## Across A Deadly Field....Movement & Fire Combat

INFANTRY																		
	Firep	<u>ower (F</u>	FP) - N	<u>ormal</u>	Rang	<u>e (N</u>	IR) (ind	ches)	1	NFANTRY	C	INFA	ANTRY	<u> M</u>	<b>OVEM</b>	ENT (	inch	es)
WEAPONS	2 figs	3 figs	4 figs	5 fig	s 6 fi	igs	7 figs	8 figs	FO	RMATIONS	M	ROAD	TRA	IL	OPEN	BRC	<b>DKN</b>	ROUGH
<b>Repeating Rifles</b>	3 - 3	4 - 3	6 - 3	7 - 3			10 - 3			Battle Line		NA	NA	1	4		2	1
Sharpshooters	3 - 4	4 - 4	5 - 4	6 - 4			9 - 4	10 - 4		Skirmishing	_	NA	NA		6	-	4	2
Rifle-Muskets	2 - 2	3 - 2	5 - 2	6 - 2			8 - 2	9 - 2	Ma	rch Columr		10	8	`	8		5	2
		3-1	4 - 1	5 - 1			7 - 1	8-1	IVId			5	4	_	4		3	
Smbre Muskets*										Disorde		-	-		-	-	-	1
Mixed Muskets	2 - 2	3 - 2	4 - 2	5 - 2			7 - 2	8 - 2		is & Shaker		4	3		2	_	1	1
Old Flintlocks	1-1	2 - 1	3 - 1	4 - 1	. 5 -	1	5 - 1	6 - 1	D	is & Routed	-9	3D6	2D6	6	2D6	20	D6	1D6
Infantry Combat	<u>t</u> - Unit's	s FP and	l add di	ce as i	ndicat	ed.	Only g	ood orde	r ad	jacent units	can d	combine	up to 2	12 F	Ps max	c per e	each .	fire.
<u>Infantry Combat</u> - Unit's FP and add dice as indicated. Only good order adjacent units can combine up to 12 FPs max per each fire. Long Range $(LR) = 2x NR$ Normal Range $(NR) = Noted$ Short Range $(SR) = 1/2 NR$ Firer is skirmishers = $1/2(FPs + Die Roll)$															e Roll)			
LR Firing = FP + 1	1D6	Λ	VR Firir	ng = FP	+ 2D6	5		SR Firin	g = I	FP + 3D6		(applie:	s to bo	oth i	nfantry	and a	caval	ry)
Firer in disorder	= 1/2 FP	's I	Firer is	shaker	n = 1/2	2 FPs	s and Ic	se one d	lie	Firer is l	lite/	Green =	+1 DRI	M/-	1DRM			
Firer is routed =	Smoot	thbore Muskets get +2 DRM at SF					R	Opening	Volle	olley = +2 DRM			<b>CM</b> = Charge Modifier					
						1	-		1	LTS TABLE								
DIE ROLL	10	11	12	13	14	15			18		20	21 2		23	24	26	28	
INFANTRY FIR	RE			MC	MC	1N	1C 2M	C 3MC	H	H	Н	H H	12 H	12	H3	H3	H4	H4
ARTILLERY FIR	RE	MC	MC	MC	1MC	1N	1C 2M	C 2MC	3N	IC 3MC	H	н н	12 H	12	H2	H3	H3	3 H4
CAVALRY FIR				MC						1C 3MC 3I	MC.	Ηŀ		Н	H2	H2	H3	
Fire Combat Res																		
H equals one hi																		
H2, H3, or H4 ec																		
<b>пz, пз,</b> ог <b>п4</b> ес	quais th	e ioss d	Ditinat	numbe	erori	igs c	or gun	sections	wit	n a iviz, ivi3	, or r		ne che	ecks	atthe	new		•
<b>ARTILLERY FIR</b>	EPOW	ER (FP)	- NO	RMAL	RANC	GE (	NR) (L	JS/CS)		ARTILLE	RY N	<b>10VEM</b>	ENT, I	liml	bered	- unli	imbe	ered
Smoothbore	Batter	v	1 sec		<b>2</b> se	ecs		3 secs		ROAD	TF	RAIL	OPE	Ν	BRO	KEN	RC	DUGH
	under g		- <mark>6/</mark> 5		2 - 6/			- 6/5		13 - 3		) - 2	8 - 2		6 -			3 - 1
12 pounder			2 - 8/7		<u>2 - 0/</u> 5 - 8/			- <mark>8/</mark> 7		12 - 2		- 2	7 - 2		5.			2 - 1
									_						_			
12 pounder			2 - 6/5		4 - 6/			- 6/5		12 - 3		- 2	8 - 2		6.		-	3 - 1
24 pounder		er* 3	3 - <mark>8/</mark> 7		<u>6 - 8/</u>			- <mark>8/</mark> 7		11 - 2		- 1	5 - 2		4 -			1-0
Rifled Bat	tery		1 sec		2 se	ecs		3 secs		ROAD	TF	RAIL	OPE	N	BRO	KEN	RC	DUGH
_	0.011.0	ifla 7	2 - 8/7		3 - 8/	/7	E	0/7		13 - 3	10	) - 2	8 - 2	2	6.	2		2 - 1
6 pounder,	. 3.3" RI				J - U/			- 0//				, <u> </u>						
6 pounder, 14 pounder la								<u>- 8/7</u> - 12/11		13 - 2	8			2	5.			7 - 1
14 pounder Jo	ames Ri	ifle <b>2</b>	2 - 12/	11	5 - 12	2/11	. 7	- 12/11		13 - 2 13 - 3		- 2	7 - 2		5.	· 1		2 - 1
14 pounder Jo 3" Ordn	ames Ri Iance Ri	ifle <b>2</b> ifle <b>2</b>	2 - <b>12/</b> 2 2 - <b>14/</b> 2	11 13	5 - 12 4 - 14	2/11 4/13	. 7 6	- <mark>12/</mark> 11 - <b>14/</b> 13	}	13 - 3	10	- 2 ) - 2	7 - 2 8 - 2	2	6 -	· 1 · 2		3 - 1
14 pounder Jo 3" Ordn BL Whitw	ames Ri lance Ri vorth Ri	ifle 2 ifle 2 ifle 2	2 - 12/2 2 - 14/2 2 - 30/2	11 13 27	5 - 12 4 - 14 5 - 30	2/11 4/13 0/27	7 6 7	- 12/11 - 14/13 - 30/27	;	<u>13 - 3</u> 12 - 3	1( 9	- 2 ) - 2 - 2	7 - 2 8 - 2 8 - 2	2 2	6 - 6 -	· 1 · 2 · 1		3 - 1 3 - 1
14 pounder Jo 3" Ordn BL Whitw 10 pounder Pa	ames Ri ance Ri vorth Ri arrott Ri	ifle 2 ifle 2 ifle 2 ifle 2	2 - 12/ 2 - 14/ 2 - 30/ 2 - 16/	11 13 27 14	5 - 12 4 - 14 5 - 30 4 - 16	2/11 4/13 0/27 5/14	7 6 7 6	- 12/11 - 14/13 - 30/27 - 16/14	} '	13 - 3 12 - 3 13 - 3	1( 9 1(	- 2 ) - 2 - 2 ) - 2	7 - 2 8 - 2 8 - 2 8 - 2	2 2 2	6 - 6 - 6 -	· 1 · 2 · 1 · 2		3 - 1 3 - 1 3 - 1
14 pounder Jo 3" Ordn BL Whitw 10 pounder Pa 20 pounder Par	ames Ri ance Ri vorth Ri rrott Ri rott Rifi	ifle 2 ifle 2 ifle 2 ifle 2 ifle 2	2 - 12/2 2 - 14/2 2 - 30/2 2 - 16/2 4 - 22/2	11 13 27 14 20	5 - 12 4 - 14 5 - 30 4 - 16 7 - 22	2/11 1/13 0/27 5/14 2/20	7 6 7 6 11	- 12/11 - 14/13 - 30/27 - 16/14 - 22/20	; , ,	13 - 3         12 - 3         13 - 3         11 - 2	1( 9 1( 7	- 2 )- 2 - 2 )- 2 - 1	7 - 2 8 - 2 8 - 2 8 - 2 5 - 2	2 2 2 1	6 · 6 · 6 · 4 ·	· 1 · 2 · 1 · 2 · 1 · 2 · 1		3 - 1 3 - 1 3 - 1 1 - 0
14 pounder Jo 3" Ordn BL Whitw 10 pounder Pa	ames Ri ance Ri vorth Ri rrott Ri rott Rifi	ifle 2 ifle 2 ifle 2 ifle 2 ifle 2	2 - 12/ 2 - 14/ 2 - 30/ 2 - 16/	11 13 27 14 20	5 - 12 4 - 14 5 - 30 4 - 16	2/11 1/13 0/27 5/14 2/20	7 6 7 6 11	- 12/11 - 14/13 - 30/27 - 16/14	; , ,	13 - 3 12 - 3 13 - 3	1( 9 1( 7	- 2 ) - 2 - 2 ) - 2	7 - 2 8 - 2 8 - 2 8 - 2	2 2 2 1	6 - 6 - 6 -	· 1 · 2 · 1 · 2 · 1 · 2 · 1		3 - 1 3 - 1 3 - 1
14 pounder Jo 3" Ordn BL Whitw 10 pounder Pa 20 pounder Par <b>Mixed Gu</b>	ames Ri ance Ri vorth Ri arrott Ri rott Rifi <b>in Batte</b>	fle     2       ifle     3       ifle     3       ifle     4	2 - 12/2 2 - 14/2 2 - 30/2 2 - 16/2 4 - 22/2 2 - 11/2	11 13 27 14 20 10	5 - 12 4 - 14 5 - 30 4 - 16 7 - 22 4 - 11	2/11 4/13 0/27 6/14 2/20 1/10	7 6 7 6 11 6	- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10	; ; ; )	13 - 3         12 - 3         13 - 3         11 - 2         13 - 2	1( 9 1( 7 8	- 2 ) - 2 - 2 ) - 2 - 1 - 2	7 - 2 8 - 2 8 - 2 5 - 2 7 - 2	2 2 2 1 2	6 · 6 · 6 · 4 ·	· 1 · 2 · 1 · 2 · 1 · 1 · 1		3 - 1 3 - 1 3 - 1 1 - 0 2 - 1
