# Across A Deadly Field 2014 Rule Summary Four Page Reference Charts Two Page Reference Charts

Glossary

From The Osprey Publication, Gettysburg 1863

# **RULES SUMMARY - TURN OVERVIEW AND CHARGE**

### Across A Deadly Field - Game Turn Overview

In one turn, each side will have an <u>Active</u> and a <u>Reactive</u> portion of the turn. The side with the *"initiative"* will be active first with the other side reacting. The "initiative" is almost always defined by the scenario.

- 1. The active units or designated unit groups can perform <u>any two concurrent actions</u>. They can fire and/or move, fire twice, move twice, charge, reform from disorder, change formation, or attempt to rally. If routed, it <u>must</u> run with their first action and then try to rally with their second. *Elite* and veteran units may change formation by spending half of a movement. All other units take one action to change formation, limber/unlimber or mount or dismount.
- 2. An opposing *non-active unit or unit group* may react once to any fire or any enemy movement of an inch or more that can be seen by it or a leader within his reaction radius of the reacting unit OR ANY enemy action that occurs within 2 inches with a fire, a formation or facing change, reform from disorder, or a rally attempt, or a disengage. If charged, it may also do a countercharge. Only one unit or unit group can react per reaction trigger -- if the active unit moves another inch, another unit or unit group could react. After doing its one reaction, a unit may still do a *desperation fire* if a <u>different</u> enemy unit moves within one inch. But, a unit cannot do a reaction fire and desperation fire against the same unit.
- 3. During any portion of a player turn, all morale checks must be taken as soon as required and with immediate results.
- **4.** If a leader was attached to a unit that took one or more hits, the leader immediately rolls a <u>1D6 for each hit on the unit he</u> was attached to. If a "6" is rolled the leader has been killed. Any attached or adjacent unit must also check morale.
- 5. After one side has completed all *actions,* the other side now is active with <u>two actions per unit or unit group</u> with the previous active units now becoming the <u>reacting</u> units as detailed as above.

### <u>Active and Reactive Unit Groups</u>

<u>The active player</u> can designate any <u>adjacent</u> and <u>contiguous</u> units, in the <u>same formation</u> as a unit group and by <u>declaring both</u> <u>actions</u>. A unit group does not have to be *permanently defined*; but, to function as a unit group for this specific player's active turn, the units must be of the same type, in the same formation, and <u>must all do the same thing for each of their two concurrent</u> <u>declared actions</u>. If enemy fire breaks up the contiguous unit group, the remaining members of the group will close up and continue the previously declared actions. If a leader is with an active moving unit group all members gain use his **LB** as extra movement; but, only the unit the leader is adjacent and attached is entitled to a morale benefit from the leader's **LB**. The reacting player can declare any adjacent and contiguous unit that are in the same formation as a unit group for any one immediate specific reaction opportunity. It is not required that these unit be previously declared as a unit group.

#### Infantry Charge Procedure and Charge Impact Resolution -- Active Player Chooses Order of Resolution

- 1. Declare Charge Target And Advance Charging Units -- A charging unit(s) uses one action and has a required charge bonus (CB) roll of half its routed movement. Charge goes into disorder at <u>1/2 of total charge</u> distance for green/trained units; <u>1/2 of CB</u> for elites/vets.
- 2. Resolve any enemy reaction fire against the charging unit(s).-- As the charging units gets within range of any enemy unit(s), they may take one reaction fire with <u>immediate</u> results. Each defending units get one full reaction fire during the opposing side's Active Turn, with the exception of a 1D6 desperation fire (DF) against <u>different units if and when they move into short range</u>. Against a charge, if the defender wants to do his reaction fire as a point blank fire (PBF) or one inch canister fire he must first do the <u>defender's pre-impact "fear-of-charge" morale check when the attacking unit is within one inch.</u>
- 3. Charge Impact Resolution (CIR) Both sides roll a <u>single 1D6</u> modified by superior numbers, better morale, and more supporting units and the side with the high final total wins as follows:

-- If either side wins by one, loser fall backs one inch and both sides take a "no cost" disordered **PBF** fire at their current morale level.

- If one side wins by more than one, loser falls back that many inches and losses that many figures and drops one morale level.
- -- If and only if, the final modified total was a tie, go to melee (see melee rules).

At the end of the charge resolution, <u>all</u> involved units are in disorder or worse. If the attacker was the winner, he may advance one less inch – *in disorder* -- than the defender retreated and impact another unit if desired. If the defender won, he holds his position.

- 4. The above die roll is modified in favor of the impact unit with *superior numbers* (more figures) as follows:
  - +1...If one side's impact unit has slightly more figures (figure difference is 1 or 2)
  - +2...If one side's impact unit has somewhat more figures (figure difference is 3 or 4)
  - +3...If one side's impact unit has significantly more figures (figure difference is 5 or higher)

Adjacent artillery batteries may count all their "crew figures" as "figures" up to a total of three batteries worth.

An artillery battery supported by an infantry regiment counts both artillery crew figures and the infantry regiment's figures.

- 5. And, the above die roll is modified in favor of the impact unit with the best "charge" modified morale point (charge MMP) as so:
  - +1...If one side's impact unit has slightly better morale (final MMP difference is 1 or 2)
  - +2...If one side's impact unit has somewhat better morale (final MMP difference is 3 or 4)

+3...If one side's impact unit has significantly better morale (final **MMP** difference is 5 or higher)

When calculating the unit's final "charge MMP" for Impact Resolution, the following factors are taken into account:

- -- Its BMP: elite(3), veteran(4), trained(5), or green(6)
- -- Any applicable situational morale modifiers (*two best* & *two worst*) -- any one *leader benefit* (**LB**) is over and above the *best two*. -- Its *Charge Morale Modifier* (The unit's **CMM** for the formation and/or morale level it is at)

<u>CMM Infantry</u> – Line: **NC**, Extended Line: **+1**, Skirmishers: **+6**, Attack Column: **-2**, Road Column: **+2**, Disorder: **+3**, Shaken: **+6**. <u>CMM Artillery</u> – If supported, use supporting unit's **CMM** or arty's own **BMP**. If it is unsupported, artillery has its **BMP** doubled. <u>CMM Cavalry</u> – Varies for mounted or dismounted cavalry, see Cavalry Rules or Reference Chart

