the % chance to hit. Adjust the chance to hit by modifiers. Any modified chance of 0 or less is an automatic miss. If it is 100+ then there is an automatic hit and a chance for a second hit.

MODIFIER	Under 300 yds / 301+ yds	Target is Artillery :
Fired at the same target last turn....	+10 / +10	Roll a d10. Limbered.
Target is in Protective cover.....	- 20 / -30	1-6 = Crew Hit
Target is in Earthworks.....	- 30 / - 40	7-9,0 = Limber Hit
Target is adjacent to other stands...+	10 / + 20	
Target is Mounted Troops.....	+ 10 / +10	Unlimbered.
Target is in Skirmish Order.....	- ½ Chance to Hit	1-8 = Crew Hit
Target is Unlimbered guns.....	- 10 / - 10	9,0 = Gun Hit
Target is a wagon or limbered gun..	+10 / +10	
Target is in Heavy Woods.....	- 30 / - 40	
Target is in Lgt Woods or Rough ...	- 20 / - 30	

INDIVIDUAL MUSKETRY

There are two casualty systems for Musketry. The basic system is the fire by battalion method. An optional method of fire by company is provided for those players who like a more complicated system and those players simulating smaller actions in the colonies.

7.1 Musketry Classes are Musket, Rifle, Bow and Skirmish fire. The range are effective ranges not maximum ranges.

7.12 Muskets have an extended range of 100 yards. It is rated as a volley fire or Platoon fire based on its national characteristics . Bows have a maximum range of 60 yards.

7.13 Cavalry/Dragoons armed with muskets must dismount to fire with a max range of 60 yards. They can fire pistols when mounted but as part of a melee.

7.14 Rifled firearms were a rarity and very unreliable on a battlefield. They are not allowed. 7.15 Skirmish fire is individual fire by open order troops at specific targets. They will affect morale more than combat ability. Skirmishers are either classed as musket or bow

7.2 The Kill zones for formed troops is the width of the firing stand. It is measured in a straight line from the edge of the stand forward until maximum range is reached.

- 7.21 The kill zone for formed troops cannot be angled.
- 7.22 The kill zone for formed units, more than one adjacent stand, is measured from the end of each end stand. An example: Stands A, B, C are adjacent and form a unit. Target X is in front of stand C. As separate stands B and A could not fire at X. However, since they are part of a unit with C, they can now fire at X who is in the unit's kill zone.
- 7.23 Any stand blocked totally or partially by a friendly unit cannot be a target.
- 7.24 Any stand partially blocked by enemy stands or features can still be a target.
- 7.25 Skirmishing stands can fire in any direction, 360 degrees.

7.3 Individual Musketry Phase Sequence (Fire by Battalion)

- a. Determine if any targets are in a stand's kill zone. A specific stand must be the target.
- b. Count ONE die for each firing stand in the unit. Modify the dice by any training, situation or other considerations. The final total is the number of dice to be rolled.
- c. Index the firepower rating with the weapon class and range. The indexed number is the numbers needed to be rolled to get a hit. .
- d. Roll a d10. Determine if any hits are made.
- e. Remove casualties and check the morale for stands that were hit.

7.31 Skirmish fires are conducted before volley fires. They roll on a special column. If they hit, they may cause a morale loss rather than a casualty or may cause both. Stands hit by skirmish fire take only the Skirmish Fire Morale Check.

7.4 Modifiers to the number of Musketry dice rolled Firer can always roll at ONE die.

- Firer's MMG is 3 or 4.....+1
- Firer is a Platoon Fire tactical unit...-2
- Firer shot at the same target earlier that turn or in an earlier turn...+1
- Firer is mixed armed.....-2 (ex. bows and swords)
- Poor Weather Conditions.....-3
- Target is in Protective cover...- 2
- Target is in Earthworks..... - 4
- Target is in Open Order..... - 2
- Target is Mounted..... + 1

7.5 Musketry Fire Tables (FIRE BY BATTALION)

The number of dice rolled is one per company stand.

Firepower	Skirmish	0-30 yds	31- 60 yds	61-100 yds
BOWS	0-1	0-1-2	0	0
MATCHLOCKS	0	0	0	n/a
FIRELOCKS	0	0-1	0	0
FLINTLOCKS	0	0-1-2	0-1	0

If there is a skirmish hit , roll three dice. Consult the table based on the number of 9s rolled.