14 pounder Jo 3" Ordn BL Whitw 10 pounder Pa 20 pounder Par Mixed Gu Artillery Comba	ames Ri ance Ri vorth Ri rrott Ri rott Rifi <b>n Batte</b> <u>t</u> - Use e	ifle 2 ifle 2 ifle 2 ifle 2 ifle 2 arty FP 0	2 - 12/2 - 14/2 - 30/2 - 16/2 - 16/2 - 22/2 and ad	11 13 27 14 20 10 d dice	5 - 12 4 - 14 5 - 30 4 - 16 7 - 22 4 - 11 as ind	2/11 4/13 0/27 5/14 2/20 1/10	7 6 7 6 11 6 11 6 6	- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10 y non-sh	ake i	13 - 3 12 - 3 13 - 3 11 - 2 13 - 2 n adjacent b	10 9 10 7 8 0atte	- 2 ) - 2 - 2 ) - 2 - 1 - 2 ries can	7 - 2 8 - 2 8 - 2 7 - 2 add FF	2 2 2 1 2 2 2 2 2 2 2 5 4	6 - 6 - 4 - 5 - p to 12	· 1 · 2 · 1 · 2 · 1 · 1 · 1 · <i>FPs p</i>	Der fi	3 - 1 3 - 1 3 - 1 1 - 0 2 - 1 re.
14 pounder Jo 3" Ordn BL Whitw 10 pounder Par 20 pounder Par Mixed Gu Artillery Comba Long Range (LR)	ames Ri ance Ri vorth Ri rott Rif n <b>Batto</b> <u>t</u> - Use a = 2x NF	fle2fle2ifle2ifle2le*4ery2artyFPNoNo	2 - 12/3 2 - 14/3 2 - 30/3 2 - 16/3 4 - 22/3 2 - 11/3 and ad	11 13 27 14 20 10 d dice ange (	5 - 12 4 - 14 5 - 30 4 - 16 7 - 22 4 - 11 as ind NR) =	2/11 4/13 0/27 5/14 2/20 1/10	7 6 7 6 11 6 11 6 6	- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10 y non-sh Short	aker Rar	13 - 3 12 - 3 13 - 3 11 - 2 13 - 2 n adjacent k nge (SR) = 1	1( 9 1( 7 <u>8</u> 0atte	- 2 ) - 2 - 2 ) - 2 - 1 - 2 ries can R Can	7 - 2 8 - 2 8 - 2 7 - 2 add FF	2 2 1 2 2 7 8 8 8 8 8	6 - 6 - 4 - 5 - p to 12 ge (CR)	· 1 · 2 · 1 · 2 · 1 · 1 · 1 · <i>FPs p</i>	Der fi	3 - 1 3 - 1 3 - 1 1 - 0 2 - 1 re.
14 pounder Jo 3" Ordn BL Whitw 10 pounder Par 20 pounder Par Mixed Gu Artillery Comba Long Range (LR) LR Firing = FP +	ames Ri ance Ri vorth Ri rott Rif <b>n Batto</b> <b>t</b> - Use d = 2x NR 1D6	ifle 2 ifle 2 ifle 2 ifle 2 ifle 2 ifle 2 arty FP 0 R No NR	2 - 12/2 - 14/2 - 30/2 - 16/2 - 22/2 - 11/2 and ad prmal R Firing	11 13 27 14 20 10 d dice cange ( = FP +	5 - 12 4 - 14 5 - 30 4 - 16 7 - 22 4 - 11 as ind NR) = 2D6	2/11 4/13 0/27 6/14 2/20 1/10 licate As f	7 6 7 6 11 6 11 6 8 6 9 6	- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10 y non-sh Short SR Fi	aker Rar	$     \begin{array}{r}       13 - 3 \\       12 - 3 \\       13 - 3 \\       11 - 2 \\       13 - 2 \\       n adjacent k \\       nge (SR) = 1 \\       = FP + 3D6   \end{array} $	1( 9 1( 7 8 0atte /2 Ni	- 2 - 2 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7	7 - 2 8 - 2 8 - 2 5 - 2 7 - 2 add FF nister 1 iring =	2 2 1 2 Ps u <sub>l</sub> Ran = FP	6 - 6 - 4 - 5 - p to 12 ge (CR, + 4D6	· 1 · 2 · 1 · 2 · 1 · 1 · 1 · FPs p	per fin	3 - 1 3 - 1 3 - 1 1 - 0 2 - 1 re. h
14 pounder Jo 3" Ordn BL Whitw 10 pounder Par 20 pounder Par 20 pounder Par Mixed Gu Mixed Gu Artillery Comba Long Range (LR) LR Firing = FP + 2 Arty is Disordere	ames Ri vorth Ri rrott Rif rott Rif <b>n Batte</b> <u>t</u> - Use c = 2x NF 1D6 ed=1/2 F	fle         2           file         2           ifle         2           ifle         2           ifle         2           arty         P           arty         FP           R         No           NR           FPs,         Ar	2 - 12/2 2 - 14/2 2 - 30/2 2 - 16/2 2 - 11/2 and ad brmal R c Firing rty is sh	11 13 27 14 20 10 d dice cange ( = FP +	5 - 12 4 - 14 5 - 30 4 - 16 7 - 22 4 - 11 as ind NR) = 2D6	2/11 4/13 0/27 6/14 2/20 1/10 licate As f	7 6 7 6 11 6 11 6 8 6 9 6	- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10 y non-sh Short SR Fi	aker Rar	$   \begin{array}{r}     13 - 3 \\     12 - 3 \\     13 - 3 \\     11 - 2 \\     13 - 2 \\     nadjacent & base \\     nge (SR) = 1 \\     = FP + 3D6 \\     v is routed,   \end{array} $	1( 9 1( 7 8 0atte /2 Ni roll 1	- 2 - 2 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7	7 - 2 8 - 2 8 - 2 5 - 2 7 - 2 add FF nister 1 irring = 3 = gu	2 2 1 2 Ps u Ran = FP	6 - 6 - 4 - 5 - p to 12 pge (CR, + 4D6 gone; 4	• 1 • 2 • 1 • 2 • 1 • 1 • 1 FPs p • = one	per fi e inc	3 - 1 3 - 1 3 - 1 1 - 0 2 - 1 re. h s rout)
14 pounder Jo 3" Ordn BL Whitw 10 pounder Pa 20 pounder Par Mixed Gu Artillery Comba Long Range (LR) LR Firing = FP +	ames Ri vorth Ri rrott Rif rott Rif <b>n Batte</b> <u>t</u> - Use c = 2x NF 1D6 ed=1/2 F	fle         2           file         2           ifle         2           ifle         2           ifle         2           arty         P           arty         FP           R         No           NR           FPs,         Ar	2 - 12/2 2 - 14/2 2 - 30/2 2 - 16/2 2 - 11/2 and ad brmal R c Firing rty is sh	11 13 27 14 20 10 d dice cange ( = FP +	5 - 12 4 - 14 5 - 30 4 - 16 7 - 22 4 - 11 as ind NR) = 2D6	2/11 4/13 0/27 6/14 2/20 1/10 licate As f	7 6 7 6 11 6 11 6 8 6 9 6	- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10 y non-sh Short SR Fi	aker Rar	$   \begin{array}{r}     13 - 3 \\     12 - 3 \\     13 - 3 \\     11 - 2 \\     13 - 2 \\     nadjacent & base \\     nge (SR) = 1 \\     = FP + 3D6 \\     v is routed,   \end{array} $	1( 9 1( 7 8 0atte /2 Ni roll 1	- 2 - 2 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7	7 - 2 8 - 2 8 - 2 5 - 2 7 - 2 add FF nister 1 iring = 3 = gu	2 2 1 2 Ps u Ran = FP	6 - 6 - 4 - 5 - p to 12 pge (CR, + 4D6 gone; 4	• 1 • 2 • 1 • 2 • 1 • 1 • 1 FPs p • = one	per fi e inc	3 - 1 3 - 1 3 - 1 1 - 0 2 - 1 re. h s rout)
14 pounder Jo 3" Ordn BL Whitw 10 pounder Par 20 pounder Par 20 pounder Par Mixed Gu Mixed Gu Artillery Comba Long Range (LR) LR Firing = FP + 2 Arty is Disordere	ames Ri ance Ri vorth Ri rott Rif <b>n Batte</b> <b>t</b> - Use c = 2x NR 1D6 ed=1/2 R een = +1	fle         2           file         2           ifle         2           ifle         2           ifle         2           arty         P           arty         FP           R         No           NR           FPs,         Ar	2 - 12/2 - 14/2 - 30/2 - 16/2 - 22/2 - 11/2 and ad prmal R - Firing ty is sh 1DRM	11 13 27 14 20 10 d dice ange ( = FP + naken=	5 - 12 4 - 14 5 - 30 4 - 16 7 - 22 4 - 11 as ind NR) = 2D6 1/2 FF	2/11 4/13 0/27 5/14 2/20 1/10 licate As I	7 6 7 6 11 6 6 11 6 6 7 6 6 7 6 7 6 7 6	- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10 y non-sh Short SR Fi ne die,	aker t Rar ring Arty	$   \begin{array}{r}     13 - 3 \\     12 - 3 \\     13 - 3 \\     11 - 2 \\     13 - 2 \\     nadjacent & base \\     nge (SR) = 1 \\     = FP + 3D6 \\     v is routed,   \end{array} $	1( 9 1( 7 8 0atte /2 Ni roll 1	- 2 - 2 - 2 - 1 - 2 - 1 - 2 ries can R Can CR F D6, (1,2, CM = Su	7 - 2 8 - 2 8 - 2 5 - 2 7 - 2 add FF nister 1 iring = 3 = gu pporte	2 2 2 1 2 Ps u Ran = FP Ins <u>(</u>	6 - 6 - 4 - 5 - p to 12 ge (CR, + 4D6 gone; 4 +3) / U	• 1 • 2 • 1 • 2 • 1 • 1 • 1 • 1 • 1 • 5,6 =	Der fi e inc	3 - 1 3 - 1 3 - 1 1 - 0 2 - 1 re. h s rout)