6. The number of supporting units (In a charge situation, up to three for a maximum of -3 to the unit's MMP.)

Across A Deadly Field - Regimental Game Scales       Abbreviations and Definitions         Imm figure Ground Scale = one inch equals approximately 80 to 100 yards.       Data Scale = one inch equals approximately 60 to 80 yards.         Der Turn - 30 minutes, One Inforty rig = 00 men, One Covoly Fig = 30 men, Yee Covol Fig = 30 men,	RULES SUMMARY - SCALE, MORALE & ABBREVIATIONS	ALL SCALES
10mm figure Ground Scale = one inch equals approximately 80 to 100 yards.           25mm figure Ground Scale = one inch equals approximately 80 to 100 yards.           25mm figure Ground Scale = one inch equals approximately 80 to 100 yards.           25mm figure Ground Scale = one inch equals approximately 80 to 100 yards.           25mm figure Ground Scale = one inch equals approximately 80 to 100 yards.           25mm figure Ground Scale = one inch equals approximately 80 to 100 yards.           25mm figure Ground Scale = one inch equals approximately 80 to 100 yards.           25mm figure Ground Scale = one inch equals approximately 80 to 100 yards.           25mm figure Ground Scale = one inch equals approximately 80 to 100 yards.           25mm figure Ground Scale = one inch equals approximately 80 to 100 yards.           25mm figure Ground Scale = one inch equals approximately 80 to 100 yards.           25mm figure Ground Scale = one inch equals approximately 80 to 100 yards.           25mm figure Ground Scale = one inch equals approximately 80 to 100 yards.           25mm figure Ground Scale = one inch equals approximately 80 to 100 yards.           25mm figure Ground Scale = one inche equals approximately 80 to 100 yards.           25mm figure Ground Scale = one inche equals approximately 80 to 100 yards.           25mm figure Ground Scale = one inche equals approximately 80 to 100 yards.           25mm figure Ground Scale = one inche equals approximately 80 to 100 yards.           25mm figure Broin Mistrapproximately 80	Across A Deadly Field - Regimental Game Scales	Abbreviations and Definitions
The Basic Morale Point (BMP) and The Modified Morale Point (MMP)       BL or B/L - Breachloading         Each unit has a BMP based on its training and combat experience.       BMP = 3, 4, 6       Effect ont with some training, but no combat experience.         BMP = 5, 7, 12 Green, unit with some training, but no combat experience.       CR - Canister Range       CR - Constret Range         BMP = 5, 9, 12 Green, unit with some training, but no combat experience.       CR - Colt Revolving Rifles       C - Commad& Control         CB - Apove BMPs are for: No stand lost On stand lost (3 stand units) Lost Stand       C - Commad& Control       C - Commad& Control         Artillery batteries have their BMP increased by "-3" per section previously lost.       D - Desperator Rove)       D - Desperator Rove)         MMP = SMP + unit morale level + two best & two words: Situational modifiers       P - Disorder Point Marking       D - Desperator and elites         MMP = SMP + unit morale level + two best & two words: Situational modifiers       P - Fire Commat Results       D - Desperator and elites         In in si subational (with support distance) to a leader.       E - Enflade Fire (ser rules)       E - Enflade Fire (ser rules)         Unit is ond retry besind (alithervening friendly units.       C - Commat Results       E - Fire Aora         H An infarty unit is charging / a mounted cavalry unit is charging.       -1/2       E - Fire Aora         H An its is on dretry benefit (BL).       C (sees not appl/) (foror	15mm figure <i>Ground Scale</i> = one inch equals approximately 80 to 100 yards. 25mm figure <i>Ground Scale</i> = one inch equals approximately 60 to 80 yards. <i>One Turn</i> = 30 minutes, <i>One Infantry Fig</i> = 60 men, <i>One Cavalry Fig</i> = 30 men	<b>1D6, 2D6, 3D6</b> Number of 6 sided dice <b>Adj - Adjacent</b> - 1 inch in open, 1/2 inch in broken or light woods, units touching in heavy woods or rough terrain.
Each unit has BMP based on its training and combat experience.       BMP = 3, 4, 6       Edite, unit with some training and no combat experience.         BMP = 5, 7, 12       Greeg, unit with some training, but no combat experience.       CR. Colt Revolution Rifles         BMP = 6, 9, 12       Greeg, unit with some training and no combat experience.       CR. Colt Revolution Rifles         BMP = 6, 9, 12       Greeg, unit with some training but no combat experience.       CR. Colt Revolution Rifles         BMD = 6, 9, 12       Greeg, unit with mining that no combat experience.       CR. Colt Revolution Rifles         Modified Morale Point Into ale tool of straining and control straining.       CR. Colt Revolution Rifles         Modified Morale Point Into ale tool of straining and combat experience.       CR. Colt Revolution Rifles         MMP = BMP + unit morale level + two best 8 two ownst situation it becomes its MMP, which is then used for all moral check (RCM)/CO.       Dis Disorder Point in a charge         12/12 CB for vetrans and elites       11/2 CB for vetrans and elites         11/12 No main too and too and too and too and too or and ot and too an		BL or B/L - Breechloading
Modified Morale Point (MMP) - When a unit's BMP is modified by its situation it becomes its MMP, which is then used for all morale checks or raily attempts.         Dis -Disengage (2x disorder move) to be come its MMP, which is then used for all morale checks or raily attempts.           MMP = BMP + unit morale level + two best & two worst situational modifiers PLUS any applicable Fire Combat Results calling for a morale check (FCR/MC).         Dis -Disengage (2x disorder move) to another on the situational modifiers PLUS any applicable Fire Combat Results calling for a morale check (FCR/MC).           Good Situational Morale Modifiers To a Unit's MIMP use the "best" two if unit is adjacent (with support distance) to a leader.         Eader's LB           In unit so face m(twith support distance) to a leader.         Eader's LB           No finantry unit is charging / a mounted cavainy unit is charging.         1/-2           An infantry unit is charging / a mounted cavainy unit is charging.         1/-2           Any one leader benefit (LB). (Is applied over and above "best two")         0.1 + 1.2           Bad Situational Morale Modifiers To a Unit's MMP         use the "worst" two           'Unit is supported by adjacent non-shaker unit(s)         1/-2           Any one leader benefit (LB). (Is applied over and above "best two")         0.1 + 1.2           Bad Situational Morale Modifiers To a Unit's MMP         use the "worst" two           'Unit is within two inches of non-shaker enemy infantry.         2           'Unit moral Aborale Check form.         1/-2<	<ul> <li>Each unit has a BMP based on its training and combat experience as so:</li> <li>BMP = 3, 4, 6 Elite, unit with a solid record of proven combat experience.</li> <li>BMP = 4, 6, 8 Veteran, well trained unit with some combat experience.</li> <li>BMP = 5, 7, 10 Trained, unit with some training, but no combat experience.</li> <li>BMP = 6, 9, 12 Green, unit with minimal training and no combat experience.</li> <li>Above BMPs are for: No stand lost One stand lost (3 stand units) Last Stand</li> </ul>	CB - Charge Bonus (1/2 routed move) CMM - Charge Morale Modifier CR - Canister Range CRR - Colt Revolving Rifles C & C - Command& Control CML - Current Morale Level
MMP = bMP + unit morale level + two best & two worst situational modifiers       1/2 Edir or veterans and elites         PULS are applicable Fire Combat Results calling for a morale check (FCR/MC).       1/2 total charge distance all others         A unit's morale level is good order (+0), disorder(+2), shaken (+4) or routed (+6)       DRM - bite Roll Modifier         Good Situational Morale Modifiers To a Unit's MMP       use the "best" two         In unit is adjacent (with support distance) to a leader.       leader is two         Unit is behind: hasty works / light works / heavy works.       1/2         Unit is behind: hasty works / light works / heavy works.       1/2         Unit is supported by adjacent non-shaken unit(s)(-1 per unit)       2 max         Any one leader file       Ib. (sapalied over and above "best two")(0, +1, +2)         Bad Situational Morale Modifiers To a Unit's MMP       use the "worst" two         * Unit is nor differ from and above "best two")(0, +1, +2)       H - Anit his - Lose 1 figure, +2 MC         Bad Situational Morale Check from	Modified Morale Point (MMP) When a unit's BMP is modified by its situation it	<b>Dis</b> -Disengage (2x disorder move)
Good Stuational Worale Moduliers 10 a Londres       Use The Dest Two         If unit is abjectent (with support distance) to a leader	PLUS any applicable Fire Combat Results calling for a morale check (FCR/MC). A unit's morale level is: <i>good order</i> (+0), <i>disorder</i> (+2), <i>shaken</i> (+4) or <i>routed</i> (+6)	1/2 <b>CB</b> for veterans and elites 1/2 total charge distance all others <b>DRM</b> - Die Roll Modifier <b>EF</b> - Enfilade Fire (see rules)
An infantry unit is charging / a mounted cavalry unit is charging	If unit is adjacent (with support distance) to a leaderleader's LB Unit is behind: hasty works / light works / heavy works	FCR - Fire Combat Results FCRT - Fire Combat Results Table FP - Firepower Points
Bad Situational Morale Modifiers To a Unit's MMP       use the "worst" two         *Enflade Fire       Morale Check from arty fire/other fire or rally attempts         *Unlimbind Arty	Unit is in or directly behind light/heavy cover (does not apply if charging)1/-2 Unit is supported by adjacent non-shaken unit(s)(-1 per unit )2 max	<ul> <li>H - A hit, Lose a figure(s) with a (+)MC</li> <li>1H - One Hit - Lose 1 figure, +2 MC</li> <li>2H - Two Hits - Lose 2 figure, +2 MC</li> <li>3H - Three Hits - Lose 3 figures, +3 MC</li> </ul>
<ul> <li>*All linesfrom partial flank (+2/+1)full flank (+3/+2)rear (+4/+3)</li> <li>Unit is within two inches of non-shaken enemy infantry+1</li> <li>Per each regiment or leader "eliminated" from the same brigade+1 (max +2)</li> <li>Regiment is a merged regiment (Use original BMP of best unit) with a+2</li> <li>Unit is charged by infantry/cavalry on partial flank: (+2/+3)full flank or rear: (+4/+6)</li> <li>When a Unit is Required to take a Morale Check (MC)</li> <li>When required by a FCR/MC as a (MC, 1MC or 2MC) fire combat result, or a figure loss with a +MC per each "hit" and a 1H result requires a +2MC check.</li> <li>If a unit was adjacent to another unit that was eliminated, a leader that was killed, or if a routing unit passes within the current "adjacent" distance.</li> <li>If <u>defending</u> against a charge, prior to Charge Impact Resolution and as the attacker moves within an inch of the unit. MC must be done before any PBF</li> <li>Morale Check and Rally Attempt Results</li> <li>Unit rolls 2D6 attempting to match or roll higher than its current MMP with immediate results as detailed below same procedure for rally attempts.</li> <li>Rolls a natural "2" - Elites go shaken, all others are <u>routed</u></li> <li>Rolls 1 to 4 higher than its MMP Improve 1 morale level</li> <li>Rolls 2 to 4 higher than MMP Improve 1 morale level</li> <li>Rolls 5 or higher than MMP Improve 2 morale levels</li> <li>Rolls 1 to 4 higher than its MMP Improve 1 morale level</li> <li>Rolls 5 or higher than MMP Improve 2 morale levels</li> <li>Rolls 1 to 4 higher than its MMP Improve 1 morale level</li> <li>Rolls 2 or digher than MMP Improve 2 morale levels</li> <li>Rolls 5 or higher than MMP Improve 2 morale levels</li> <li>Rolls 5 or higher than MMP Improve 1 morale level</li> <li>Rolls 5 or higher than MMP Improve 2 morale levels</li> <li>Rolls 5 or higher than MMP Roor 2 m</li></ul>	* <u>Enfilade Fire</u> Morale Check from arty fire/other fire or rally attempts * <u>Unlimbrd Arty</u> fire from side (+2/+1)full flank (+3/+2)rear (+4/+3)	IV - Impact value (see also UIV) LB - Leadership Benefit LCR - Leader's Command Radius
Interference       MC - Morale Check         Unit is charged by infantry/cavalry on partial flank: (+2/+3)full flank or rear: (+4/+6)       MC - Morale Check         When a Unit is Required to take a Morale Check (MC)       IMC - MC with +1 to MMP         When required by a FCR/MC as a (MC, 1MC or 2MC) fire combat result, or a figure loss with a +MC per each "hit" and a 1H result requires a +2MC check.       ML - Muzzle Loading         If a unit was adjacent to another unit that was eliminated, a leader that was killed, or if a routing unit passes within the current "adjacent" distance.       MM - Mixed Muskets         If <u>defending</u> against a charge, prior to Charge Impact Resolution and as the attacker moves within an inch of the unit. MC must be done before any PBF       MMP - Modified Morale Point         Morale Check and Rally Attempt Results       MMP - Modified Morale Point         Unit rolls 2D6 attempting to match or roll higher than its current MMP with immediate results as detailed below same procedure for rolly attempts.       PBF - Point Blank Fire         Rolls a natural "2" - Elites go shaken, all others shaken       Skmsh/SS - Skirmishing sharpshooters       Skm - Skirmishers (1/2FP & 1 less die)         Rolls 1 to 4 less than MMP Drop 1 morale Level*       SMM - Situational Morale Modifier       SRDR - Surrender         Rolls a natural "12" Good order and recover a figure or gun       SM - Situational Morale Modifier       SRDR - Surrender         WIL - Migher than MMP Improve 2 morale levels       Short Range       SS	* <u>All lines</u> from partial flank (+2/+1)full flank (+3/+2)rear (+4/+3) Unit is within <u>two inches</u> of non-shaken enemy infantry	LRR - Leader's Reaction Radius 2x leader's LB in inches LOS - Line of Sight
<ul> <li>When required by a FCR/MC as a (MC, 1MC or 2MC) fire combat result, or a figure loss with a +MC per each "hit" and a 1H result requires a +2MC check.</li> <li>If a unit was adjacent to another unit that was eliminated, a leader that was killed, or if a routing unit passes within the current "adjacent" distance.</li> <li>If <u>defending</u> against a charge, prior to Charge Impact Resolution and as the attacker moves within an inch of the unit. MC must be done before any PBF</li> <li>Morale Check and Rally Attempt Results</li> <li>Unit rolls 2D6 attempting to match or roll higher than its current MMP with immediate results as detailed below same procedure for rally attempts.</li> <li>Rolls a natural "2" - Elites go shaken, all others are <u>routed</u></li> <li>Rolls 1 to 4 less than MMP Drop 1 morale levels*</li> <li>Rolls 1 to 4 higher than its MMP Improve 1 morale levels</li> <li>Rolls 5 or higher than MMP Improve 2 morale levels</li> <li>Rolls a natural "12" Good order and recover a figure or gun</li> <li>*Unless routedInfantry, artillery, and dismounted cavalry fall back in inches by</li> </ul>	<u>Unit is charged by infantry/cavalry</u> on partial flank: (+ <b>2/+3</b> )full flank or rear: (+ <b>4/+6</b> )	MC - Morale Check 1MC - MC with +1 to MMP
<ul> <li>Morale Check and Rally Attempt Results</li> <li>Unit rolls 2D6 attempting to match or roll higher than its current MMP with immediate results as detailed below same procedure for <i>rally attempts</i>.</li> <li>Rolls a natural "2" - Elites go shaken, all others are <u>routed</u></li> <li>Rolls a natural "3" - Elites go into disorder, all others <u>shaken</u></li> <li>Rolls 1 to 4 less than MMP Drop 1 morale Level*</li> <li>Rolls 1 to 4 higher than its MMP Improve 1 morale level</li> <li>Rolls 5 or higher than its MMP Improve 1 morale level</li> <li>Rolls 5 or higher than MMP Improve 2 morale levels</li> <li>Rolls a natural "12" Good order <u>and</u> recover a figure or gun</li> <li>*Unless routedInfantry, artillery, and dismounted cavalry fall back in inches by</li> </ul>	<ul> <li>When required by a FCR/MC as a (MC, 1MC or 2MC) fire combat result, or a figure loss with a +MC per each "hit" and a 1H result requires a +2MC check.</li> <li>If a unit was adjacent to another unit that was eliminated, a leader that was</li> </ul>	ML - Muzzle Loading MLC - Muzzle Loading Carbine MM - Mixed Muskets MMP - Modified Morale Point
<ul> <li>Morale Check and Rally Attempt Results</li> <li>Unit rolls 2D6 attempting to match or roll higher than its current MMP with immediate results as detailed below same procedure for rally attempts.</li> <li>Rolls a natural "2" - Elites go shaken, all others are <u>routed</u></li> <li>Rolls a natural "3" - Elites go into disorder, all others <u>shaken</u></li> <li>Rolls 5 or more less than MMP Drop 2 morale levels*</li> <li>Rolls 1 to 4 less than MMP Drop 1 morale Level*</li> <li>Rolls 2 or higher than its MMP Improve 1 morale level</li> <li>Rolls 5 or higher than its MMP Improve 2 morale levels</li> <li>Rolls 5 or higher than its MMP Improve 2 morale levels</li> <li>Rolls a natural "12" Good order <u>and</u> recover a figure or gun</li> <li>*Unless routedInfantry, artillery, and dismounted cavalry fall back in inches by</li> </ul>	attacker moves within an inch of the unit. MC must be done before any PBF	NR - Normal Range
<ul> <li>immediate results as detailed below same procedure for rally attempts.</li> <li>Rolls a natural "2" - <u>Elites</u> go shaken, all others are <u>routed</u></li> <li>Rolls a natural "3" - <u>Elites</u> go into disorder, all others <u>shaken</u></li> <li>Rolls 5 or more less than MMP Drop 2 morale levels*</li> <li>Rolls 1 to 4 less than MMP Drop 1 morale Level*</li> <li>Rolls 1 to 4 higher than its MMP Improve 1 morale level</li> <li>Rolls 5 or higher than MMP Improve 2 morale levels</li> <li>Rolls a natural "12" Good order <u>and</u> recover a figure or gun</li> <li>*Unless routedInfantry, artillery, and dismounted cavalry fall back in inches by</li> </ul>		PBF - Point Blank Fire
Rolls 5 or more less than MMP Drop 2 morale levels* Rolls 1 to 4 less than MMP Drop 1 morale Level* Rolls 2 to 4 less than MMP Drop 1 morale Level* Rolls 1 to 4 ligher than its MMP Improve 1 morale level Rolls 5 or higher than MMP Improve 1 morale level Rolls 5 or higher than MMP Improve 2 morale levels Rolls a natural "12" Good order and recover a figure or gun *Unless routedInfantry, artillery, and dismounted cavalry fall back in inches by	immediate results as detailed below same procedure for <i>rally attempts</i> . Rolls a natural "2" - <u>Elites</u> go <i>shaken</i> , all others are <i>routed</i>	RR - Remington Rifles SBM - Smoothbore Muskets
Rolls exactly its MMP       No morale change, unit stays same.         Rolls 1 to 4 higher than its MMP - Improve 1 morale level       SRDR - Surrender         Rolls 5 or higher than MMP Improve 2 morale levels       SR - Short Range         Rolls a natural "12" Good order and recover a figure or gun       SS - Sharpshooters         *Unless routedInfantry, artillery, and dismounted cavalry fall back in inches by       UIV - Unit Impact Value	Rolls 5 or more less than MMP Drop 2 morale levels*	Skrmsh/SS - Skirmishing sharpshooters (1/2 FP) (if also <i>elite</i> : +1 DRM)
Rolls 5 or higher than MMP Improve 1 morale levels Rolls a natural "12" Good order and recover a figure or gun *Unless routedInfantry, artillery, and dismounted cavalry fall back in inches by	Rolls exactly its MMP No morale change, unit stays same.	
*Unless routedInfantry, artillery, and dismounted cavalry fall back in inches by	Rolls 5 or higher than MMP Improve 2 morale levels	SR - Short Range
	*Unless routedInfantry, artillery, and dismounted cavalry fall back in inches by	UIV - Unit Impact Value