- No x 9s = No Effect on the unit
- 2 x 9s = Stand Halts in Place with a Casualty
- 1 x 9s = Stand Halts in place w/ no hits
- 3 x 9s = Stand Retreats 30 yards with a casualty

7.3 OPT Individual Musketry Phase Sequence by Company (OPTIONAL)

- a. Determine if any targets are in a stand's kill zone. A specific stand must be the target.
- b. Count the number of firearm castings on the stand. Modify this number by any training, situation or other considerations. The final total is the stand's firepower rating.
- c. Index the firepower rating with the weapon class and range. The indexed number is the percentage chance to hit. If three numbers are present, the first number is automatic hits.
- d. Roll a d100 or d10. Determine if any hits are made.
- e. Remove casualties and check the morale for stands that were hit.

7.4 OPT Modifiers to the stand's Musketry Value

- Add Firer's MMG?? Firer is a Platoon Fire tactical unit...-3
- Firer shot at the same target earlier that turn or in an earlier turn...+1
- Firer is mixed armed.....-2 Poor Weather Conditions.....-3
- Target is in Protective cover...- 2 Target is in Earthworks..... - 4
- Target is in Open Order..... - 2 Target is Mounted..... + 1

7.5 OPT Musketry Fire Tables (FIRE BY COMPANY) (OPTIONAL)

Firepower	Skirmish/ Effects	0-30 yds	31- 60 yds	61-100 yds
1<	10 / S-H	10	10	0
2	10 / S-H	20	10	10
3	20 / S-H	30	20	10
4	20 / S-H-C	50	30	20
5	30 / S-H-C	80	40	20
6	40 / S-R	100	50	30
7	50 / S-R	120	60	30
8	60 / S-R	140	70	40
9	70 / S-R	160	80	40
10	80 / S-R-C	200	100	50
11	90 / S-R-C	230	120	60
12+	90 / S-R-C	290	140	70

7.51 OPT Morale Effects due to skirmish hits (Company Fire)

- S-H = Stand Halts in place with no hits S-R = Stand Retreats 30 yards with no hits
- S-H-C = Stand Halts in Place with a Casualty S-R-C = Stand Retreats 30 yards w/ a hit

FIELD MELEES

8.1 Melee Basics

- 8.11 A player must declare a charge for a stand before it can move into contact with the enemy.
- 8.12 Skirmish units can charge objective zones and skirmishers but not close order units.
- 8.13 Cavalry can charge objective zones.

8.14 Charge movement occurs before field movement, so a unit cannot move to evade a charge.

8.15 Chargers may not contact their target due to wheeling and/or terrain deductions. Chargers who do not make contact must conduct a morale check.

8.16 Attacking stands that contact at an angle or only part of the stand are shifted to match up with the defender. If as part of a multi-stand charge it contacts two defenders, then it is not shifted. If it charges alone, it is shifted to match with the stand that it has majority contact. Charging and counter-charging stands are shifted to match stands. The charger shifts.

8.17 All castings on a stand are eligible to fight.

8.18 Combatants may become engaged in a melee if they inflict the same amount of damage OR the loser passes morale OR its morale loss does not require a retreat.

8.19 A flank contact occurs if the charger contacts any part of the stand's rear edge. Contact on a side edge is a flank if none of the charger's stand is contacting the front edge.

8.110 Cavalry and Dragoon units use a tactic column according to their national characteristic.

8.2 Field Melee Phase Sequence

a. In the Declaration of Charge Phase, stands will state the target of their charge. The target of a charge will elect to hold or counter-charge.

b. In the movement phase move the charger straight forward until he contacts an enemy stand or exhausts his movement allowance.

c. Skirmishers and gun crews may flee or melee. Guns may fire and the crews melee.

d. Determine the number of fighting castings. Adjust the number by training and situation modifiers. The final number is the stand's melee value.

e. The Melee Value shows a chance to hit based on a d10 die roll.

f. Compare the number of hits inflicted to the number of hits received. The stand that receives more hits than it inflicts is the loser. The loser and winner both have to roll for morale.

g. Remove casualties and make moves resulting from a morale loss.

h. Charging stands can make a 30 yard pursuit move if its opponent fails morale. If a pursuit move makes contact with the same or another stand then a Pursuit melee is resolved (steps d-g)

I. Pursuit moves are not allowed after a pursuit melee.

8.3 Multi-Stand and Unit Melees

Often a situation will occur when several stands from both sides will be making contact.