14 pounder Ja 3" Ordn BL Whitw 10 pounder Pa 20 pounder Par <b>Mixed Gu</b> Artillery Comba Long Range (LR) LR Firing = FP + 2 Arty is Disordere Arty is Elite/Gre	ames Ri vorth Ri vorth Ri rott Rifi <b>n Batte</b> <b>t</b> - Use c = 2x NR 1D6 ed=1/2 R een = +1	fle 2 fle 3 fle 2 fle 3 fle 3 fl	2 - 12/2 2 - 14/2 2 - 30/2 2 - 16/2 2 - 11/2 and ad brmal R 6 Firing rty is sh 1DRM FP - D	11 13 27 14 20 10 d dice ange ( = FP + naken= ismou	5 - 12 4 - 14 5 - 30 4 - 16 7 - 22 4 - 11 as ind NR) = 2D6 1/2 FF	2/11 4/13 0/27 5/14 2/20 1/10 licata As I Ps & NR	7 6 7 6 11 6 11 6 6 7 6 6 7 6 7 6 7 6 7	- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10 y non-sh Short SR Fi ne die,	aker t Rar ring Arty	$   \begin{array}{r}     13 - 3 \\     12 - 3 \\     13 - 3 \\     11 - 2 \\     13 - 2 \\     n adjacent k \\     nge (SR) = 1 \\     = FP + 3D6 \\     v is routed, \\     \end{array} $	1( 9 1( 7 8 0atte /2 Ni roll 1 <b>Arty</b> (	- 2 - 2 - 2 - 1 - 2 - 1 - 2 ries can R Can CR F D6, (1,2, CM = Su	7 - 2 8 - 2 8 - 2 5 - 2 7 - 2 add FF nister 1 iring = 3 = gu pporte	2 2 2 1 2 2 2 7 5 8 4 7 8 7 8 7 8 7 8 7 8 7 8 9 8 9 8 9 8 9 8	6 - 6 - 4 - 5 - p to 12 ge (CR, + 4D6 gone; 4 +3) / U	• 1 • 2 • 1 • 2 • 1 • 1 FPs p • = on • \$,5,6 = nsupp	Der fi e inc outd-d	3 - 1 3 - 1 3 - 1 1 - 0 2 - 1 re. h s rout) d (-3)
14 pounder Jo 3" Ordn BL Whitw 10 pounder Par 20 pounder Par Mixed Gu Artillery Comba Long Range (LR) LR Firing = FP + 1 Arty is Disordere Arty is Elite/Gre	<u>ames Ri</u> vorth Ri rott Rifi <b>n Batte</b> <b>t</b> - Use c = 2x NF 1D6 ed=1/2 F een = +1 <b>Dismo</b> <b>2 figs</b>	fle 2 fle 3 fle 2 fle 3 fle 3 fl	2 - 12/2 - 14/2 - 30/2 - 16/2 - 16/2 - 22/7 - 11/2 and ad and ad armal R - Firing - Ty is sh 1DRM FP - D 4 figs	11 13 27 14 20 10 d dice ange ( = FP + baken= ismout 5 fig:	5 - 12 4 - 14 5 - 30 4 - 16 7 - 22 4 - 11 as ind NR) = 2D6 1/2 FF 1/2 FF 1/2 FF 1/2 FF 1/2 FF	2/11 4/13 0/27 5/14 2/20 1/10 licata As I Ps & NR igs	7           6           7           6           11           6           11           6           11           6           11           6           11           6           11           6           11           6           11           6           11           6           11           6           11           6           11           6           11           6           12           13           14           10	- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10 y non-sh Short SR Fi ne die,	aker t Ran ring Arty	$   \begin{array}{r}     13 - 3 \\     12 - 3 \\     13 - 3 \\     11 - 2 \\     13 - 2 \\     n adjacent & back \\     nge (SR) = 1 \\     = FP + 3D6 \\     v is routed, \\     \hline     CAVALRY \\     RMATIONS   \end{array} $	1( 9 1( 7 8 0atte /2 Ni roll 1 Arty 0	- 2 - 2 - 2 - 1 - 2 - 0 - 2 - 0 - 2 - 1 - 2 - 0 - 2 - 0 - 2 - 1 - 2 - 0 - 0 - 2 - 0 - 0 - 2 - 0 - 0 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2	7 - 2 8 - 2 8 - 2 5 - 2 7 - 2 7 7 - 2 7	2 2 2 1 2 2 2 2 2 2 3 3 3 3 3 3 3 3 3 3	6 - 6 - 4 - 5 - 9 to 12 ge (CR, + 4D6 gone; 4 +3) / U.	• 1 • 2 • 1 • 1 • 1 • 1 • 1 • 1 • 1 • 1 • 1 • 1	Der fi e inc outd-d	3 - 1 3 - 1 3 - 1 1 - 0 2 - 1 re. h s rout) d (-3)
14 pounder Jo 3" Ordn BL Whitw 10 pounder Par 20 pounder Par <b>Mixed Gu</b> Artillery Comba Long Range (LR) LR Firing = FP + J Arty is Disordere Arty is Elite/Gre CAVALRY WEAPONS Mixed Weapons	ames Ri vorth Ri vorth Ri rott Rifi rott Rifi din Batte t - Use d = 2x NF 1D6 ed=1/2 P een = +1 Dismc 2 figs 1 - 2	fle         2           ifle         2           ifle         2           ifle         2           ifle         2           ifle         2           arty         P           arty         P           arty         P           B         No           PS,         Ar           DRM/-1         D           ounted         3 figs           2 - 2         2	2 - 12/2 - 14/2 - 30/2 - 30/2 - 16/2 - 22/7 - 11/2 and ad prmal R Firing - ty is sh 1DRM FP - D 4 figs 3 - 2	11       13       27       14       20       10       d dice       ange (       = FP +       baken=       ismou       5 fig.       4 - 2	<b>5</b> - <b>1</b> 2 <b>4</b> - <b>1</b> 4 <b>5</b> - <b>3</b> 0 <b>4</b> - <b>1</b> 6 <b>7</b> - <b>2</b> 2 <b>4</b> - <b>1</b> 1 <i>as ind</i> <i>NR</i> ) = 2D6 <b>1</b> /2 FF <b>inted</b> <b>s 6 fi</b> <b>2</b> 5 - <b>5</b>	2/11 4/13 0/27 5/14 2/20 1/10 licata As I Ps & NR igs 2	7           6           7           6           11           6           11           6           11           6           11           6           11           6           7           6           7           10           6           7           10           6           7           10           6           7           6           2	- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10 y non-sh Short SR Fi ne die, 8 figs 7 - 2	aker t Rar ring Arty	13 - 3 12 - 3 13 - 3 11 - 2 13 - 2 n adjacent & nge (SR) = 1 = FP + 3D6 v is routed, CAVALRY RMATIONS Cavalry Line	1( 9 1( 7 8 9 7 8 9 7 7 7 7 8 7 7 7 7 7 7 7 7 7	- 2 - 2 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 2 - 1 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2	7 - 2 8 - 2 8 - 2 5 - 2 7 - 2 add FF nister 1 iring = 3 = gu pporte LRY M TRA NA	2 2 2 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	6 - 6 - 6 - 6 - 6 - 6 - 6 - 6 - 7 - 6 - 7 - 7	• 1 • 2 • 1 • 2 • 1 • 1 • 1 • 1 • 1 • 1 • 1 • 1 • 1 • 1	e incorte	3 - 1 3 - 1 3 - 1 1 - 0 2 - 1 re. h s rout) d (-3) lismtd) ROUGH 1 - 1