# 10 MM FIRE TABLES

	<b>10 IVIIVI FIRE</b>	IAL	JLLJ						
Combine Fire - up to 16 figs/18 FP	10mm INFANTRY	Inf		Fi	repov	ver Po	oints (	FP)	
Long Range - 2x normal range Long Range - FP plus 1D6	WEAPONS	NR	2 figs						8 figs
Normal Range - as noted Normal Range - FP plus 2D6	Rifle-Muskets (R/M)	2	2	3	4	5	6	7	8
Short Range - Under one inch	Smoothbre Muskets*	1	2	3	4	5	6	7	7
Short Range - FP plus 3D6 Point Blank Fire - Against charge	Mixed Muskets (MM)		2	3	4	5	5	6	6
Point Blank Fire (PBF) - FP + 4D6	Spncr/Hnry Rpt Rifles	3	3	4	6	7	9	10	11
Firer in Disorder - 1/2FP Firer is Shaken - 1/2FP & 1 less die	Colt Revolving Rifles	2	3	4	5	6	8	9	10
Firer is Skrmsh - 1/2FP & 1 less die Smoothbre Mskts - At PBF, +1 DRM	Sharps B/L Rifles	3	3	4	5	6	7	8	9
Firer is Elite/Green - +1/-1 DRM	Sharpshooter R/Ms	3	2	3	4	5	6	7	8
<b>Opening Volley</b> = +2 DRM <b>Desperation Fire (DF)</b> = FP + 1D6	Old Flintlocks	1	1	2	3	3	4	4	5
Deliberate Fire +2 DRM, costs 2 actions	10mm ARTILLERY T	/PES	Art	AR	TY FIR	EPOV	VER (I	FP) (U	S-CS)
Combine Fire - up to 6 secs/18 FP	Smoothbore Batte		NR	_	sec		secs		ecs
Long Range - 2x normal range Long Range - FP plus 1D6	6 pounder				2 - 2	_	- 3	-	- 4
Normal Range - as noted Normal Range - FP plus 2D6	12 pounder Napo		_		- 3		- 4		- 7
Short Range - 1/2 normal range	12 pounder how		6		- 3	_	- 4		- 7
Short Range - FP plus 3D6 Canister Range - 2 inches/1 inch PBF	24 pounder how	itzer			- 4	7	- 6	11	- 10
Smoothbore Canistr - FP + 4D6/5D6	Rifled Battery		NR	1	sec	2	secs	3 s	ecs
Rifled Arty Canister - FP + 3D6/4D6 Arty in Disorder - 1/2FP	10 pounder Parrott				- 3	_	- 4	-	- 7
Arty is Shaken - 1/2FP & 1 less die	3" Ordnance		_		3 - 3		- 5		- 8
Arty is <i>Elite/Green</i> - +1/-1 DRM Arty Routs - Even rout roll, the guns	14 pounder James		_	_	- 3		- 5	-	- 8
are abandoned - odd roll guns leave	BL Whitworth				- 3		- 5		- 8
8 - 7 USA - CSA	6 pounder, Wiard 20 pounder Parrott				- 2	_	- 4		- 5
FP - FP	30 pounder Parrott	-	_		- 5		- 7		- 11
One battery with three sections. Impact Value (IV) = 1 per section	Mixed Gun Bat			_	- 3	_	- 4		- 7
Elite/Vet- 1/2 move limber/unlimber	All Routed Artille			_	lone	_	one		one
Combine Fire - up to 12 figs/14 FP	10mm CAVALRY	Cav	Dismo	ounte	d FP /	Moun	ted FI	P (PBF	only)
LR / NR / SR / DF - same as infantry Shaken, Disorder, Skirmish - as inf	WEAPONS				_				8 figs
<b>PBF</b> = (only in charge or melee)	R/M, or Mixd Weapns		1	2	3	4	5	6	7
<b>PBF</b> = (FP plus pistol FP) + 4D6 If cavalry is <i>Elite / Trained / Green</i>	Shotguns (PBF only)	1/2		3	4	5	6	7	8
Then firer DRM is $+2/-1/-2$	Repeating Carbines	1	3	4	5	6	7	8	9
Elite/Vet -1/2 move to mnt/dismnt Trained/Green - 1 action mnt/dismnt	Sharps BL Carbines	2	2	3	4	5	6	7	7
Dismounted opening volley +1 DRM	Other BL Carbines	1	2	3	4	5	5	6	6
No mounted opening volley DRM Cav Impact Value = 1 per figure	ML Carbines	1	1	2	3	4	4	5	5
	Pistols*( <b>PBF</b> only)	1/2	1	1	2	3	4	5	6
	FIRE COMBAT RES								
FP + DIE ROLL 9 10 11	12 13 14 15 16	17		19 20		24		28 30	
	MC MC 1MC 2MC 2MC			1H 2I		2H		BH 4H	
		2MC		<u>1H 1</u>		2H		SH 3H	
CAVALRY FIRE 1 FIG = 30 HORSEMEN		MC		MC 2N		) <mark>+ 1H  </mark>			4H
Fire Combat Results (FCR): MC is a Mc						_			
<b>1H</b> equals one hit <i>lose a figure or a</i>							Aelees		
2H, 3H, or 4H equals that number of <i>I</i>									
Pass Through Fire - Extends 1 inch for	infantry fire, <b>2 inches</b> for artille	ery. Ro	oli again	with on	e die les:	s for eac	n succes.	sive targ	et.

# **10 MM MOVEMENT TABLES**

			TOL					ADLLJ				
INFANTRY			10	mm	INF	<u> AN</u>	<u>TRY</u>	MOV	ΕN	<u>AENT</u>		
FORMATIONS	c c	мм	Roa	nd T	rail	0	pen	Brokn	L	tWds	HvWds	Rough
Battle Line		NC	N/	A I	NA		5	4	Τ	3	2	1
Extended Line	_	+1	N/		NA		6	5	Τ	4	3	1
Skirmishers		+6	N/		NA	-	7	6	Τ	5	3	2
Attack Column		-2	N/		NA		6	5	Τ	4	3	2
Road Column		+2	10		8	-	7	6	Τ	5	3	2
Dis(2X) Disorde		+3	6		5		4	3	Г	2	1	1
Shaken		+6	5		4		3	3	Τ	2	1	1
CB or Routed		SR	2D	6 2	2D6	2	D6	2D6		1D6	1D6	1D6
10mm ARTILLERY TY	PES	Arty	10	mm A	RTILLE	RY N	ΛΟΥΕΝ	/IENT. lin	ıbe	red - unl	imbered	
Smoothbore Batte		NR	Roa		Trail		pen	Broker		Lt Wds	Hv Wds	Rough
6 pounder	_	7	13 -		10 - 2	_	8 - 2	7 - 2		4 - 2	3 - 1	2 - 1
12 pounder Napol	-	8	12 -		8 - 2		7 - 2	6-2		3 - 2	2 - 1	1 - 1
12 pounder howi		6	12 -	3	9 - 2	5	8 - 2	7 - 1		3 - 2	2 - 1	1 - 1
24 pounder howi		7	11 -	2	7 - 1	(	6 - 1	5 - 1		3 - 2	2 - 1	1 - 1
Rifled Battery		NR	Roa		Trail	_	Dpen	Broker	۱	Lt Wds	Hv Wds	Rough
10 pounder Parrott		13	13 -		10 - 2		8 - 2	7 - 2		3 - 2	2 - 1	1 - 1
3" Ordnance I		12	13 -		10 - 2		8 - 2	7 - 2		4 - 2	3 - 1	2 - 1
14 pounder James I		11	13 -		8 - 2	_	7 - 2	6 - 2		3 - 2	2 - 1	1-1
BL Whitworth I		18	12 -		9 - 2	_	8 - 2	7 - 2	_	3 - 2	2 - 1	1-1
6 pounder, Wiard I		11	13 -		10 - 2		8 - 2	7 - 2		3 - 2	2 - 1	1 - 1
20 pounder Parrott I	/	14	11 -		7 - 1 6 - 1	_	6 - 1 5 - 1	5-1	-	3 - 2	2 - 1	1-1
30 pounder Parrott I Mixed Gun Batt		16 10	9 - 13 -		8-2		7 - 2	<u>4 -1</u> <u>6 - 2</u>		<u>2 - 2</u> 3 - 2	2 - 1 2 - 1	0 - 0 1 - 1
All Routed Artille		None			2D6		2D6	2D6		1D6	2 inches	Abandn
								•				
CAVALRY		CMN	-	<u>10n</u>	-						(mtd-d	
FORMATIONS			mtd		_		Ope				s HvWds	
Cavalry Line	-1		+1	NA	N		8 -			4 - 3	2 - 2	1 - 1
Skirmishing	+5		+6	NA	N	_	10 -			7 - 5	5 - 3	3 - 2
Double Line	-2		NC	NA	N		9 -			5-3	3 - 2	1-1
Ldr, Rd Column	+1		+3	14-9		_	10 -			6 - 4	4 - 3	2 - 2
Dis(2X) Disorder	+2		+4	9 - 6	_		6 - 6			4 - 2	3 - 2	2 - 1
Shaken	+5		+6	7 - 5		_		-	2	3 - 2	2 - 1	1 - 1
CB1/2 - Routed	SF	2	SR	3D6			3D(		6	2D6	1D6	1D6
Beneficial Target DRMs	:6 .1			he Best				get DRMs				Worst Two
*No fire/morale cover benefits *Target is in light woods or or								s froms	ide fi	re ( <b>+2/+1</b> )	.front/rear fire	fire/other fire (+3/+2) DRM
*Target is in heavy woods				<mark>-1</mark> /-2	DRM * <u>A</u>	<u>II</u> Atta	ck Colum	ns froms	ide fi	ire ( <b>+2/+1</b> )	.front/rear fire	( <mark>+3/</mark> +2) DRM
*Target is in hasty/light/heavy *Target is behind wood fence,											full flank fire	
*Target is in farms or villages						nlimbe	ered Arty	from parti	al fla	nk ( <b>+2/+1</b> )	full flank fire	(+3/+2) DRM
When firing out of farms											e or from or at	
Target is unlimbered artillery Target is infantry in extended											i <u>ble aqainst any</u> 'Y	
Target is infantry skirmishers.	or 2+	inches b	ehind <mark>-5</mark>	/-3 <mark>-3</mark> /-2	DRM Ta	rget in	Disorde	r ( <u>no enfilad</u>	e fire	e against <i>disc</i>	order)	<mark>+3</mark> /+2 DRM
Target is elite unit Target is dismounted cavalry.											+1/+0 +5/+4	
ranget is dismounted cavalry.	.m nne		ners1/I	VC4/-2		ounte	u Cavalry	not chardli	iyC	nurqinq	+5/+4	+4/+5 DKIVI

# 15 MM FIRE TABLES

	15 MM FIRE	TAE	BLES						
Combine Fire - up to 16 figs/18 FP	15mm INFANTRY	Inf		Fi	repow	ver Po	oints (	FP)	
Long Range - 2x normal range Long Range - FP plus 1D6	WEAPONS	NR	2 figs				6 figs	· · · · · · · · · · · · · · · · · · ·	8 figs
Normal Range - as noted	Rifle-Muskets (R/M)		2	3	4	5	6	7 1185	8
Normal Range - FP plus 2D6 Short Range - Under one inch	Smoothbre Muskets*	2	2	3	4	5	6	7	7
Short Range - FP plus 3D6 Point Blank Fire - Against charge	Mixed Muskets (MM)	2	2	3	4	5	5	6	6
Point Blank Fire (PBF) - FP + 4D6		5	3	4	6	7	9	10	11
Firer in Disorder - 1/2FP Firer is Shaken - 1/2FP & 1 less die	Spncr/Hnry Rpt Rifles	3	3	4	5	6	8	9	10
Firer is Skrmsh - 1/2FP & 1 less die	Colt Revolving Rifles			-					
Smoothbre Mskts - At PBF, +1 DRM Firer is Elite/Green - +1/-1 DRM	Sharps B/L Rifles	5	3	4	5	6	7	8	9
Opening Volley = +2 DRM	Sharpshooter R/Ms	4	2	3	4	5	6	7	8
Desperation Fire (DF) = FP + 1D6	Old Flintlocks	2	1	2	3	3	4	4	5
Deliberate Fire +2 DRM, costs 2 actions	15mm ARTILLERY TY	PES/	Arty	AR	TY FIR	EPOV	VER (F	P) (U	S-CS)
Combine Fire - up to 6 secs/18 FP Long Range - 2x normal range	Smoothbore Batte	ery	NR	1	sec	2 :	secs	3 s	ecs
Long Range - FP plus 1D6	6 pounder	gun	10	2	- 2	3	- 3	5	- 4
Normal Range - as noted Normal Range - FP plus 2D6	12 pounder Napol	leon			- 3	5	- 4	8	- 7
Short Range - 1/2 normal range	12 pounder how	itzer	10	3	- 3	5	- 4	8	- 7
Short Range - FP plus 3D6 Canister Range - 3 inches/1 inch PBF	24 pounder how	itzer	12	4	- 4	7	- 6	11	- 10
Smoothbore Canistr - FP + 4D6/5D6	Rifled Battery		NR	1	sec	2 :	secs	3 s	ecs
Rifled Arty Canister - FP + 3D6/4D6 Arty in Disorder - 1/2FP	10 pounder Parrott	Rifle	18	3	- 3	5	- 4	8	- 7
Arty is Shaken - 1/2FP & 1 less die	3" Ordnance	Rifle	17	3	- 3	6	- 5	9	- 8
Arty is Elite/Green - +1/-1 DRM	14 pounder James	Rifle	16	3	- 3	6	- 5	9	- 8
Arty Routs - Even rout roll, the guns are abandoned - odd roll guns leave	BL Whitworth	Rifle	26	3	- 3	5	- 5	8	- 8
8 - 7	6 pounder, Wiard	Rifle	14	2	- 2	4	- 4	6	- 5
USA - CSA	20 pounder Parrott	Rifle	20	4	- 4	7	- 6	11	- 10
One battery with three sections.	30 pounder Parrott	Rifle	22	5	- 5	8	- 7	12	- 11
Impact Value (IV) = 1 per section	Mixed Gun Batt	ery	14	3	- 3	5	- 4	8	- 7
Elite/Vet- 1/2 move limber/unlimber	All Routed Artille	ery*	Non	e N	one	N	one	No	ne
Combine Fire - up to 12 figs/14 FP	15mm CAVALRY	Cav	Dism	ounted	d FP -	Moun	ted FP	(PBF	only)
LR / NR / SR / DF - same as infantry Shaken, Disorder, Skirmish - as inf	WEAPONS								8 figs
<b>PBF</b> = (only in charge or melee) <b>PBF</b> = (FP plus pistol FP) + 4D6	R/M, or Mixd Weapns	3,2	1	2	3	4	5	6	7
If cavalry is <i>Elite / Trained / Green</i>	Shotguns (PBF only)	1	2	3	4	5	6	7	8
Then firer DRM is +2 / -1 / -2	Repeating Carbines	2	3	4	5	6	7	8	9
Elite/Vet -1/2 move to mnt/dismnt Trained/Green - 1 action mnt/dismnt	Sharps BL Carbines	3	2	3	4	5	6	7	7
Dismounted opening volley +1 DRM	Other BL Carbines	2	2	3	4	5	5	6	6
No mounted opening volley DRM Cav Impact Value = 1 per figure	ML Carbines	1	1	2	3	4	4	5	5
<i>cuv impuct vulue</i> – i per ligure	Pistols*( <b>PBF</b> only)	1/2	1	1	2	3	4	5	6
	FIRE COMBAT RES	<b>OLTS</b>	<b>TABLE</b>						
FP + DIE ROLL 9 10 11	12 13 14 15 16	17	18	19 20	) 22	24	26 2	8 30	32+
INFANTRY FIRE 1 FIG = 60 MEN	MC MC 1MC 2MC 2MC	• 1H	1H	1H 2F	H 2H	2H	3H 3	SH 4H	4H
ARTILLERY FIRE MC MC	MC 1MC 1MC 1MC 2MC	2MC	2MG	1H 1H	H 1H	2H	2H 3	SH 3H	4H
CAVALRY FIRE 1 FIG = 30 HORSEMEN	N MC	MC	1MC 1	MC 2N	IC 2MC	<b>+</b> 1H	2H 2	H 3H	4H
Fire Combat Results (FCR): MC is a Mo	orale Check. A <b>1MC or 2MC</b> is a	n mora	le check	, with a	+1 or +2	to the i	unit's <b>MI</b>	MP.	
1H equals one hit lose a figure or a	gun section <u>in addition</u> to the	e 2MC	result a	s noted	above.		Aelees -	FP + 51	26
2H, 3H, or 4H equals that number of I									
	nitsthat many jigs or gun section	0115 103	anu	a 12, 13,	VI I HIN	e per en	c numbe		
Pass Through Fire - Extends 1 inch for									