8.31 Several companies can be adjacent when charging or defending. This is a unit Melee.

8.32 If only some of the stands in a charging unit makes contact, the non-contacting companies may hold or continue to advance. Advancing stands are no longer part of the unit left behind.

8.33 Stands that are part of a unit melee will receive situation bonuses for the melee.

8.34 To determine a winner, total all of the hits issued or received by the unit. Morale is still rolled and applied separately by each company in the unit.

8.35 If possible stands should be shifted to match up evenly with the enemy stand.

8.36 Units charging in a column can apply casualties to the rear stand rather than the lead stand. However the first casualty must be placed on the grenadier company if attached.

8.4 Additional Rules and Notes on melees

8.41 Stands that fire in the Musketry Phase will not have a final protective fire.

8.42 Stands who are the target of a charge and have elected to hold can fire a volley in the Charge Movement phase (rather than in the Volley Phase) at one inch range as the chargers are advancing. The defender cannot have fired during the Musketry Phase.

8.43 Situation modifiers are listed to account for different weapons. Mixed melee weapons are irregular troops equipped with swords, axes, shield, etc and includes Jacobites, Native Americans, Indians and other troops not trained to use a bayonet.

8.44 Artillery crews are Open Order troops in a Melee.

8.45 Engaged = Units are locked in a melee from the prior turn

8.5 Field Melee Combat Charts

Select the Column which reflects the status of you and your opponent.

CAVALRY COMBAT (Contact/Engaged)				
Target	Tactic >	STEEL	FIRE	MIX
Cavalry		0 / 0-1	0-1 / 0	0 / 0
Dragoons		0-1 / 0-1	0-1 / 0-1	0-1 / 0-1
Open/Lgt Cav		0-1-2 / 0-1	0-1 / 0-1	0-1 / 0
INF w/ Bayonet		0 / 0	0-1 / 0	0 / 0-1
Inf w/ Pike		0 / 0	0-1 / 0	0-1 / 0
Inf w/ Mixed Melee		0-1 / 0-1	0-1-2 / 0-1	0-1-2 / 0-1

INFANTRY COMBAT (Contact)

Target	Weapon >	Bayonet	Pike	Mixed Melee
Mounted		0	0-1	0
Infantry		0-1-2	0-1	0-1
Open Infantry		0-1-2	0	0-1-2-3

Infantry engaged from the prior turn... Add one to hit number (ex 0-1 > 0-1-2)

Situation Modifiers for both Cavalry and Infantry Combat :

Your stand has twice (2x+) or more castings than your opponent..Add one to hit number

Your MMG is higher than your opponent....A hit will inflict 2 casualties

Only a 0 will hit Enemy holding in woods, rough, Protective Position or Earthworks.

SEQUENCE OF PLAY

Phase I - Administration

1. Send / Signal Orders
2. Place Tactical Order Chits

Phase II - Artillery Fire

1. Fire unlimbered guns
2. Remove Casualties and check Morale for units

hit

Phase III - VOLLEY Musketry

1. Volley AND Platoon Rated Units fire muskets and bows
2. Check Morale for those units receiving casualties
3. Certain Skirmish fire results will cause morale losses without a check

Phase IV - Platoon Fire Musketry

1. Platoon Rated Units fire muskets
2. Check Morale for those units receiving casualties

- Phase V - Declaration of Charges

1. If used reveal ALL tactical order chits
2. Designate which units are the target of a charge and who will charge

Phase VI - Movement

1. Conduct Facing Changes
3. Conduct Normal Moves

2. Conduct Charge Moves
4. Unlimber/Prolonge guns
- * Read/ receive orders sent if time delay has been satisfied

Phase VII - Melees

1. Resolve Objective Combat and conduct retreats
2. Resolve New Field Melees by round and conduct retreats
3. Conduct Morale Checks
4. Conduct Pursuit Moves and Pursuit Melees
5. Conduct Retreats and Morale Checks caused by Pursuit Melees
6. Resolve Engaged Melees from previous turns
7. Conduct Retreats and Morale Checks from Engaged Melees

MORALE LOSS EFFECTS CHART (Roll a d10)

- 1-3 = Stand halts in place. It cannot charge or counter-charge. Artillery cannot fire.
 4-6 = Stand must flee 100 yards. Gun crews must flee without the guns.
 7-9 = Stand including gun crews must flee 100 yards and loses a casting to attrition.
 0 = Stand surrenders if its casting strength is 1-3 and an enemy stand is within 100 yards

Otherwise the 0 die roll is read as a 9.