14 pounder Jo 3" Ordn BL Whitw 10 pounder Par 20 pounder Par Mixed Gu Artillery Comba Long Range (LR) LR Firing = FP + 2 Arty is Disordere Arty is Elite/Gre CAVALRY WEAPONS Mixed Weapons Shotguns	ames Ri ance Ri vorth Ri rrott Rifi <b>n Batte</b> <b>t</b> - Use of 2 2x NF 2d=1/2 F 2en = +1 Dismo 2 figs 1 - 2 2 -1/2	fle     2       ifle     2       ifle     2       ifle     2       ifle     2       ifle     2       arty     FP	2 - 12/2 2 - 14/2 2 - 30/2 2 - 16/2 - 22/2 - 11/2 and ad brmal R Fring ty is sh 1DRM FP - D 4 figs 3 - 2 4 - 1/2	11       13       13       27       14       20       10       d dice       ange (       ange (       = FP +       baken=       ismout       5 fig:       4 - 2       5 - 1/	<b>5</b> - 12 <b>4</b> - 14 <b>5</b> - 30 <b>4</b> - 16 <b>7</b> - 22 <b>4</b> - 11 <i>as ind</i> <i>NR) =</i> 2D6 1/2 FF <b>inted</b> <b>s</b> 6 fi 2 5 - 2 2 6 - 1	2/11 4/13 0/27 5/14 2/20 1/10 licata As I <sup>p</sup> s & NR igs 2 1/2	7           6           7           6           11           6           11           6           11           6           11           6           11           6           7           10           6           7           10           6           7           10           6           7           6           2           7           1/2	- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10 y non-sh Short SR Fi ne die, 8 figs 7 - 2 8 -1/2	aker t Ran ring Arty	13 - 3 12 - 3 13 - 3 11 - 2 13 - 2 n adjacent <i>L</i> nge (SR) = 1 = FP + 3D6 v is routed, CAVALRY RMATIONS Cavalry Line Skirmishing	1( 9 1( 7 8 0atte /2 Ni roll 1 Arty 0 • M • +2 • +2	- 2 - 2 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 2 - 1 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2	7 - 2 8 - 2 8 - 2 5 - 2 add FF nister 1 iring = 3 = gu pporte LRY M TRA NA	2 2 2 1 2 2 8 7 7 8 7 7 7 7 7 7 7 7 7 7 7 7 7 7	6 - 6 - 6 - 6 - 6 - 6 - 6 - 6 - 6 - 7 - 7	• 1 • 2 • 1 • 2 • 1 • 1 • 1 • 1 • 1 • 1 • 1 • 1 • 1 • 1	e incorte	3 - 1 3 - 1 3 - 1 1 - 0 2 - 1 re. h s rout) d (-3) lismtd) ROUGH 1 - 1 2 - 2
14 pounder Jo 3" Ordn BL Whitw 10 pounder Par 20 pounder Par 20 pounder Par Mixed Gu Artillery Comba Long Range (LR) LR Firing = FP + 2 Arty is Disordere Arty is Elite/Gre CAVALRY WEAPONS Mixed Weapons Shotguns Rpting Carbines	ames Ri ance Ri vorth Ri rrott Rifi <b>n Batte</b> = 2x NF 1D6 ed=1/2 F een = +1 Dismo 2 figs 1 - 2 2 - 1/2 2 - 1	fle     2       ifle     2       ifle     2       ifle     2       ifle     2       ifle     2       arty     P       arty     FP	2 - 12/2 2 - 14/2 2 - 30/2 2 - 16/2 - 22/2 - 11/2 and ad brmal R Fring ty is sh 1DRM FP - D 4 figs 3 - 2 4 - 1/2 4 - 1	11         13         13         27         14         20         14         20         14         20         14         20         14         20         14         20         14         20         15         16         5         17         5         17         5         17	<b>5</b> - <b>12</b> <b>4</b> - <b>14</b> <b>5</b> - <b>30</b> <b>4</b> - <b>16</b> <b>7</b> - <b>22</b> <b>4</b> - <b>11</b> <i>as ind</i> <i>NR) =</i> <b>2</b> D6 <b>1/2</b> FF <b>1/2</b> FF	2/11 4/13 0/27 5/14 2/200 1/10 licata As / NR igs 2 1/2 1/2 1	7           6           11           6           11           6           11           6           11           6           11           6           11           6           7           10           6           7           10           6           7           10           6           7           7           7           1	- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10 y non-sh Short SR Fi ne die, 8 figs 7 - 2 8 -1/2 8 - 1	aker t Ran Arty	13 - 3 12 - 3 13 - 3 11 - 2 13 - 2 n adjacent b nge (SR) = 1 = FP + 3D6 v is routed, CAVALRY RMATIONS Cavalry Line Skirmishing rch Column	1((77) 9 1((77) 77) 77) 77) 77) 77) 77) 77) 77) 77	- 2 - 2 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 2 - 1 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2	7 - 2 8 - 2 8 - 2 7 - 2 add FF nister 1 iring = 3 = gu pporte LRY M NA NA NA 12 -	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	6 - 6 - 6 - 6 - 6 - 6 - 6 - 6 - 7 - 7 -	• 1 • 2 • 1 • 2 • 1 • 1 • 1 • 1 • 1 • 1 • 1 • 1 • 1 • 1	e incorte	3 - 1 3 - 1 3 - 1 1 - 0 2 - 1 re. h s rout) d (-3) iismtd) ROUGH 1 - 1 2 - 2 2 - 2
14 pounder Jo 3" Ordn BL Whitw 10 pounder Par 20 pounder Par Mixed Gu Artillery Comba Long Range (LR) LR Firing = FP + 1 Arty is Disordere Arty is Elite/Gre CAVALRY WEAPONS Mixed Weapons Shotguns Rpting Carbines BL Carbines	ames Ri ance Ri vorth Ri rott Rifi <b>n Batto</b> = 2x NF 1D6 ed=1/2 F een = +1 Dismo 2 figs 1 - 2 2 - 1/2 2 - 1 2 - 2	fle       2         ifle       2         ifle       2         ifle       2         ifle       2         arty       P         arty       FP	2 - 12/2 2 - 30/2 2 - 30/2 2 - 16/2 2 - 16/2 2 - 11/2 and add brmal R 6 Firing (ty is sh 1DRM FP - D 4 figs 3 - 2 4 - 1/2 4 - 1 4 - 2	11         13         27         14         20         14         20         10         d dice         cange (         cange (         sange (         sange (         5 fig:         4 - 2         5 - 1/         5 - 1         5 - 2	<b>5</b> - <b>1</b> 2 <b>4</b> - <b>1</b> 4 <b>5</b> - <b>3</b> 0 <b>4</b> - <b>1</b> 6 <b>7</b> - <b>2</b> 2 <b>4</b> - <b>1</b> 1 <i>as ind</i> <i>NR) =</i> <b>2</b> D6 <b>1</b> /2 FF <b>1</b> /2 <b>5</b> - <b>1</b> /2 <b>1</b> /2 <b>1</b> /2 <b></b>	2/11 4/13 0/27 6/14 2/20 1/10 1/10 1/10 1/10 1/10 1/10 1/10	7           6           11           6           11           6           11           6           11           6           11           6           11           6           7           10           6           7           6           7           6           7           7           1           6           2	- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10 y non-sh Short SR Fi ne die, 8 figs 7 - 2 8 -1/2 8 - 1 6 - 2	aker ring Arty Ma Dis	13 - 3 12 - 3 13 - 3 11 - 2 13 - 2 n adjacent k nge (SR) = 1 = FP + 3D6 v is routed, CAVALRY RMATIONS Cavalry Line Skirmishing order/Offcr	1( 9 1( 7 8 8 9 0 0 1( 7 7 8 8 7 7 7 8 7 7 7 7 7 7 7 7 7 7 7	- 2 - 2 - 2 - 1 - 2 - 2 - 1 - 2 - 0 - 2 - 0 - 2 - 1 - 2 - 0 - 0 - 0 - 0 - 0 - 0 - 0 - 0	7 - 2 8 - 2 8 - 2 7 - 2 add FF nister 1 iring = 3 = gu pporte LRY M NA NA 12 - 7 - 4	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	6 - 6 - 6 - 6 - 6 - 6 - 6 - 7 - 7 - 7 -	• 1 • 2 • 1 • 2 • 1 • 1 • 7 • 1 • 7 • 7 • 7 • 7 • 7 • 7 • 7 • 7 • 7 • 7	e incortection of the second s	3 - 1 3 - 1 3 - 1 1 - 0 2 - 1 re. h s rout) d (-3) iismtd) ROUGH 1 - 1 2 - 2 2 - 2 2 - 1