		15 I		OVEMI	ENT	TABLES	S			
INFANTRY		15	mm	INFA	NTRY		VEN	/ENT		
FORMATIONS	см				)pen	Brok		tWds	HvWds	Rough
Battle Line				IA	6	5		4	2	1
Extended Line		. N/	A N	IA	7	6		5	3	1
Skirmishers	+6	5 N/	A N	IA	9	7		6	4	3
Attack Column				IA	7	6		5	3	2
Road Column				.1	9	7		6	4	2
Dis(2X) Disorder				5	4	3		2	1	1
Shaken				4	3	3	-	2	1	1
CB1/2 - Routed					2D6	2D6		1D6	1D6	1D6
15mm ARTILLERY T									unlimber	
Smoothbore Batt		<b>Road</b> 16 - 4	<b>Trail</b> 13 - 3		pen - 3	Broke 9 - 3		<u>t Wds</u> 6 - 2	<b>Hv Wds</b> 4 - 1	Rough
6 pounder 12 pounder Napo		14 - 3	10 - 3		- 2	8 - 2		5-1	3 - 1	2 - 1 2 - 1
12 pounder hov		15 - 3	12 - 2		) - 2	8-1		6-1	4 - 1	3 - 1
24 pounder hov		14 - 2	10 - 3		- 2	8 - 2		5 - 1	3 - 1	2 - 1
Rifled Battery		Road	Trai		pen	Broke	n L	t Wds	Hv Wds	Rough
10 pounder Parrott	Rifle	14 - 3	10 - 3	39	- 2	8 - 2		5 - 1	3 - 1	2 - 1
3" Ordnance		15 - 4	11 - 3		- 2	9 - 2		6 - 2	4 - 1	2 - 1
14 pounder James		14 - 2	10 - 3		- 2	8 - 2		5 - 1	3 - 1	2 - 1
BL Whitworth		15 - 4	11 - 2		L - 2	9 - 2		6 - 2	4 - 1	2 - 1
6 pounder, Wiard		<u>16 - 4</u> 13 - 2	<u>13 - 3</u> 10 - 1		L - 3 - 1	<u>9-3</u> 6-1		<u>6-2</u> 4-1	<u>4 - 1</u> 2 - 1	<u>2 - 1</u> 1 - 0
20 pounder Parrott 30 pounder Parrott	-	10 - 1	7 - 1		- 1	4 -1		3-1	1-0	0-0
Mixed Gun Bat		14 - 2	10 - 3		- 2	8 - 2		5-1	3-1	2 - 1
All Routed Artill		3D6	2D6		D6	2D6		1D6	2 inches	Abandn
CAVALRY		1M	15m	m CA					(Mntd-	Omtd)
	Mntd		Road	Trail			rokn		s HvWds	
Cavalry Line	-1	+1	NA	NA	10		- 5	6 - 4		1 - 1
Skirmishing	+5	+6	NA	NA	14		2 - 6	9 - 6		3 - 2
Double Line	-2	NC	NA	NA	11	-79	- 6	5 - 4	4 - 3	1 - 1
Ldr, Rd Column	+1	+3	16-7	13-6	10	-58	- 5	6 - 4	4 - 3	2 - 2
Dis(2X) Disorder	+2	+4	10 - 6	8 - 5	6 -	4 5	- 3	4 - 2	3 - 2	2 - 1
Shaken	+5	+6	8 - 5	6 - 4	5 -	3 4	- 2	3 - 2	2 - 1	1 - 1
CB1/2 - Routed	SR	SR	3D6	3D6	3D	6 3	BD6	2D6	1D6	1D6
Beneficial Target DRMs			The Best Tw			arget DRM	s			Worst Two
*No fire/morale cover benefits *Target is in light woods or ord					de Fires	ns from	side fi	ire ( <mark>+2/+1</mark> ).	From arty front/rear fire	fire/other fire (+3/+2) DRM
*Target is in heavy woods			<mark>-1</mark> /-2 DF	RM * <u>All</u> At	tack Colu	mns from	side f	ire ( <b>+2/+1</b> ).	front/rear fire	(+3/+2) DRM
*Target is in hasty/light/heavy *Target is behind wood fence,									full flank fire	
*Target is in farms or villages (	no other "g	good" DRMs)	<mark>-1</mark> /-3 DR	RM *Unlim	bered Art	y from pa	artial fla	ank (+2/+1).	full flank fire	(+3/+2) DRM
When firing out of farms Target is unlimbered artillery.					-				ge or from or at able against any	
Target is infantry in extended	line		<mark>-2</mark> /-1 DR	M Target	is any ar	tillery, fired	l <u>on</u> byı	rifled artille	ry	<mark>+1</mark> DRM
Target is infantry skirmishers Target is elite unit			· · ·						sorder) <b>+1/+0</b>	
Target is dismounted cavalry.									+1/+0 +5/+4	

# 25 MM FIRE TABLES

	25 IVIIVI FIKE								
Combine Fire - up to 16 figs/18 FP Long Range - 2x normal range	25mm INFANTRY	Inf		Fi	repow	ver Po	oints (	FP)	
Long Range - FP plus 1D6	WEAPONS	NR	2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs
Normal Range - as noted Normal Range - FP plus 2D6	Rifle-Muskets (R/M)		2	3	4	5	6	7	8
Short Range - Under two inches	Smoothbre Muskets*		2	3	4	5	6	7	7
Short Range - FP plus 3D6 Point Blank Fire - Against charge	Mixed Muskets (MM)		2	3	4	5	5	6	6
Point Blank Fire (PBF) - FP + 4D6	Spncr/Hnry Rpt Rifles	6	3	4	6	7	9	10	11
Firer in Disorder - 1/2FP Firer is Shaken - 1/2FP & 1 less die	Colt Revolving Rifles	4	3	4	5	6	8	9	10
Firer is Skrmsh - 1/2FP & 1 less die Smoothbre Mskts - At PBF, +1 DRM	Sharps B/L Rifles	7	3	4	5	6	7	8	9
Firer is Elite/Green - +1/-1 DRM	Sharpshooter R/Ms	5	2	3	4	5	6	7	8
<b>Opening Volley</b> = +2 DRM <b>Desperation Fire (DF)</b> = FP + 1D6	Old Flintlocks	3	1	2	3	3	4	4	5
			-			-			-
<b>Deliberate Fire</b> +2 DRM, costs 2 actions <b>Combine Fire</b> - up to 6 secs/18 FP	25mm ARTILLERY T			_				P) (U	
Long Range - 2x normal range	Smoothbore Batte		NR		sec		secs		ecs
Long Range - FP plus 1D6 Normal Range - as noted	6 pounder				- 2	-	- 3	-	- 4
Normal Range - FP plus 2D6	12 pounder Napo				- 3	_	- 4		- 7
Short Range - 1/2 normal range Short Range - FP plus 3D6	12 pounder how			_	- 3	_	- 4	_	- 7
Canister Range - 4 inches/1 inch PBF	24 pounder how	itzei			- 4	_	- 6		- 10
Smoothbore Canistr - FP + 4D6/5D6 Rifled Arty Canister - FP + 3D6/4D6	Rifled Battery	0:61	NR		sec		secs		ecs
Arty in Disorder - 1/2FP	10 pounder Parrott				- 3	_	- 4		- 7
Arty is Shaken - 1/2FP & 1 less die Arty is Elite/Green - +1/-1 DRM	<u>3" Ordnance</u>		_		- 3	_	- 5		- 8
Arty Routs - Even rout roll, the guns	14 pounder James				- 3	_	- 5		- 8
are abandoned - odd roll guns leave	BL Whitworth		_		- 3	_	- 5	-	- 8
8 - 7 USA - CSA	6 pounder, Wiard 20 pounder Parrott				- 4	-	- 6		- 10
FP - FP	30 pounder Parrott		_		- 5		- 7		- 11
One battery with three sections.	Mixed Gun Bat				- 3		- 4		- 7
Impact Value (IV) = 1 per section Elite/Vet- 1/2 move limber/unlimber	All Routed Artille		Non	_	one	_	one		ne
Combine Fire - up to 12 figs/14 FP LR / NR / SR / DF - same as infantry	25mm CAVALRY			ounte			-	P (PBF	
Shaken, Disorder, Skirmish - as inf	WEAPONS							7 figs	
<b>PBF</b> = (only in charge or melee) <b>PBF</b> = (FP plus pistol FP) + 4D6	R/M, or Mixd Weapns		1	2	3	4	5	6	7
If cavalry is <i>Elite / Trained / Green</i>	Shotguns (PBF only)		2	3	4	5	6	7	8
Then firer DRM is +2 / -1 / -2	Repeating Carbines	3	3	4	5	6	7	8	9
Elite/Vet -1/2 move to mnt/dismnt Trained/Green - 1 action mnt/dismnt	Sharps BL Carbines	4	2	3	4	5	6	7	7
Dismounted opening volley +1 DRM	Other BL Carbines	3	2	3	4	5	5	6	6
No mounted opening volley DRM	ML Carbines	2	1	2	3	4	4	5	5
<i>Cav Impact Value</i> = 1 per figure	Pistols*(PBF only)	1	1	1	2	3	4	5	6
	FIRE COMBAT RES	SULTS	STABLE						
FP + DIE ROLL 9 10 11	12 13 14 15 16	17		19 2	0 22	24	26 2	28 30	32+
INFANTRY FIRE 1 FIG = 60 MEN	MC MC 1MC 2MC 2MC			1H 2		2H		3H 4H	
ARTILLERY FIRE MC MC	MC 1MC 1MC 1MC 2MC					2H		3H 3H	
CAVALRY FIRE 1 FIG = 30 HORSEME		MC	1MC 1		1C 2MC	_		2H 3H	
Fire Combat Results (FCR): MC is a Mo									
<b>1H</b> equals one hit <i>lose a figure or a</i>								- FP + 5I	06
<b>2H</b> , <b>3H</b> , or <b>4H</b> equals that number of a									
Pass Through Fire - Extends 1 inch for	infantry fire, 2 inches for artille	ery. R	oli again	with on	e ale les:	s for eac	n succes	sive targ	et.