MOVEMENT RATES

Rate >	FIELD	CHARGE/SKIRMISH	ROAD	TACTICAL
INFANTRY	60 yds	80 yds	120 yds	30 yds
CAVALRY	90 yds	120 yds	180 yds	50 yds
Artillery 1-6pdr	60 yds	N/A	100 yds	20 yds
Artillery 8pdr+	30 yds	N/A	60 yds	N/A

ARTILLERY FIRE CHARTS

Pdr	01-50 yds	51-150 yds	151-300 yds	301-600 yds	601-900 yds
1-4	80	50	30	10	(450 yds max)
6	110	90	80	20	(600 yds max)
8-9	140	100	20	40	(600 yds max)
10-12	160	120	80	60	10 (800 yds max)
16+	190	150	90	70	10 (900 yds max)

Index the gun poundage with the range. The result is the % chance to hit. Adjust the chance to hit by modifiers. Any modified chance of 0 or less is an automatic miss. If it is 100+ then there is an automatic hit and a chance for a second hit.

MODIFIER	Under 400 yds / 401+ yds	Under 400 yds / 401+ yds
Fired at the same target last turn....	+10 / +10	Target is in Protective cover.....
		- 20 / -30

Target is adjacent to other stands...+ 10 / + 20 - 40	Target is in Earthworks.....- 30 / - 40
Target is Mounted Troops.....+ 10 / +10 - 40	Target is in Heavy Woods.....- 30 / - 40
Target is in Skirmish Order.....- ½ Chance to Hit - 10	Target is Unlimbered guns.....- 10 / - 10
Target is a wagon or limbered gun..+10 / +10 / - 30	Target is in Lgt Woods / Rough ...- 20 / - 30

Target Hit is Limbered Arty. Roll a d10. 1-6 = Crew; 7-9,0 = Limber
Target Hit is Unlimbered Arty. Roll a d10. 1-8 = Crew; 9,0 = Gun

FIELD MELEE COMBAT CHARTS

Select the Column which reflects the status of you and your opponent.

CAVALRY COMBAT (Contact/Engaged)	STEEL	FIRE	MIX
Target Tactic >			
Cavalry	0 / 0-1	0-1 / 0	0 / 0
Dragoons	0-1 / 0-1	0-1 / 0-1	0-1 / 0-1
Open/Lgt Cav	0-1-2 / 0-1	0-1 / 0-1	0-1 / 0
INF w/ Bayonet	0 / 0	0-1 / 0	0 / 0-1
Inf w/ Pike	0 / 0	0-1 / 0	0-1 / 0
Inf w/ Mixed Melee	0-1 / 0-1	0-1-2 / 0-1	0-1-2 / 0-1

INFANTRY COMBAT (Contact)

Target Weapon >	Bayonet	Pike	Mixed Melee
Mounted	0	0-1	0
Infantry	0-1-2	0-1	0-1
Open Infantry	0-1-2	0	0-1-2-3

Infantry engaged from the prior turn... Add one to hit number (ex 0-1 > 0-1-2)

Situation Modifiers for both Cavalry and Infantry Combat :

Your stand has twice (2x+) or more castings than your opponent..Add one to hit number

Your MMG is higher than your opponent....A hit will inflict 2 casualties

Enemy is holding in woods/ rough... Only a 0 roll will hit

Enemy holding in Protective Position or Earthworks....Only a 0 roll will hit

MUSKETRY FIRE TABLES

Modifiers to the number of Musketry dice rolled

Firer's MMG is 3 or 4.....+1 Firer is a Platoon Fire tactical unit...-2

Firer shot at the same target earlier that turn or in an earlier turn...+1

Firer is mixed armed.....-2 Poor Weather Conditions.....-3

Target is in Protective cover...- 2 Target is in Earthworks..... - 4

Target is in Open Order..... - 2 Target is Mounted..... + 1

Musketry Fire Tables (FIRE BY BATTALION)

The number of dice rolled is one per company stand.

Firepower Skirmish 0-30 yds 31- 60 yds 61-100 yds