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14 pounder Jo 3" Ordn BL Whitw 10 pounder Par 20 pounder Par Mixed Gu Artillery Comba Long Range (LR) LR Firing = FP + 1 Arty is Disordere Arty is Elite/Gre CAVALRY WEAPONS Mixed Weapons Shotguns Rpting Carbines BL Carbines ML Carbines	ames Ri ance Ri vorth Ri rott Rifi rott Rifi <b>n Batte</b> = 2x NF 1D6 ed=1/2 P een = +1 Dismc 2 figs 1 - 2 2 - 1/2 2 - 1 2 - 2 1 - 1 1 - 1/2	fle     2       ifle     2       arty     P       arty       arty	2 - 12/2 2 - 14/2 2 - 30/2 2 - 16/2 - 11/2 and ad and ad and ad and ad and ad bring ty is sh 1DRM FP - D 4 figs 3 - 2 4 - 1/2 4 - 1 4 - 2 3 - 1 1 - 1/2	11         13         13         27         14         20         14         20         14         20         10         d dice         ange (         = FP +         baken=         ismout         5 fig:         4 - 2         5 - 1/         5 - 2         4 - 1         2 - 1/	5 - 12 4 - 14 5 - 30 4 - 16 7 - 22 4 - 11 as ind NR) = 2D6 1/2 FF 1/2 FF 1/2 FF 2 - 12 5 - 6 1/2 FF 2 - 6 - 1 2 - 6 - 1 2 - 5 - 2 4 - 2 2 - 1	2/11 4/13 0/27 5/14 2/20 1/10 1/10 NR igs 2 1/2 1 2 1 2 1 1/2 1 1/2	7         6         7         6         11         6         11         6         11         6         7         6         7         7         6         7         6         7         6         7         6         7         1         6         7         1         6         2         7         1         2 <tr tr=""></tr>	- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10 y non-sh Short SR Fi ne die, 8 figs 7 - 2 8 - 1/2 8 - 1 6 - 2 5 - 1 3 - 1/2	Arty Ma Dis D	13 - 3 12 - 3 13 - 3 11 - 2 13 - 2 n adjacent k nge (SR) = 1 = FP + 3D6 v is routed, v is routed, CAVALRY RMATIONS Cavalry Line Skirmishing order/Offcr is & Shaker is & Routed	1(( 9 1() 7 7 8 8 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	- 2 - 2 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 2 - 1 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2	7 - 2 8 - 2 8 - 2 5 - 2 7 - 2 add FF nister 1 iring = 3 = gu pporte LRY M TRA NA NA 12 - 7 - 4 5 - 3 3 De	2 2 2 1 2 2 2 2 8 8 8 8 4 4 3 3 6	6 - 6 - 6 - 6 - 6 - 6 - 6 - 7 - 7 - 7 -	• 1 • 2 • 1 • 1 • 1 • 1 • 1 • 1 • 1 • 1 • 1 • 1	- 3 - 4 - 4 - 3 - 1 - 26	3 - 1 3 - 1 3 - 1 1 - 0 2 - 1 re. h s rout) d (-3) ismtd) ROUGH 1 - 1 2 - 2 2 - 2 2 - 1 2 - 1 1D6
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14 pounder Jo 3" Ordn BL Whitw 10 pounder Par 20 pounder Par 20 pounder Par Mixed Gu Artillery Comba Long Range (LR) LR Firing = FP + 1 Arty is Disordere Arty is Elite/Gre CAVALRY WEAPONS Mixed Weapons Shotguns Rpting Carbines BL Carbines ML Carbines ML Carbines Pistols* Cavalry Combat Long Range (LR)= LR Firing = FP + 1 Firer in disorder *No Cover Benef Target is in light Target is in heav	ames Ri ance Ri vorth Ri rott Rif rott Rif <b>n Batte</b> = 2x NF 1D6 ed=1/2 F ed=1/2 F ed=1/2 F ed=1/2 F 2 - 1/2 2 - 1/2 2 - 1/2 2 - 1/2 2 - 1/2 2 - 1/2 1 - 1 1 - 1/2 = 2x NR, 1D6, = 1/2 FP fits If Ch t woods vy wood	fle       2         ifle       2         ifle       2         ifle       2         arty       2         arty       FP         arty       2         arty       3         arty       3       2         arty       3       3       2         arty       3       3       3         arty       3       3       3         arty       3 <th< td=""><td>2 - 12/ - 14/ - 30/ - 30/ - 16/ - 22/ - 11/ and ad ormal R - Firing - ty is sh 1DRM FP - D 4 figs 3 - 2 4 - 1/2 4 - 1 4 - 2 3 - 1 1 - 1/2 I add ad I Rangen - Fis shall</td><td>11         13         13         13         27         14         20         14         20         14         20         14         20         10         d dice         ange (         ange (         ange (         5 fig:         4 - 2         5 - 1/         5 - 2         4 - 1         2 - 1/         5 - 2         4 - 1         2 - 1/         ice as i         e (NR)=         P + 2D6         ken = 1</td><td>5 - 12 4 - 14 5 - 30 4 - 16 7 - 22 4 - 11 as ind NR) = 2D6 1/2 FF 1/2 FF 1/2 FF 2 6 -1 4 - 2 2 6 -1 4 - 2 2 7 - 22 4 - 11 as ind NR) = 2D6 1/2 FF 5 - 30 4 - 16 7 - 22 4 - 11 as ind NR) = 2D6 1/2 FF 5 - 30 2 - 10 1/2 FF 5 - 30 2 - 10 5 - 30 2 - 10 5 - 30 4 - 16 7 - 22 4 - 11 as ind NR) = 2D6 1/2 FF 5 - 30 2 - 10 5 - 30 2 - 10 2 - 10 2 - 10 1/2 FF 5 - 30 2 - 10 1/2 FF 5 - 30 1/2 FF 5 - 30</td><td>2/11 4/13 0/27 5/14 2/20 1/10 licate As I Ps &amp; 12 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 2 1 2 1 1 2 1 1 2 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 2 1 1 2 1 1 1 2 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 2 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1</td><td>7           6           11           6           11           6           11           6           7           1050</td><td>- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10 y non-sh Short SR Fi ne die, - 2 - 11/10 y non-sh Short SR Fi - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 2 - 3 - 1/2 - 2 - 1 - 2 - 2 - 3 - 1/2 - 2 - 1 - 2 - 2 - 2 - 3 - 1/2 - 2 - 1 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2</td><td>Arty FO Ma Dis D D D D D D D D D D D D D D D D D D</td><td>13 - 3 12 - 3 13 - 3 11 - 2 13 - 2 n adjacent k nge (SR) = 1 = FP + 3D6 v is routed, CAVALRY RMATIONS Cavalry Line Skirmishing rch Columr order/Offcr is &amp; Shaker is &amp; Routec 2 NR, Oper cis Elite/Gree March column</td><td>1( 9 10 7 8 8 9 10 7 8 8 10 10 10 10 10 10 10 10 10 10 10 10 10</td><td>- 2 - 2 - 2 - 1 - 2 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 2 - 1 - 2 - 1 - 2 - 2 - 1 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2</td><td>7 - 2 8 - 2 8 - 2 7 - 2 add FF bister 1 iring = 3 = gu pporte LRY M TRA NA 12 - 7 - 2 3DE 1 DRM 7 - 2 3DE 1 DRM 7 - 2 3DE 2 - 2 3DE 2 - 2 3 - 2 5 - 2 3 - 2 3 - 2 3 - 2 5 - 2 5</td><td>2 2 2 2 2 2 2 2 8 8 4 3 6 4 3 6 2 2 10 V 10 V 11 V 11 V 11 V 11 V 11 V</td><td>6 - 6 - 6 - 6 - 6 - 6 - 6 - 7 - 7 - 7 -</td><td>• 1 • 2 • 1 • 2 • 1 • 1 • 7 • 7 • 7 • 7 • 7 • 7 • 7 • 7 • 7 • 7</td><td>- 3 - 4 - 4 - 3 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1</td><td>3 - 1 3 - 1 3 - 1 1 - 0 2 - 1 re. h s rout) d (-3) iismtd) ROUGH 1 - 1 2 - 2 2 - 2 2 - 1 2 - 1 1D6 fire. 