		25 N		OVEME	NT 1	TABL	.ES				
INFANTRY		25	mm	INFAN	ITRY	/ M	OVE	ME	NT		
FORMATIONS	см				pen		okn			HvWds	Rough
Battle Line				A	8		7	5		3	2
Extended Line				A	9		8	6		4	2
Skirmishers					11		9	7		5	3
Attack Column				A	9	8	8	6	5	4	2
Road Column	+2				12	(	9	7	7	5	2
Dis(2X) Disorder	+3			7	6	L.	9 5	4		2	1
Shaken	+6			5	5		4	3	;	2	1
CB1/2 - Routed	SR	2D	6 2[	26 2	D6	2[	D6	10	6	1D6	1D6
25mm ARTILLERY TY		2	5mm AF	TILLER	<u> MO</u>	/EME	ENT, li	mbe	red - ı	unlimber	ed
Smoothbore Batte		Road	Trail	Ор	_	Brok		Lt W		Hv Wds	Rough
6 pounder		20 - 5	17 - 4			12 -	-	8 -		5-1	3 - 1
12 pounder Napol		18 - 3	13 - 3			10 -		7 -		4 - 1	2 - 1
12 pounder how		19 - 3 18 - 3	16 - 3 13 - 3			11 - 10 -		8 - 7 -		5-1 4-1	3 - 1 3 - 1
24 pounder hown Rifled Battery	lzer	Road	Trail	0p		Brok		Lt W		Hv Wds	Rough
10 pounder Parrott	Rifle	18 - 3	13 - 3			10 -		7 -		4 - 1	3 - 1
3" Ordnance		19 - 4	14 - 3			12 -		8 -		5-1	2 - 1
14 pounder James		18 - 3	13 - 3			10 -		7 -		4 - 1	3 - 1
BL Whitworth		19 - 4	14 - 3			12 -		8 -		5 - 1	2 - 1
6 pounder, Wiard I		20 - 5	17 - 3	10	- 2	7 -	2	6 -	2	4 - 1	2 - 1
20 pounder Parrott i	Rifle	17 - 3	10 - 2	7 -	2	6 -		4 -	2	2 - 1	1 - 0
30 pounder Parrott i		13 - 3	12 - 2			7 -		4 -		2 - 1	0 - 0
Mixed Gun Batt		18 - 3	13 - 3			10 -		7 -		4 - 1	3 - 1
All Routed Artille	ry*	4D6	3D6	3D	6	2D	6	2D	6 3	3 inches	Abandn
CAVALRY	CN	1M	25m	<mark>m CA\</mark>		<u>Y M</u>	OVE	ME	NT (	mtd-di	smtd)
FORMATIONS	Mntd	Dmtd	Road	Trail	Ор	en	Brok	n Lt	tWds	HvWds	Rough
Cavalry Line	-1	+1	NA	NA	12.	- 9	10 -	8 8	8-6	5 - 4	2 - 2
Skirmishing	+5	+6	NA	NA	15-	11	12 -	9 9	9 - 7	7 - 5	3 - 3
Double Line	-2	NC	NA	NA	11 ·		9 - 8		5 - 6	4 - 4	2 - 2
Ldr, Rd Column	+1	+3	19 - 14		13 -		10 -	-	8 - 6	5 - 4	2 - 2
Dis(2X) Disorder	+2	+4	12 - 8		8 -		6 - 4		5 - 3	4 - 3	3 - 2
Shaken	+5	+6	10 - 7	9 - 6	8 -	-	7 - 3		5 - 2	3 - 1	2 - 1
CB1/2 - Routed	SR	SR	3D6	3D6	3D		3D6	5	2D6	1D6	1D6
Beneficial Target DRMs	f ale averia a		The Best Tw		ental Ta	arget D	RMs				Worst Two
*No fire/morale cover benefits i *Target is in light woods or orch						ns fron	nsid	e fire ( <del>+</del>	<mark>2/+1</mark> )1	front/rear fire	fire/other fire (+3/+2) DRM
*Target is in heavy woods			<mark>-1</mark> /-2 DR	M * <u>All</u> Att	ack Colur	<i>nns</i> fro	msid	le fire ( <mark>+</mark>	<mark>-2/+1</mark> )f	front/rear fire	(+3/+2) DRM
*Target is in hasty/light/heavy v *Target is behind wood fence, s										full flank fire front/rear fire	
*Target is in farms or villages (n	o other "g	ood" DRMs)	<mark>-1</mark> /-3 DR	M *Unlimb	ered Art	y from.	partial	flank (	+ <mark>2/</mark> +1)	full flank fire	(+3/+2) DRM
When firing out of farms of Target is unlimbered artillery										e or from or at ble against any	
Target is infantry in extended I	ine		<mark>-2</mark> /-1 DR	M Target i							
Target is infantry skirmishers											+3/+2 DRM
Target is elite unit Target is dismounted cavalryin											+2/+1 DRM +4/+3 DRM

#### Across A Deadly Field 6mm/10mm Reference Chart Across A Deadly Field - 10mm Regimental Game Scales **Basic Regimental Formations** 10mm Ground Scale = one inch equals approximately 100 to 120 yards. From one to 23 0 84 NRegim One Turn = 30 minutes, One Infantry fig = 60 men, One cavalry fig = 30 men One Gun = one battery with each crew figure equaling one section. two stands Regt in Battle Line (Stands touching) Regt in Extended Line up to one stand apart) ent as Skirmishers Across A Deadly Field - Game Turn Overview In one turn, each side will have an Active and a Reactive portion of the turn. The side with the *"initiative"* will be active first with the other side reacting. Unlimbere 1. The active units can perform any two concurrent actions. It can fire and/or move, fire twice, move twice, charge, reform from disorder, change for-mation, or attempt to rally. If routed, it <u>must</u> run and then try to rally. 2. The opposing non-active units may react ONCE to any fire or movement that can be seen or is within 2 inches with a fire, a formation or facing change, Column Limbered Artillery reform, a rally attempt or countercharge or disengage. After doing its one 84 NY reaction, a unit may still do desperation fire if charged. Regiment with Rgt in Support Regimen in Road **3.** After one side has completed all *actions*, the other side now is active with two actions per unit, with the previous active units now reacting as above. Column The Basic Morale Point (BMP) and The Modified Morale Point (MMP) Across A Deadly Field - Abbreviations Each unit has a **BMP** based on its training and combat experience as so: FP-Firepower Points. FCR/MC-Fire Combat Results/Morale Check. BMP = 3, 4, 6 *Elite*, unit with a solid record of proven combat experience. BMP-Basic Morale Point. MMP-Modified Morale Point. **BMP = 4**, **6**, **8** <u>Veteran</u>, well trained unit with some combat experience. MC-Morale Check. DRM-Die Roll Modifier LB-Leadership Benefit BMP = 5, 7, 10 Trained, unit with some training, but no combat experience. PBF, SR, NR, LR - Point Blank, Short, Normal or Long Range Fire. BMP = 6, 9, 12 Green, unit with minimal training and no combat experience. MC-Morale Check, CMM-Charge Morale Modifier, LOS-Line of Sight Above BMPs are for: No stand lost One stand lost (3 stand units) Last Stand 1MC or 2MC - Morale Checks with +1 or +2, to a unit's MMP. Artillery batteries have their **BMP** increased by "+3" per section previously lost. 1H, 2H, 3H ... number of hits = figs/arty sections lost and +MC. Modified Morale Point (MMP) -- When a unit's BMP is modified by its situation 1D6, 2D6, 3D6, etc. - Number of six sided dice (D6) to be rolled. it becomes its **MMP**, which is then used for all *morale checks* or *rally attempts*. When a Unit is Required to take a Morale Check (MC) MMP = BMP + unit morale level + two best & two worst situational modifiers PLUS any applicable Fire Combat Results calling for a morale check (FCR/MC). When required by a FCR/MC as a (MC, 1MC or 2MC) fire combat result, or a figure loss with a +MC per each "hit". A unit's morale level is: good order (+0), disorder(+2), shaken (+4) or routed (+6) In any situation, a unit can never have an **MMP** better than "0" or worse than "12' If it was within one inch (100 yards) to a unit that was eliminated, a leader that was killed, or by a routing unit. Good Situational Morale Modifiers To a Unit's MMP use the "best" two If defending against a charge prior to Charge Impact If unit is adjacent (1/2 inch) to a leader.....leader's LB Resolution as the attacker moves within one inch. Morale Check and Rally Attempt Results An infantry unit is charging / a mounted cavalry unit is charging.....-1/-2 Unit rolls **2D6** attempting to match or roll higher than its cur-Unit is in or directly behind light/heavy cover (does not apply if charging)....-1/-2 rent MMP with immediate results as below -- same for Rally. Unit is supported by adjacent non-shaken unit(s)...(-1 per unit ) ......--2 max Rolls a natural "2" - Elites go shaken, all others are routed Rolls a natural "3" - Elites go into disorder, all others shaken Bad Situational Morale Modifiers To a Unit's MMP use the "worst" two Rolls 5 or more less than MMP -- Drop 2 morale levels\* Morale Check from..... arty fire/other fire or rally attempts \*Enfilade Fire Rolls 1 to 4 less than MMP -- Drop 1 morale Level\* \*Unlimbrd Arty ......fire from side (+2/+1)...full flank (+3/+2)...rear (+4/+3) Rolls exactly its **MMP** -- No morale change, unit stays same. \*All colums & limbrd arty....side fire (+2/+1)...front fire (+3/+2)...rear (+4/+3) Rolls 1 to 4 higher than its **MMP** - Improve 1 morale level \*All lines......from partial flank (+2/+1)...full flank (+3/+2)...rear (+4/+3) Rolls 5 or higher than MMP -- Improve 2 morale levels Unit is within two inches (6/10mm figs, one inch) of an enemy unit....... +1 Rolls a natural "12"-- Good order and recover a figure or gun Per each regiment or leader "eliminated" from the same brigade.....+1 (max +2) \*Unless routed, infantry, arty, and dismnted cavalry fall back Unit is charged by infantry/cavalry on partial flank: (+2/+3)...full flank or rear: (+4/+6) in inches by what it failed by, mounted cavalry twice that.

### Infantry Charge Procedure and Charge Impact Resolution -- Active Player Chooses Order of Resolution

<u>Declare Charge Target/Advance Charging Units</u> -- A charging unit(s) uses one action and has a required charge bonus (CB) roll of half its routed movement. Charge goes into disorder at 1/2 of total charge distance for green or trained troops and 1/2 of CB for elites or vets. 1.

- <u>Resolve any enemy reaction fire against the charging unit(s)</u>. -- As the charging units gets within range of any enemy unit(s), those unit (s) may take one reaction fire with <u>immediate</u> results, including morale checks. Defending units get only one full reaction fire during the opposing side's Active Turn, with the exception of a **1D6** desperation fire (**DF**) if different units move into short range. Do note that 2. against a charge, <u>IF</u> the defender wants to do his *reaction fire* as a *point blank fire* or *close canister fire* he must first do <u>Step 3</u> the *defender's pre-impact morale check* -- likewise, for any **DF**. A defender can only fire once -- *reaction fire* or **DF** -- against any one unit.
- Defender's Pre-Impact Morale Check -- When the charging unit is within one inch from the defender, he takes an immediate a morale check. 3.
- Charge Impact Resolution -- If the charging units have not been stopped by fire, proceed to charge impact resolution. Calculate the 4. Final Impact Values (FIV) of the lead units in contact as shown below, with the opposing lead unit's MMP modified by its CMM and any Good/Bad Situational Morale Modifiers as below. FIV only - lead charging unit counts all contiguous units for support (-2 max to MMP). FIV = 2D6 + (lead impact unit's # of figs) - (lead impact unit's MMP) FIV = 2D6 + (lead impact unit's # of figs) - (lead impact unit's MMP) High total FIV wins with the following results: Five and FIV: Infantry melee - Assume both sides are in contact and do a simultaneous "melee fire" using (FPs + 5D6) see rules Win by 1: Attacker stops short. Roll 1D6 for distance in half inches. Both sides fire a "no action cost" volley at that range. Win by 2 through 4: All losing units fall back that many inches\* and all losing units lose one\* figure and are in disorder. Win by 5 through 7: All losing units fall back that many inches\* and all losing units lose two\* figures and are shaken. Win by 8 through 11: All losing units fall back that many inches\* and all losing units lose three\* figures and are routed. Win by 12: All losing units - attacker or defender -- surrender and are removed from the game. \*If "loser" was attacking infantry reduce fall back distance by one inch reduce figure loss by one, and morele level drop is limited to chake

"If "loser" was attacking infantry reduce fall back distance by one inch, reduce figure loss by one, and morale level drop is limited to shaken.

All involved units are now in disorder. If the attackers were the winners, they may advance in disorder, generally following the defender 5. at up to one inch less than he fell back. If the attackers won, they may advance and impact a new enemy unit if desired, repeating the Charge Procedure. However, if the defender was the winner, he does not advance, but continues to hold his position.

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| Infantry Fire - Unit's I   | P ar   | nd add  | d dice   
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| 10mm ARTILLERY TY<br>Smoothbore Batte  | PES<br>ry<br>gun   | Arty<br>NR  | AR<br>1  
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  | V <mark>ER (</mark><br>secs  | FP) (U<br>3 s<br>5  
   | <mark>S-CS)</mark><br>ecs  | 10n<br>Roac  
   | <b>nm ARTI</b><br><b>1 Tra</b><br>3 10 -<br>2 8 -   
   | LLERY<br>il<br>2   | <mark>MOV</mark><br>Oper   
  | EMEN<br>Br   
  | <b>T, lin</b><br>oke  | nber   | <mark>ed - un</mark><br>t Wds.  
  | limber<br>Hv W   | ed<br>/ds R<br>1   | ough   |
| 10mm ARTILLERY TY<br>Smoothbore Batte<br>6 pounder   | PES<br>ry<br>gun<br>eon  | Arty<br>NR<br>7   | AR<br>1  
   | TY FIR<br>sec<br>2 - 2  
   | EPOV<br>2 s<br>3<br>5   
  | VER (1<br>secs<br>- 3  | FP) (U<br>3 s<br>5<br>8   
   | <mark>S-CS)</mark><br>ecs<br>- 4   | <b>10n</b><br><b>Road</b><br>13 - 3  
   | <b>nm ARTI</b><br><b>1 Tra</b><br>3 10 -<br>2 8 -   
   | LLERY<br>il<br>2   | <mark>/ MOV</mark><br>Oper<br>8 - 2  
  | EMEN<br>Br   
  | <b>T, lin</b><br>okei<br>7 - 2  | nber   | <b>ed - un</b><br>. <b>t Wds</b><br>4 - 2   
  | limber<br>Hv W   | ed<br>/ds R<br>1<br>1  | <b>ough</b><br>2 - 1   |
| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder of<br>12 pounder Napole  | PES<br>ry<br>gun<br>eon<br>tzer  | Arty<br>NR<br>7<br>8<br>6   | AR<br>1<br>2<br>3  
   | TY FIR<br>sec<br>2 - 2<br>3 - 3   
   | EPOW<br>2 S<br>3<br>5<br>5  
  | VER (1<br>secs<br>- 3<br>- 4   | FP) (U<br>3 s<br>5<br>8<br>8  
   | <mark>S-CS)</mark><br>ecs<br>- 4<br>- 7  | <b>10n</b><br><b>Road</b><br>13 - 3<br>12 - 2  
   | <b>nm ARTI</b><br><b>Tra</b><br>3 10 -<br>2 8 -<br>3 9 -  
   | LLERY<br>il<br>2<br>2<br>2   | MOV<br>Oper<br>8 - 2<br>7 - 2  
  | EMEN<br>Br   
  | <b>T, lin</b><br>oke<br>7 - 2<br>6- 2   | nber   | <mark>ed - un</mark><br>t Wds<br>4 - 2<br>3 - 2   
  | limber<br>Hv W<br>3 -<br>2 -   | ed<br>/ds R<br>1<br>1<br>1   | <b>ough</b><br>2 - 1<br>1 - 1  |
| 10mm ARTILLERY TY<br>Smoothbore Batte<br>6 pounder of<br>12 pounder Napole<br>12 pounder howing  | PES<br>ry<br>gun<br>eon<br>tzer  | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR  | AR<br>1<br>2<br>3<br>3<br>4  
   | TY FIR<br>sec<br>2 - 2<br>3 - 3<br>3 - 3  
   | EPOW<br>2 3<br>3<br>5<br>5<br>7   
  | <b>VER (</b><br>secs<br>- 3<br>- 4<br>- 4  | FP) (U<br>3 s<br>5<br>8<br>8<br>11<br>3 s   
   | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs   | <b>10n</b><br><b>Road</b><br>13 - 3<br>12 - 2<br>12 - 3  
   | <b>nm ARTI</b><br><b>Tra</b><br>3 10 -<br>2 8 -<br>3 9 -<br>2 7 -   
   | LLERY<br>il<br>2<br>2<br>1   | MOV<br>Oper<br>8 - 2<br>7 - 2<br>8 - 2   
  | EMEN<br>Br   
  | <b>T, lin</b><br>oke<br>7 - 2<br>6- 2<br>7 - 1  | n L  | <mark>ed - un</mark><br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2  
  | limber<br>Hv W<br>3 -<br>2 -<br>2 -  | ed<br>/ds R<br>1 1<br>1 1<br>1 1   | <mark>ough</mark><br>2 - 1<br>1 - 1<br>1 - 1   |
| 10mm ARTILLERY TY<br>Smoothbore Batte<br>6 pounder of<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin   | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer  | Arty<br>NR<br>7<br>8<br>6<br>7  | AR<br>1<br>2<br>3<br>3<br>4<br>1<br>3<br>3<br>4<br>1<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3   
   | TY FIR<br>sec<br>2 - 2<br>3 - 3<br>3 - 3<br>4 - 4<br>sec<br>3 - 3   
   | EPOW<br>2 s<br>3<br>5<br>5<br>7<br>2 s  
  | <b>VER (</b><br>secs<br>- 3<br>- 4<br>- 4<br>- 6   | FP) (U<br>3 s<br>5<br>8<br>8<br>11  
   | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs   | <b>10n</b><br><b>Road</b><br>13 - 3<br>12 - 2<br>12 - 3<br>11 - 2  
   | ARTI           Image: Arror of the second se | LLERY<br>il<br>2<br>2<br>2<br>1<br>il<br>2   
   | MOV<br>Oper<br>8 - 2<br>7 - 2<br>8 - 2<br>6 - 1<br>Oper<br>8 - 2  
   | EMEN<br>Br  
   | <b>T, lin</b><br>oker<br>7 - 2<br>6- 2<br>7 - 1<br>5 - 1<br>5 - 1<br><b>roke</b> r<br>7 - 2   | n L  | ed - un<br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2<br>3 - 2<br>t Wds<br>3 - 2   | limber<br>Hv W<br>3 -<br>2 -<br>2 -<br>2 -   | ed<br>/ds R<br>1 1<br>1 1<br>1 1<br>1 1<br>1 1<br>1 1<br>1 1<br>1 1<br>1 1<br>1  
   | <mark>lough</mark><br>2 - 1<br>1 - 1<br>1 - 1<br>1 - 1   |
| 10mm ARTILLERY TY<br>Smoothbore Batte<br>6 pounder (<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>Rifled Battery  | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer  | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13  | AR<br>1<br>2<br>3<br>3<br>4<br>1<br>3<br>3<br>4<br>1<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3   
   | TY FIR<br>sec<br>2 - 2<br>3 - 3<br>3 - 3<br>4 - 4<br>sec<br>3 - 3   
   | EPOW<br>2 s<br>3<br>5<br>5<br>7<br>2 s<br>5   
  | VER (1<br>secs<br>- 3<br>- 4<br>- 4<br>- 6<br>secs   | FP) (U)<br>3 s<br>5<br>8<br>8<br>11<br>3 s<br>8   
   | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs   | <b>10</b> n<br><b>Road</b><br>13 - 3<br>12 - 2<br>12 - 3<br>11 - 2<br><b>Road</b>  
   | ARTI           Image: Arror of the second se | LLERY<br>il<br>2<br>2<br>2<br>1<br>il<br>2   
   | MOV<br>Oper<br>8 - 2<br>7 - 2<br>8 - 2<br>6 - 1<br>Oper   
   | EMEN<br>Br  
   | <b>T, lin</b><br>roke<br>7 - 2<br>6- 2<br>7 - 1<br>5 - 1<br>roke  | n L  | ed - un<br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2<br>3 - 2<br>t Wds  | limber<br>Hv W<br>3 -<br>2 -<br>2 -<br>2 -<br>2 -<br>Hv W  | ed<br>/ds R<br>1<br>1<br>1<br>1<br>1<br>1<br>/ds R<br>1<br>1   
   | 2 - 1<br>1 - 1<br>1 - 1<br>1 - 1<br>1 - 1<br>1 - 1<br>20ugh<br>1 - 1   |
| 10mm ARTILLERY TY<br>Smoothbore Batte<br>6 pounder 0<br>12 pounder Napole<br>12 pounder howi<br>24 pounder howi<br>Rifled Battery<br>10 pounder Parrott F<br>3" Ordnance F   | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>tzer<br>Rifle<br>Rifle  | Arty<br>NR<br>7<br>8<br>6<br>7<br>7<br>13<br>13<br>12   | AR<br>1<br>2<br>3<br>3<br>3<br>4<br>4<br>1<br>1<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3   
   | TY FIR<br>sec<br>2 - 2<br>3 - 3<br>3 - 3<br>4 - 4<br>sec<br>3 - 3<br>3 - 3<br>3 - 3   
   | EPOW<br>2 s<br>3<br>5<br>5<br>7<br>2 s<br>5<br>6  
  | VER (1<br>secs<br>- 3<br>- 4<br>- 4<br>- 6<br>secs<br>- 4<br>- 5   | FP) (U<br>3 s<br>5<br>8<br>8<br>11<br>3 s<br>9  
   | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8   | <b>10</b><br><b>Road</b><br>13 - 3<br>12 - 2<br>12 - 3<br>11 - 2<br><b>Road</b><br>13 - 3<br>13 - 3  
   | ARTI           Image: Arrow of the second se | LLERY<br>il<br>2<br>2<br>2<br>1<br>il<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2   
   | MOV<br>Oper<br>8 - 2<br>7 - 2<br>8 - 2<br>6 - 1<br>Oper<br>8 - 2<br>8 - 2<br>8 - 2  
   | EMEN<br>Br<br>Br  
   | <b>T, lin</b><br><b>oke</b><br>7 - 2<br>6- 2<br>7 - 1<br>5 - 1<br><b>oke</b><br>7 - 2<br>7 - 2<br>7 - 2   | n L  | ed - un<br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2<br>3 - 2<br>t Wds<br>3 - 2<br>4 - 2  | limber<br>Hv W<br>3 -<br>2 -<br>2 -<br>2 -<br>Hv W<br>2 -<br>3 -   | ed<br>/ds R<br>1 1<br>1 1<br>1 1<br>1 1<br>1 1<br>1 1<br>1 1<br>1 1  
   | ough<br>2 - 1<br>1 - 1<br>1 - 1<br>1 - 1<br>1 - 1  |
| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder (12)<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>Rifled Battery<br>10 pounder Parrott F<br>3" Ordnance F<br>14 pounder James F   | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>tzer<br>Rifle<br>Rifle  | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11  | AR<br>1<br>2<br>3<br>3<br>3<br>4<br>1<br>1<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3   
   | <b>TY FIR</b><br>sec<br>2 - 2<br>3 - 3<br>3 - 3<br>4 - 4<br>sec<br>3 - 3<br>3 - 3<br>3 - 3<br>3 - 3   
   | EPOW<br>2 s<br>3<br>5<br>5<br>5<br>7<br>7<br>2 s<br>5<br>6<br>6<br>6  
  | VER (<br>secs<br>- 3<br>- 4<br>- 4<br>- 6<br>secs<br>- 4<br>- 5<br>- 5   | FP) (U)           3 s           5           8           11           3 s           8           9           9  
   | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8  | 10n           Road           13 - 3           12 - 2           12 - 3           11 - 2           Road           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3  
   | ARTI           Image: Arrow of the second se | LLERY<br>il<br>2<br>2<br>2<br>1<br>il<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2   
   | MOV<br>Oper<br>8 - 2<br>7 - 2<br>8 - 2<br>6 - 1<br>Oper<br>8 - 2<br>8 - 2<br>8 - 2<br>7 - 2   
   | EMEN<br>n Br  
   | <b>T, lin</b><br>oke<br>7 - 2<br>6- 2<br>7 - 1<br>5 - 1<br><b>oke</b><br>7 - 2<br>7 - 2<br>7 - 2<br>5 - 2   | n L  | ed - un<br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2<br>3 - 2<br>t Wds<br>3 - 2<br>4 - 2<br>3 - 2<br>3 - 2  | limber<br>Hv W<br>3 -<br>2 -<br>2 -<br>Hv W<br>2 -<br>3 -<br>3 -<br>2 -  | ed<br>/ds R<br>1 1<br>1 1<br>1 1<br>1 1<br>1 1<br>1 1<br>1 1<br>1 1<br>1 1   
   | ough<br>2 - 1<br>1 - 1<br>1 - 1<br>1 - 1<br>0 ough<br>1 - 1<br>2 - 1<br>1 - 1  |
| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder (12<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>Rifled Battery<br>10 pounder Parrott F<br>3" Ordnance F<br>14 pounder James F<br>BL Whitworth F  | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle   | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>11<br>18  | AR<br>1<br>2<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>4<br>4<br>1<br>1<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3   
   | TY FIR         sec         2 - 2         3 - 3         3 - 3         4 - 4         sec         3 - 3         3 - 3         3 - 3         3 - 3         3 - 3         3 - 3         3 - 3  
   | EPOW<br>2 s<br>3<br>5<br>5<br>5<br>7<br>7<br>2 s<br>5<br>6<br>6<br>6<br>6<br>5  
  | VER (<br>secs<br>- 3<br>- 4<br>- 4<br>- 6<br>secs<br>- 4<br>- 5<br>- 5<br>- 5<br>- 5   | FP)         (U)           3 s         5           8         8           111         3 s           8         9           9         8           9         8   
   | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8   | 10n           Road           13 - 3           12 - 2           12 - 3           11 - 2           Road           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3  
   | ARTI           1         Tra           3         10 -           2         8 -           3         9 -           2         7 -           4         Tra           3         10 -           3         9 -           4         Tra           3         10 -           3         10 -           3         10 -           3         10 -           3         9 -  
   | LLERY<br>il<br>2<br>2<br>2<br>2<br>1<br>il<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2  | MOV<br>Oper<br>8 - 2<br>7 - 2<br>8 - 2<br>6 - 1<br>Oper<br>8 - 2<br>8 - 2<br>8 - 2<br>7 - 2<br>8 - 2<br>8 - 2  
  | EMEN<br>n Br   
  | <b>T, lin</b><br>oke<br>7 - 2<br>6- 2<br>7 - 1<br>5 - 1<br><b>oke</b><br>7 - 2<br>7 - 2<br>7 - 2<br>7 - 2<br>7 - 2  | n L  | ed - un<br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2<br>3 - 2<br>t Wds<br>3 - 2<br>4 - 2<br>3 - 2<br>3 - 2<br>3 - 2  
  | limber<br>Hv W<br>3 -<br>2 -<br>2 -<br>2 -<br>Hv W<br>2 -<br>3 -<br>3 -<br>2 -<br>2 -<br>2 -   | ed<br>/ds R<br>1<br>1<br>1<br>1<br>/ds R<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1  | ough<br>2 - 1<br>1 - 1<br>1 - 1<br>1 - 1<br>1 - 1<br>2 - 1<br>1 - 1<br>1 - 1<br>1 - 1  |
| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder (<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>Rifled Battery<br>10 pounder Parrott F<br>3" Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F  | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle  | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11  |
AR<br>1<br>2<br>3<br>3<br>4<br>1<br>3<br>3<br>4<br>4<br>1<br>3<br>3<br>4<br>4<br>1<br>3<br>3<br>3<br>3<br>4<br>4<br>1<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3   | TY FIR         sec         2 - 2         3 - 3         4 - 4         sec         3 - 3         3 - 3         3 - 3         3 - 3         3 - 3         2 - 2  
   | EPOW<br>2 s<br>3<br>5<br>5<br>7<br>2 s<br>5<br>6<br>6<br>6<br>6<br>5<br>4   
  | VER (<br>secs<br>- 3<br>- 4<br>- 4<br>- 6<br>secs<br>- 4<br>- 5<br>- 5<br>- 5<br>- 5<br>- 4  | FP) (U           3 s           5           8           11           3 s           8           9           9           8           6   
   | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 5   | 10n           Roac           13 - 3           12 - 3           11 - 2           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3   
   | ARTI           Image: Arrow of the second se | LLERY<br>il<br>2<br>2<br>2<br>1<br>il<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2   
   | MOV<br>Oper<br>8 - 2<br>7 - 2<br>8 - 2<br>6 - 1<br>Oper<br>8 - 2<br>8 - 2<br>7 - 2<br>8 - 2   
   | EMEN<br>n Br  
   | <b>T, lin</b><br>oke<br>7 - 2<br>6- 2<br>7 - 1<br>5 - 1<br>5 - 1<br>7 - 2<br>7 - 2<br>7 - 2<br>7 - 2<br>7 - 2<br>7 - 2<br>7 - 2   | n L  | ed - un<br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2<br>3 - 2<br>t Wds<br>3 - 2<br>4 - 2<br>3 - 2<br>3 - 2<br>3 - 2<br>3 - 2<br>3 - 2   | limbere<br>Hv W<br>3 -<br>2 -<br>2 -<br>2 -<br>Hv W<br>2 -<br>3 -<br>2 -<br>2 -<br>2 -<br>2 -<br>2 -<br>2 -  | ed<br>//ds R<br>1<br>1<br>1<br>1<br>//ds R<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1  
   | ough<br>2 - 1<br>1 - 1<br>1 - 1<br>1 - 1<br>ough<br>1 - 1<br>2 - 1<br>1 - 1<br>1 - 1<br>1 - 1<br>1 - 1<br>1 - 1<br>1 - 1   |
| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder Mapole<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>Rifled Battery<br>10 pounder Parrott F<br>3" Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F   | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle   | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14  |
AR<br>1<br>2<br>3<br>3<br>4<br>1<br>1<br>3<br>3<br>4<br>4<br>1<br>3<br>3<br>3<br>4<br>4<br>1<br>3<br>3<br>3<br>4<br>4<br>1<br>1<br>3<br>3<br>3<br>4<br>4<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1  | TY FIR<br>sec<br>2 - 2<br>3 - 3<br>3 - 3<br>4 - 4<br>sec<br>3 - 3<br>3 - 3<br>3 - 3<br>3 - 3<br>3 - 3<br>2 - 2<br>4 - 4   
   | EPOW<br>2 s<br>3<br>5<br>5<br>7<br>7<br>2 s<br>5<br>6<br>6<br>6<br>6<br>6<br>5<br>4<br>7<br>7<br>7<br>7<br>2 s<br>5<br>6<br>6<br>6<br>6<br>7<br>7<br>7<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>8<br>7<br>7<br>7<br>8<br>7<br>8   
  | VER (<br>secs<br>- 3<br>- 4<br>- 4<br>- 6<br>secs<br>- 4<br>- 5<br>- 5<br>- 5<br>- 5<br>- 4<br>- 6   | FP) (U           3 s           5           8           11           3 s           9           9           9           8           11           3 s           8           9           9           9           11   
   | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 5<br>- 10  | 10n           Roac           13 - 3           12 - 3           11 - 2           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           11 - 2   
   | ARTI           Image: Arrow of the second se |