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Il move ist One her fire 2 DRM 2 DRM</td></th<>	2 - 12/ - 14/ - 30/ - 30/ - 16/ - 22/ - 11/ and ad ormal R - Firing - ty is sh 1DRM FP - D 4 figs 3 - 2 4 - 1/2 4 - 1 4 - 2 3 - 1 1 - 1/2 I add ad I Rangen - Fis shall	11         13         13         13         27         14         20         14         20         14         20         14         20         10         d dice         ange (         ange (         ange (         5 fig:         4 - 2         5 - 1/         5 - 2         4 - 1         2 - 1/         5 - 2         4 - 1         2 - 1/         ice as i         e (NR)=         P + 2D6         ken = 1	5 - 12 4 - 14 5 - 30 4 - 16 7 - 22 4 - 11 as ind NR) = 2D6 1/2 FF 1/2 FF 1/2 FF 2 6 -1 4 - 2 2 6 -1 4 - 2 2 7 - 22 4 - 11 as ind NR) = 2D6 1/2 FF 5 - 30 4 - 16 7 - 22 4 - 11 as ind NR) = 2D6 1/2 FF 5 - 30 2 - 10 1/2 FF 5 - 30 2 - 10 5 - 30 2 - 10 5 - 30 4 - 16 7 - 22 4 - 11 as ind NR) = 2D6 1/2 FF 5 - 30 2 - 10 5 - 30 2 - 10 2 - 10 2 - 10 1/2 FF 5 - 30 2 - 10 1/2 FF 5 - 30 1/2 FF 5 - 30	2/11 4/13 0/27 5/14 2/20 1/10 licate As I Ps & 12 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 2 1 2 1 1 2 1 1 2 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 2 1 1 2 1 1 1 2 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 2 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1	7           6           11           6           11           6           11           6           7           1050	- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10 y non-sh Short SR Fi ne die, - 2 - 11/10 y non-sh Short SR Fi - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 2 - 3 - 1/2 - 2 - 1 - 2 - 2 - 3 - 1/2 - 2 - 1 - 2 - 2 - 2 - 3 - 1/2 - 2 - 1 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2	Arty FO Ma Dis D D D D D D D D D D D D D D D D D D	13 - 3 12 - 3 13 - 3 11 - 2 13 - 2 n adjacent k nge (SR) = 1 = FP + 3D6 v is routed, CAVALRY RMATIONS Cavalry Line Skirmishing rch Columr order/Offcr is & Shaker is & Routec 2 NR, Oper cis Elite/Gree March column	1( 9 10 7 8 8 9 10 7 8 8 10 10 10 10 10 10 10 10 10 10 10 10 10	- 2 - 2 - 2 - 1 - 2 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 2 - 1 - 2 - 1 - 2 - 2 - 1 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2	7 - 2 8 - 2 8 - 2 7 - 2 add FF bister 1 iring = 3 = gu pporte LRY M TRA NA 12 - 7 - 2 3DE 1 DRM 7 - 2 3DE 1 DRM 7 - 2 3DE 2 - 2 3DE 2 - 2 3 - 2 5 - 2 3 - 2 3 - 2 3 - 2 5	2 2 2 2 2 2 2 2 8 8 4 3 6 4 3 6 2 2 10 V 10 V 11 V 11 V 11 V 11 V 11 V	6 - 6 - 6 - 6 - 6 - 6 - 6 - 7 - 7 - 7 -	• 1 • 2 • 1 • 2 • 1 • 1 • 7 • 7 • 7 • 7 • 7 • 7 • 7 • 7 • 7 • 7	- 3 - 4 - 4 - 3 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1	3 - 1 3 - 1 3 - 1 1 - 0 2 - 1 re. h s rout) d (-3) iismtd) ROUGH 1 - 1 2 - 2 2 - 2 2 - 1 2 - 1 1D6 fire. 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Il move ist One her fire 2 DRM 2 DRM 1 DRM
14 pounder Jo 3" Ordn BL Whitw 10 pounder Par 20 pounder Par 20 pounder Par Mixed Gu Artyillery Combar Long Range (LR) LR Firing = FP + 1 Arty is Disordere Arty is Elite/Gre CAVALRY WEAPONS Mixed Weapons Shotguns Ryting Carbines BL Carbines BL Carbines ML Carbines Pistols* Cavalry Combat Long Range (LR)= LR Firing = FP + 1 Firer in disorder *No Cover Benef Target is in light Target is in hast	ames Ri ance Ri vorth Ri rott Rife n Batta in In	fle       2         ifle       2         ifle       2         ifle       2         ifle       2         ifle       2         arry       2         arry       2         arry       2         arry       2         arry       2         arry       2         3 - 12       3 - 12         3 - 12       3 - 12         3 - 12       3 - 12         3 - 12       3 - 1         3 - 2       2 - 1         1 - 1/2       5 FP and Norma         Norma       Norma         NS, Firer         As       As         arging       *         *       *         is*       *         is*       *         is*       *         is*       *	2 - 12/ 2 - 30/ 2 - 30/ 2 - 30/ 2 - 16/ - 22/ 2 - 11/ and ad armal R Firing rty is sh 1DRM FP - D 4 figs 3 - 2 4 - 1/2 4 - 1/2 4 - 1 1 - 1/2 add di Range FF - is shall stone v works f	11         13         13         13         14         27         14         20         14         20         10         11         20         11         20         11         20         12         13         14         20         14         20         15         15         15         15         15         15         15         15         15         15         15         15         15         16         17         17         18         19         10         11         12         14         12         14         12         14         15         16         17         17         17         17	5 - 12 4 - 14 5 - 30 4 - 16 7 - 22 4 - 11 as ind NR) = 2D6 1/2 FF 1/2 FF 1/2 FF 2 6 -1 4 - 2 2 6 -1 4 - 2 2 6 -1 4 - 2 2 6 -1 5 - 30 4 - 16 7 - 22 4 - 11 as ind NR) = 2D6 1/2 FF 5 - 30 5 - 30 1/2 FF 5 - 30 1	2/11 4/13 0/27 5/14 2/20 1/10 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2	7         6         11         6         11         6         11         6         