LLERY<br>il<br>2<br>2<br>2<br>1<br>il<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>1<br>1<br>1<br>1<br>2<br>2<br>1<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>1<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2   | MOV<br>Oper<br>8 - 2<br>7 - 2<br>8 - 2<br>6 - 1<br>Oper<br>8 - 2<br>8 - 2<br>7 - 2<br>8 - 2<br>8 - 2<br>8 - 2<br>6 - 1  
   | EMEN<br>n Br  
   | <b>T, lin</b><br><b>oke</b><br>7 - 2<br>6- 2<br>7 - 1<br>5 - 1<br><b>oke</b><br>7 - 2<br>7 - 2<br>5 - 2<br>7 - 2<br>7 - 2<br>7 - 2<br>5 - 1<br>5 - 1<br>5 - 1<br><b>oke</b><br>7 - 1<br>5 - 1<br><b>oke</b><br>7 - 2<br>7 - 2   | n L  | ed - un<br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2<br>3 - 2<br>t Wds<br>3 - 2<br>4 - 2<br>3 - 2   | limberd<br>Hv W<br>3 -<br>2 -<br>2 -<br>2 -<br>4 Hv W<br>2 -<br>3 -<br>2  | ed // ds R<br>1 // 1<br>1 // 1   | ough<br>2 - 1<br>1 - 1<br>1 - 1<br>1 - 1<br>0 - 1<br>0 - 1<br>2 - 1<br>1 - |
| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder Mapole<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>Rifled Battery<br>10 pounder Parrott F<br>3" Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F   | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle  | Arty<br>NR<br>7<br>8<br>6<br>7<br><b>NR</b><br>13<br>12<br>11<br>18<br>11<br>14<br>14   |
AR<br>1<br>2<br>3<br>3<br>4<br>1<br>1<br>3<br>3<br>4<br>4<br>1<br>1<br>3<br>3<br>4<br>4<br>1<br>1<br>3<br>3<br>4<br>4<br>1<br>1<br>3<br>3<br>4<br>4<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1   | TY FIR<br>sec<br>2 - 2<br>3 - 3<br>3 - 3<br>4 - 4<br>sec<br>3 - 3<br>3 - 3<br>3 - 3<br>3 - 3<br>3 - 3<br>2 - 2<br>4 - 4<br>5 - 5  
   | EPOW<br>2 s<br>3<br>5<br>5<br>7<br>7<br>2<br>s<br>5<br>6<br>6<br>6<br>6<br>6<br>5<br>4<br>7<br>7<br>8   
  | VER (<br>secs<br>- 3<br>- 4<br>- 4<br>- 6<br>- 6<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 4<br>- 6<br>- 7  | FP) (U           3 s           5           8           11           3 s           9           9           8           9           11           12   
   | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 5<br>- 10<br>- 11  | 10n           Road           13 - 3           12 - 3           11 - 2           8000           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           11 - 2           9 - 1   
   | ARTI           Image: Arrow of the second se |
LLERY<br>il<br>2<br>2<br>2<br>1<br>il<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>1<br>1<br>1<br>1<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2  | MOV<br>Oper<br>8 - 2<br>7 - 2<br>8 - 2<br>6 - 1<br>Oper<br>8 - 2<br>8 - 2<br>8 - 2<br>8 - 2<br>8 - 2<br>8 - 2<br>8 - 2<br>6 - 1<br>5 - 1  
   | EMEN<br>Br<br>Br<br>Br  
   | <b>T, lin</b><br><b>oke</b><br>7 - 2<br>6- 2<br>7 - 1<br>5 - 1<br><b>oke</b><br>7 - 2<br>7 - 2<br>5 - 2<br>7 - 2<br>7 - 2<br>5 - 2<br>7 - 2<br>7 - 2<br>5 - 1<br>4 - 1  | n L  | ed - un<br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2<br>3 - 2<br>t Wds<br>3 - 2<br>4 - 2<br>3 - 2<br>2 - 2<br>2 - 2  | Imber           Hv W           3 -           2 -   | ed // ds R<br>1 // 1<br>1 // 1  
  | cough         2 - 1         1 - 1         1 - 1         1 - 1         2 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         0 - 0  |
| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder Mapole<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>Rifled Battery<br>10 pounder Parrott F<br>3" Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F<br>Mixed Gun Batter   | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle   | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>14<br>16<br>10  |
AR<br>1<br>2<br>3<br>3<br>4<br>1<br>1<br>3<br>3<br>4<br>4<br>1<br>1<br>3<br>3<br>4<br>4<br>1<br>1<br>3<br>3<br>4<br>4<br>1<br>1<br>3<br>3<br>4<br>4<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1   | TY FIR<br>sec<br>2 - 2<br>3 - 3<br>3 - 3<br>4 - 4<br>5 - 2<br>3 - 3<br>3 - 3<br>3 - 3<br>3 - 3<br>2 - 2<br>4 - 4<br>5 - 5<br>5 - 5<br>3 - 3   
   | EPOW<br>2 s<br>3<br>5<br>5<br>7<br>7<br>2<br>s<br>5<br>6<br>6<br>6<br>6<br>6<br>5<br>4<br>7<br>7<br>8<br>5<br>5<br>5<br>5<br>5<br>5<br>5<br>5<br>5<br>5<br>5<br>5<br>5<br>5<br>5<br>5<br>5  
  | VER (<br>secs<br>- 3<br>- 4<br>- 4<br>- 6<br>- 6<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 4<br>- 6<br>- 7<br>- 4  | FP) (U<br>3 s<br>5<br>8<br>8<br>8<br>11<br>3 s<br>9<br>9<br>9<br>9<br>9<br>9<br>9<br>9<br>9<br>11<br>12<br>8  
   | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 5<br>- 10<br>- 11<br>- 11<br>- 7   | 10n           Road           13 - 3           12 - 3           12 - 3           11 - 2           Road           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3  
   | ARTI           Image: Arrow of the second se | LLERY<br>iI<br>2<br>2<br>2<br>2<br>1<br>iI<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>1<br>1<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2        
   | MOV<br>Oper<br>8 - 2<br>7 - 2<br>8 - 2<br>6 - 1<br>Oper<br>8 - 2<br>8 - 2<br>6 - 1<br>5 - 1<br>7 - 2  
   | EMEN<br>Br<br>Br<br>Br<br>Br<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C  
   | <b>T, lin</b><br><b>oke</b><br>7 - 2<br>6- 2<br>7 - 1<br><b>oke</b><br>7 - 2<br>7 - 1<br>6 - 1<br><b>oke</b><br>7 - 1<br><b>oke</b><br>7 - 1<br><b>oke</b><br>7 - 1<br><b>oke</b><br>7 - 1<br><b>oke</b><br>7 - 1<br><b>oke</b><br>7 - 2<br>7 - 2   | n L  | ed - un<br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2<br>t Wds<br>3 - 2<br>3 - 2   | limberd<br>Hv W<br>3 -<br>2 -<br>2 -<br>2 -<br>Hv W<br>3 -<br>3 -<br>2  | ed // ds R<br>1 // 1<br>1 // 1   | cough         2 - 1         1 - 1         1 - 1         1 - 1         2 - 1         1 - 1         2 - 1         1 - 1         1 - 1         1 - 1         0 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1  |
| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder Mapole<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>Rifled Battery<br>10 pounder Parrott F<br>3" Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F<br>Mixed Gun Batter<br>All Routed Artiller  | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>ery<br>ry*   | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>16<br>10<br>Non   | AR<br>1<br>2<br>3<br>3<br>4<br>1<br>1<br>3<br>3<br>4<br>4<br>1<br>1<br>3<br>3<br>4<br>4<br>4<br>4<br>4<br>4<br>4<br>4<br>4<br>4<br>4<br>4<br>4                                   
   | Sec         2       2         3       3         3       3         3       -3   
   | EPOW<br>2 s<br>5<br>5<br>7<br>7<br>2 s<br>5<br>6<br>6<br>6<br>6<br>6<br>5<br>5<br>4<br>7<br>7<br>8<br>8<br>5<br>5<br>8<br>8<br>5<br>5<br>5<br>8<br>8<br>8<br>5<br>8<br>8<br>8<br>8<br>8   
  | VER (<br>secs<br>- 3<br>- 4<br>- 4<br>- 6<br>- 6<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 4<br>- 6<br>- 7<br>- 7<br>- 4<br>- 0<br>- 7<br>- 4<br>- 0<br>- 7<br>- 4<br>- 0<br>- 10<br>- 10<br>- 10<br>- 10<br>- 10<br>- 10<br>- 10   | FP) (U<br>3 s<br>5<br>8<br>8<br>8<br>11<br>3 s<br>9<br>9<br>9<br>9<br>9<br>9<br>9<br>9<br>11<br>12<br>8<br>8<br>8<br>11<br>12<br>8<br>8<br>8<br>8<br>8<br>9<br>9<br>9<br>9<br>9<br>9<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8  
   | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 10<br>- 11<br>- 11<br>- 7<br>- 7<br>- 10<br>- 9<br>- 7<br>- 7<br>- 10<br>- 10<br>- 9<br>- 7<br>- 10<br>- 9<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | 10n           Road           13 - 3           12 - 2           11 - 2           13 - 3   
   | ARTI           Image: Arrow of the second se | ILERY       iii       2       2       2       1       0       2       2       1       2       2       2       2       2       2       2       2       2       2       2       1       1       2       6  
   | MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           8 - 1           5 - 1           7 - 2           2 D6  
   | EMEN<br>Br<br>Br<br>Br<br>Br<br>Cr<br>Cr<br>Cr<br>Cr<br>Cr<br>Cr<br>Cr<br>Cr<br>Cr<br>Cr<br>Cr<br>Cr<br>Cr  
   | <b>T, lin</b><br>oke<br>7 - 2<br>6- 2<br>7 - 1<br>5 - 1<br>5 - 1<br>5 - 1<br>7 - 2<br>7 - 2<br>5 - 1<br>4 -1<br>5 - 2<br>206  | n L  | ed - un<br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2<br>3 - 2<br>t Wds<br>3 - 2<br>4 - 2<br>3 - 2   | limber<br>Hv W<br>3 -<br>2 -<br>2 -<br>2 -<br>4 Hv W<br>2 -<br>3 -<br>2   | ed // // // // // // // // // // // // //  | ough         2 - 1         1 - 1         1 - 1         2 - 1         1 - 1         2 - 1         1 - 1         2 - 1         1 - 1         2 - 1         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0   
   |
| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder Mapole<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>Rifled Battery<br>10 pounder Parrott F<br>3" Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F<br>Mixed Gun Batter<br>All Routed Artiller  | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>ery<br>ry*   | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>16<br>10<br>Non   | AR<br>1<br>2<br>3<br>3<br>4<br>1<br>1<br>3<br>3<br>4<br>4<br>1<br>1<br>3<br>3<br>4<br>4<br>4<br>4<br>4<br>4<br>4<br>4<br>4<br>4<br>4<br>4<br>4                                   
   | Sec         2       2         3       3         3       3         3       -3   
   | EPOW<br>2 s<br>5<br>5<br>7<br>7<br>2 s<br>5<br>6<br>6<br>6<br>6<br>6<br>5<br>5<br>4<br>7<br>7<br>8<br>8<br>5<br>5<br>8<br>8<br>5<br>5<br>5<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8   
  | VER (<br>secs<br>- 3<br>- 4<br>- 4<br>- 6<br>- 6<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 4<br>- 6<br>- 7<br>- 7<br>- 4<br>- 0<br>- 7<br>- 4<br>- 0<br>- 7<br>- 4<br>- 0<br>- 10<br>- 10<br>- 10<br>- 10<br>- 10<br>- 10<br>- 10   | FP) (U<br>3 s<br>5<br>8<br>8<br>8<br>8<br>11<br>3 s<br>5<br>5<br>7<br>8<br>8<br>9<br>9<br>9<br>9<br>9<br>9<br>9<br>9<br>9<br>9<br>11<br>12<br>8<br>8<br>8<br>8<br>8<br>9<br>9<br>9<br>9<br>9<br>9<br>9<br>9<br>9<br>9<br>8<br>8<br>8<br>8   
   | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 10<br>- 11<br>- 11<br>- 7<br>- 7<br>- 10<br>- 9<br>- 7<br>- 7<br>- 10<br>- 10<br>- 9<br>- 7<br>- 10<br>- 9<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | 10n           Road           13 - 3           12 - 2           11 - 2           13 - 3   
   | ARTI           Image: Arrow of the second se | ILERY       iii       2       2       2       1       0       2       2       1       2       2       2       2       2       2       2       2       2       2       2       1       1       2       6  
   | MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           8 - 1           5 - 1           7 - 2           2 D6  
   | EMEN<br>Br<br>Br<br>Br<br>Br<br>Cr<br>Cr<br>Cr<br>Cr<br>Cr<br>Cr<br>Cr<br>Cr<br>Cr<br>Cr<br>Cr<br>Cr<br>Cr  
   | <b>T, lin</b><br>oke<br>7 - 2<br>6- 2<br>7 - 1<br>5 - 1<br>5 - 1<br>5 - 1<br>7 - 2<br>7 - 2<br>5 - 1<br>4 -1<br>5 - 2<br>206   | n L  | ed - un<br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2<br>3 - 2<br>t Wds<br>3 - 2<br>4 - 2<br>3 - 2   | limber<br>Hv W<br>3 -<br>2 -<br>2 -<br>2 -<br>4 Hv W<br>2 -<br>3 -<br>2   | ed // // // // // // // // // // // // //  | ough         2 - 1         1 - 1         1 - 1         2 - 1         1 - 1         2 - 1         1 - 1         2 - 1         1 - 1         2 - 1         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0  
  |
| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder Napole<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>Rifled Battery<br>10 pounder Parrott F<br>3" Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F<br>Mixed Gun Batter<br>All Routed Artiller  | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>ery<br>ry*   | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>16<br>10<br>Non   | AR<br>1<br>2<br>3<br>3<br>4<br>1<br>1<br>3<br>3<br>3<br>4<br>4<br>1<br>1<br>3<br>3<br>4<br>4<br>1<br>3<br>3<br>3<br>4<br>4<br>4<br>4   
   | Sec         2       2         3       3         3 <td< td=""><td>EPOW<br/>2 s<br/>5<br/>5<br/>7<br/>7<br/>2 s<br/>6<br/>6<br/>6<br/>6<br/>6<br/>6<br/>5<br/>5<br/>4<br/>7<br/>7<br/>8<br/>5<br/>5<br/>0<br/>6<br/>6<br/>6<br/>6<br/>6<br/>7<br/>7<br/>7<br/>8<br/>5<br/>5<br/>5<br/>5<br/>5<br/>7<br/>7<br/>7<br/>7<br/>8<br/>8<br/>5<br/>5<br/>5<br/>5<br/>5</td><td>VER (<br/>secs<br/>- 3<br/>- 4<br/>- 6<br/>- 6<br/>- 6<br/>- 5<br/>- 5<br/>- 5<br/>- 5<br/>- 5<br/>- 5<br/>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 6<br/>- 5<br/>- 5<br/>- 4<br/>- 6<br/>- 5<br/>- 5<br/>- 5<br/>- 4<br/>- 6<br/>- 5<br/>- 5<br/>- 4<br/>- 6<br/>- 5<br/>- 5<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7</td><td>FP) (U           3 s           5           8           8           11           3 s           9           9           8           9           9           8           9           9           8           11           12           8           No           Ip to 3</td><td>S-CS)<br/>ecs<br/>- 4<br/>- 7<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 10<br/>- 11<br/>- 7<br/>- 10<br/>- 9<br/>- 7<br/>- 10<br/>- 7<br/>- 7<br/>- 10<br/>- 7<br/>- 10<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7</td><td>10n           Road           13 - 3           12 - 2           11 - 2           13 - 3           3D6</td><td>ARTI           Image: Arrow of the second se</td><td>ILERY       iil       2       1       1       2       2       2       1       2       2       1       2       1       2       6       tteries</td><td>MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           9 - 1           7 - 2           2D6           can co</td><td>EMEN<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br</td><td><b>T, lir</b><br/>oke<br/>7 - 2<br/>6 - 2<br/>7 - 1<br/>5 - 1<br/><b>oke</b><br/>7 - 2<br/>7 - 2<br/>2 - 1<br/>5 - 1<br/>4 - 1<br/>5 - 2<br/>2 - 1<br/>0<br/><b>x</b> - 2<br/>- 2<br/>- 2<br/>- 2<br/>- 2<br/>- 2<br/>- 2<br/>- 2<br/>- 2<br/>- 2</td><td>n L<br/>n L</td><td>ed - un<br/>t Wds<br/>4 - 2<br/>3 - 2<br/>3 - 2<br/>3 - 2<br/>t Wds<br/>3 - 2<br/>4 - 2<br/>3 - 2</td><td>Imber           Hv W           3 -           2 -  &lt;</td><td>ed           /ds         R           1         1</td><td>ough<br/>2 - 1<br/>1 - 1<br/>1 - 1<br/>2 - 1<br/>1 - 1<br/>2 - 1<br/>1 -</td></td<>  
  | EPOW<br>2 s<br>5<br>5<br>7<br>7<br>2 s<br>6<br>6<br>6<br>6<br>6<br>6<br>5<br>5<br>4<br>7<br>7<br>8<br>5<br>5<br>0<br>6<br>6<br>6<br>6<br>6<br>7<br>7<br>7<br>8<br>5<br>5<br>5<br>5<br>5<br>7<br>7<br>7<br>7<br>8<br>8<br>5<br>5<br>5<br>5<br>5   | VER (<br>secs<br>- 3<br>- 4<br>- 6<br>- 6<br>- 6<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 5<br>- 5<br>- 4<br>- 6<br>- 5<br>- 5<br>- 5<br>- 4<br>- 6<br>- 5<br>- 5<br>- 4<br>- 6<br>- 5<br>- 5<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7   | FP) (U           3 s           5           8           8           11           3 s           9           9           8           9           9           8           9           9           8           11           12           8           No           Ip to 3   
  | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 10<br>- 11<br>- 7<br>- 10<br>- 9<br>- 7<br>- 10<br>- 7<br>- 7<br>- 10<br>- 7<br>- 10<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | 10n           Road           13 - 3           12 - 2           11 - 2           13 - 3           3D6  
   