11         6         7         1050 </td <td>- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10 y non-sh SR Fi ne die, </td> <td>aker ring Arty FO Ma Dis D D D J J J J C Arty J J C Arty C C C C C C C C C C C C C C C C C C C</td> <td>13 - 3 12 - 3 13 - 3 11 - 2 13 - 2 n adjacent k nge (SR) = 1 = FP + 3D6 v is routed, CAVALRY RMATIONS Cavalry Line Skirmishing order/Offcr is &amp; Shaker is &amp; Routed 2 NR, Oper is Elite/Gre Detrimen March colu Line from Limbered Target in c</td> <td>1( 9 10 7 8 8 9 10 7 7 8 8 10 10 10 10 10 10 10 10 10 10 10 10 10</td> <td>- 2 - 2 - 2 - 1 - 2 - 2 - 1 - 2 - 1 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2</td> <td>7 - 2 8 - 2 8 - 2 7 - 2 add FF bister 1 iring = 3 = gu pporte LRY M TRA NA 12 - 7 - 2 3De 1 DRM y at 1// /-2 DR portal e</td> <td>2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2</td> <td>6 - 6 - 6 - 6 - 6 - 7 - 6 - 7 - 7 - 7 -</td> <td>• 1 • 2 • 1 • 2 • 1 • 1 • 7 • 7 • 7 • 7 • 7 • 7 • 7 • 7 • 7 • 7</td> <td>- 3 - 4 - 3 - 4 - 4 - 3 - 1 - 1 - 1 - 1 - 1 - 2 - 4 - 4 - 4 - 4 - 4 - 4 - 4 - 4 - 4 - 4</td> <td>3 - 1 3 - 1 3 - 1 1 - 0 2 - 1 re. h s rout) d (-3) iismtd) ROUGH 1 - 1 2 - 2 2 - 2 2 - 2 2 - 1 2 - 1 1D6 fire. Il move st One her fire 2 DRM 2 DRM 1 DRM -1 DRM</td>	- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10 y non-sh SR Fi ne die, 	aker ring Arty FO Ma Dis D D D J J J J C Arty J J C Arty C C C C C C C C C C C C C C C C C C C	13 - 3 12 - 3 13 - 3 11 - 2 13 - 2 n adjacent k nge (SR) = 1 = FP + 3D6 v is routed, CAVALRY RMATIONS Cavalry Line Skirmishing order/Offcr is & Shaker is & Routed 2 NR, Oper is Elite/Gre Detrimen March colu Line from Limbered Target in c	1( 9 10 7 8 8 9 10 7 7 8 8 10 10 10 10 10 10 10 10 10 10 10 10 10	- 2 - 2 - 2 - 1 - 2 - 2 - 1 - 2 - 1 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2	7 - 2 8 - 2 8 - 2 7 - 2 add FF bister 1 iring = 3 = gu pporte LRY M TRA NA 12 - 7 - 2 3De 1 DRM y at 1// /-2 DR portal e	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	6 - 6 - 6 - 6 - 6 - 7 - 6 - 7 - 7 - 7 -	• 1 • 2 • 1 • 2 • 1 • 1 • 7 • 7 • 7 • 7 • 7 • 7 • 7 • 7 • 7 • 7	- 3 - 4 - 3 - 4 - 4 - 3 - 1 - 1 - 1 - 1 - 1 - 2 - 4 - 4 - 4 - 4 - 4 - 4 - 4 - 4 - 4 - 4	3 - 1 3 - 1 3 - 1 1 - 0 2 - 1 re. h s rout) d (-3) iismtd) ROUGH 1 - 1 2 - 2 2 - 2 2 - 2 2 - 1 2 - 1 1D6 fire. Il move st One her fire 2 DRM 2 DRM 1 DRM -1 DRM
14 pounder Jo 3" Ordn BL Whitw 10 pounder Par 20 pounder P	ames Ri ance Ri vorth Ri rott Rifi rott Rifi <b>n Batte</b> = 2x NR 1D6 ed=1/2 R en = +1 Disme 2 figs 1 - 2 2 - 1/2 2 - 1 2 - 2 1 - 1 1 - 1/2 2 - 1 2 - 2 1 - 1 1 - 1/2 2 - 1 2 - 2 1 - 1 2 - 2 2 - 1/2 2 - 1 2 - 2 1 - 1 2 - 2 2 - 1 2 - 2 1 - 1 2 - 2 2 - 1 2 - 2 2 - 2 2 - 1 2 - 2 2 -	fle       2         ifle       2         arty FP       3         arty FP       3       3         arty FP       3       3       2         arty FP       3       3       2         arty FP	2 - 12/ 2 - 14/ 2 - 30/ 2 - 16/ - 22/ - 11/ and ad prmal R Fring ty is sh 1DRM FP - D 4 figs 3 - 2 4 - 1/2 4 - 1 4 - 1 1 - 1/2 J add du Rangeng = FF is shal	11         13         13         14         27         14         20         14         20         14         20         14         20         14         20         14         20         14         20         14         20         14         20         15         15         15         15         15         15         15         15         15         12         14         12         14         12         14         15         15         12         14         15         16         17         17         17         18         19         10         10         11         12         14         15	5 - 12 4 - 14 5 - 30 4 - 16 7 - 22 4 - 16 7 - 22 4 - 11 as ind NR) = 2D6 1/2 FF 1/2 FF 2 6 - 1 2 6 - 1 2 6 - 1 2 6 - 2 2 6 - 1 2 6 - 1 2 6 - 2 2 6 - 1 2 6 - 1 2 6 - 1 2 6 - 1 2 7 - 22 6 - 1 2 7 - 22 6 - 1 2 7 - 22 7 - 22	2/11 4/13 0/27 5/14 2/20 1/10 1/10 1/10 1/10 1/2 1 1/2 1 1/2 1 1/2 1 1/2 1 1/2 1 1/2 1 1/2 1 1/2 1 1/2 1 1/2 1 1/2 7 0 8 8 8 8 8 8 8 8 9 8 8 8 9 8 8 8 9 9 8 8 8 9 9 8 8 8 9 9 8 8 8 9 9 8 8 8 9 9 8 8 8 9 9 8 8 8 9 9 8 8 8 9 9 9 8 8 8 9 9 8 8 8 9 9 9 8 8 8 9 9 9 8 8 8 9 9 9 8 8 9 9 9 8 8 9 9 9 8 8 9 9 9 9 8 8 9 9 9 9 8 8 9	7         6         11         6         111         6         111         6         111         6         111         6         111         6         7         1050         6         7         6         7         6         7         1050         6         7         1050 </td <td>- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10 y non-sh Short SR Fi ne die, 8 figs 7 - 2 8 - 1/2 8 - 1/2 8 - 1 6 - 2 5 - 1 3 - 1/2 od order ange (SR g = FP + ne die, 9 = FP + 1,-2 DRI 1,-2 DRI 1,-2 DRI 2/-3 DRI</td> <td>aker raker raker rang Arty FO Ma Dis D D D D D D D D D D D D D D D D D D</td> <td>13 - 3 12 - 3 13 - 3 11 - 2 13 - 2 n adjacent k nge (SR) = 1 = FP + 3D6 r is routed, CAVALRY RMATIONS Cavalry Line Skirmishing rch Columr order/Offcr is &amp; Shaker is &amp; Routed 2 NR, Open is Elite/Gree March colu Line from Limbered Target in c Mounted</td> <td>1( 9 10 7 8 8 9 10 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7</td> <td>- 2 - 2 - 2 - 1 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2</td> <td>7 - 2 8 - 2 8 - 2 8 - 2 7 - 2 add FF ister 1 iring = 3 = gu pporte LRY M TRA NA 12 - 7 - 4 5 - 3 10 10 10 10 10 10 10 10 10 10</td> <td>2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2</td> <td>6 - 6 - 6 - 6 - 6 - 6 - 7 - 6 - 7 - 7 -</td> <td>1 2 1 2 1 <i>FPs p</i> <i>sps p</i></td> <td></td> <td>3 - 1 3 - 1 3 - 1 1 - 0 2 - 1 re. h s rout) d (-3) ismtd) ROUGH 1 - 1 2 - 2 2 - 2 2 - 2 2 - 1 1D6 fire. I move st One ther fire 2 DRM 2 DRM 1 DRM 1 DRM 1 DRM</td>	- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10 y non-sh Short SR Fi ne die, 8 figs 7 - 2 8 - 1/2 8 - 1/2 8 - 1 6 - 2 5 - 1 3 - 1/2 od order ange (SR g = FP + ne die, 9 = FP + 1,-2 DRI 1,-2 DRI 1,-2 DRI 2/-3 DRI	aker raker raker rang Arty FO Ma Dis D D D D D D D D D D D D D D D D D D	13 - 3 12 - 3 13 - 3 11 - 2 13 - 2 n adjacent k nge (SR) = 1 = FP + 3D6 r is routed, CAVALRY RMATIONS Cavalry Line Skirmishing rch Columr order/Offcr is & Shaker is & Routed 2 NR, Open is Elite/Gree March colu Line from Limbered Target in c Mounted	1( 9 10 7 8 8 9 10 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	- 2 - 2 - 2 - 1 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2	7 - 2 8 - 2 8 - 2 8 - 2 7 - 2 add FF ister 1 iring = 3 = gu pporte LRY M TRA NA 12 - 7 - 4 5 - 3 10 10 10 10 10 10 10 10 10 10	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	6 - 6 - 6 - 6 - 6 - 6 - 7 - 6 - 7 - 7 -	1 2 1 2 1 <i>FPs p</i> <i>sps p</i>		3 - 1 3 - 1 3 - 1 1 - 0 2 - 1 re. h s rout) d (-3) ismtd) ROUGH 1 - 1 2 - 2 2 - 2 2 - 2 2 - 1 1D6 fire. I move st One ther fire 2 DRM 2 DRM 1 DRM 1 DRM 1 DRM
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14 pounder Jo 3" Ordn BL Whitw 10 pounder Par 20 pounder P	ames Ri ance Ri vorth Ri rott Rift rott Rift <b>n Batte</b> t - Use d = 2x NR 1D6 ed = 1/2 R en = +1 <b>Dismo</b> 2 figs $1 - 22 - 1/22 - 1/22 - 1/22 - 1/21 - 11 - 1/22 - 21 - 11 - 1/22 - 21 - 11 - 1/22 - 21 - 11 - 1/22 - 21 - 11 - 1/22 - 21 - 11 - 1/22 - 21 - 11 - 1/22 - 21 - 11 - 1/22 - 1/21 - 1/22 - 1/21 - 1/21 - 1/22 - 1/21 - 1/21 - 1/22 - 1/21 - $	fle       2         ifle       2         arry       3         arry       3         arry       3         arry       3         arry       3       3         arry       3       3       3         arry       3       3       3         arry       3       3       3	2 - 12/ 2 - 14/ 2 - 30/3 2 - 16/3 - 16/3 - 22/3 - 11/3 and ad prmal R Fring ty is sh 1DRM FP - D 4 figs 3 - 2 4 - 1/2 4 - 1/2 4 - 1/2 1 - 1/2 1 - 1/2 1 - 1/2 1 - 1/2 5 shal - is sha	11         13         13         14         27         14         20         14         20         14         20         14         20         14         20         14         20         14         20         14         20         14         20         15         15         2         4         2         4         2         4         1         2         4         2         4         2         4         2         4         2         4         2         4         2         4         2         4         2         4         2         4         2         4         2         4	5 - 12 4 - 14 5 - 30 4 - 16 7 - 22 4 - 16 7 - 22 4 - 11 as ind NR) = 2D6 1/2 FF 1/2 FF 2 6 - 1 2 6 - 1 2 6 - 1 2 6 - 2 2 6 - 2 2 7 - 2 7 - 22 7 - 22	2/11 4/13 0/27 5/14 2/20 1/10 1/20 1/10 1/2 1 1/2 1 1/2 1 1/2 1 1/2 1 1/2 1 1/2 1 1/2 1 1/2 1 1/2 1 1/2 1 1/2 1 1/2 7 8 8 8 8 8 8 8 9 8 8 8 9 8 8 9 9 8 8 8 9 9 8 8 9 9 8 8 9 9 8 8 9 9 9 8 8 9 9 9 8 8 9 9 9 8 8 9 9 9 8 8 9 9 9 8 8 9 9 9 8 8 9 9 9 8 8 9 9 9 8 8 9 9 9 8 8 9 9 9 9 8 8 9 9 9 9 8 8 9	7         6         11         6         111         6         111         6         111         6         111         6         111         6         7         10         6         7         6         7         6         7         6         7         6         7         10         6         7         10        <	- 12/11 - 14/13 - 30/27 - 16/14 - 22/20 - 11/10 y non-sh Short SR Fi ne die, 8 figs 7 - 2 8 - 1/2 8 - 1/2 8 - 1 6 - 2 5 - 1 3 - 1/2 od order age (SR g = FP + ne die, - 10 Rit - 2 DRI 1,-2 DRI 1,-2 DRI 2/-3 DRI 2/-3 DRI 2/-3 DRI 2/-3 DRI 2/-3 DRI	aker ring Arty FO Ma Dis D D D D D C d J C Ma Dis D D C d J C Ma D S C C C C C C C C C C C C C C C C C C	13 - 3 12 - 3 13 - 3 11 - 2 13 - 2 n adjacent k nge (SR) = 1 = FP + 3D6 r is routed, CAVALRY RMATIONS Cavalry Line Skirmishing rch Columr order/Offcr is & Shaker is & Routed 2 NR, Open is Elite/Gree March colu Line from Limbered Target in c Mounted	1( 9 10 7 8 8 9 10 7 7 8 10 10 10 10 10 10 10 10 10 10 10 10 10	- 2 - 2 - 2 - 1 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 1 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2	7 - 2 8 - 2 8 - 2 8 - 2 7 - 2 add FF nister 1 7 - 2 add FF nister 1 7 - 2 0 1 DRM 12 - 7 - 4 5 - 3 3 De 1 DRM 7 - 4 1 DRM 7 - 4 1 DRM 7 - 4 5 - 3 3 De 1 DRM 7 - 4 7	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	6 - 6 - 6 - 6 - 6 - 7 - 6 - 7 - 7 - 7 -	1 2 1 2 1 <i>FPs p</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i> <i>spp</i>		3 - 1 3 - 1 3 - 1 1 - 0 2 - 1 re. h s rout) d (-3) ismtd) ROUGH 1 - 1 2 - 2 2 - 2 2 - 2 2 - 1 1D6 fire. I move st One ther fire 2 DRM 2 DRM 1 DRM 1 DRM 1 DRM 1 DRM

## Across A Deadly Field....Movement & Fire Combat

CAVALRY	Dismo	ounted	FP - Di	<u>smoun</u>	ted NR	(inche	es)	CAVALRY	С	CAVALRY MOVEMENT (mtd-dismtd)					
WEAPONS	2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs	FORMATIONS	Μ	ROAD	TRAIL	OPEN	BROKN	ROUGH	
Mixed Weapons	1 - 2	2 - 2	3 - 2	4 - 2	5 - 2	6 - 2	7 - 2	Cavalry Line	+2	NA	NA	6 - 5	4 - 3	1 - 1	
Shotguns	2 -1/2	3 -1/2	4 -1/2	5 -1/2	6 -1/2	7 -1/2	8 -1/2	Skirmishing	-4	NA	NA	8 - 6	6 - 4	2 - 2	
<b>Rpting Carbines</b>	2 - 1	3 - 1	4 - 1	5 - 1	6 - 1	7 - 1	8 - 1	March Column	-1	16 - 11	12 - 8	10 - 6	8 - 4	2 - 2	
BL Carbines	2 - 2	3 - 2	4 - 2	5 - 2	5 - 2	6 - 2	6 - 2	Disorder/Offcrs	-1	9 - 5	7 - 4	6 - 4	4 - 3	2 - 1	
ML Carbines	1 - 1	2 - 1	3 - 1	4 - 1	4 - 1	5 - 1	5 - 1	Dis & Shaken	-4	6 - 4	5 - 3	4 - 2	3 - 1	2 - 1	
Pistols*	1 -1/2	1 -1/2	1 -1/2	2 -1/2	2 -1/2	3 - 1/2	3 -1/2	Dis & Routed	-7	4D6	3D6	3D6	2D6	1D6	
Cavalry Combat - Unit's EP and add dice as indicated only good order adjacent units can combine up to 12 EPs maximum per fire															

Cavalry Combat<br/>Long Range (LR)=2x NR, Normal Range (NR)=Noted, Short Range (SR)=1/2 NR, Opening Volley=+1 DRMThe Stress<br/>Mnt/Dismnt=one action<br/>SR Firing = FP + 3D6Mnt/Dismnt=one action<br/>Mnt/Dismnt=one action<br/>\*All Cav at 1/2 inch range, add pistol FPs<br/>Firer in disorder = 1/2 FPs, Firer is shaken = 1/2 FPs and lose one die, Firer is Elite/Green = +2 DRM/-2 DRMCM = Charge Modifier

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