  | ARTI           Image: Arrow of the second se | ILERY       iil       2       1       1       2       2       2       1       2       2       1       2       1       2       6       tteries  | MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           9 - 1           7 - 2           2D6           can co   
  | EMEN<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br   
  | <b>T, lir</b><br>oke<br>7 - 2<br>6 - 2<br>7 - 1<br>5 - 1<br><b>oke</b><br>7 - 2<br>7 - 2<br>2 - 1<br>5 - 1<br>4 - 1<br>5 - 2<br>2 - 1<br>0<br><b>x</b> - 2<br>- 2<br>- 2<br>- 2<br>- 2<br>- 2<br>- 2<br>- 2<br>- 2<br>- 2  | n L<br>n L   | ed - un<br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2<br>3 - 2<br>t Wds<br>3 - 2<br>4 - 2<br>3 - 2   | Imber           Hv W           3 -           2 -  <    | ed           /ds         R           1         1   
   | ough<br>2 - 1<br>1 - 1<br>1 - 1<br>2 - 1<br>1 - 1<br>2 - 1<br>1 - |
| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder Mapole<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>Rifled Battery<br>10 pounder Parrott F<br>3" Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F<br>Mixed Gun Batter<br>All Routed Artiller<br>Artillery Fire - Use arty<br>Artillery Deliberate Fir   | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>ery<br>ry*  | Arty<br>NR<br>7<br>8<br>6<br>7<br>13<br>12<br>11<br>13<br>12<br>11<br>14<br>16<br>10<br>Non<br>and<br>artille   | AR<br>1<br>2<br>3<br>4<br>1<br>3<br>4<br>4<br>1<br>3<br>4<br>4<br>5<br>6<br>N<br>add d<br>ry at l  
   | Sec         2       2         3       3         3 <td< td=""><td>EPOW<br/>2 s<br/>5<br/>5<br/>7<br/>7<br/>2 s<br/>5<br/>6<br/>6<br/>6<br/>5<br/>5<br/>6<br/>6<br/>6<br/>5<br/>5<br/>8<br/>5<br/>7<br/>7<br/>7<br/>8<br/>5<br/>5<br/>6<br/>6<br/>6<br/>6<br/>5<br/>5<br/>5<br/>5<br/>7<br/>7<br/>7<br/>7<br/>7<br/>8<br/>8<br/>5<br/>5<br/>5<br/>5<br/>5<br/>5<br/>5<br/>5<br/>5</td><td>VER (<br/>secs<br/>- 3<br/>- 4<br/>- 6<br/>- 6<br/>- 6<br/>- 5<br/>- 5<br/>- 5<br/>- 5<br/>- 5<br/>- 5<br/>- 5<br/>- 5<br/>- 7<br/>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 6<br/>- 6<br/>- 8<br/>- 4<br/>- 10<br/>- 9<br/>- 4<br/>- 6<br/>- 9<br/>- 4<br/>- 6<br/>- 9<br/>- 9<br/>- 9<br/>- 9<br/>- 9<br/>- 9<br/>- 9<br/>- 9<br/>- 9<br/>- 9</td><td>FP) (U           3 s           5           8           8           11           3 s           9           9           8           9           11           3 s           9           9           8           9           9           8           11           12           8           12           8           12           8           9           9           9           9           8           9           9           8           9           9           9           9           8           11           12           8           12           8           10           11           12           9           9           9           9           9           9      <tr< td=""><td>S-CS)<br/>ecs<br/>- 4<br/>- 7<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 9<br/>- 10<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7</td><td>10n           Road           13 - 3           12 - 2           11 - 2           13 - 3           3D6           order adj           actio</td><td>ARTI           Image: Arrow of the second se</td><td>ILERY           iii           2           2           1           iii           2           2           1           2           2           1           2           2           2           1           2           2           1           2           2           1           2           6           teries           fire v</td><td>MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           9 - 1           7 - 2           206           can co           vith (+2   <td>EMEN<br/>Br<br/>Br<br/>Br<br/>Br<br/>C<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br</td><td><b>T, lir</b><br/>oke<br/>7 - 2<br/>6 - 2<br/>7 - 1<br/>5 - 1<br/><b>oke</b><br/>7 - 2<br/>7 - 2<br/>2 - 1<br/>5 - 1<br/>9<br/>7 - 2<br/>7 - 2<br/>2<br/>2<br/>0<br/>6 - 2<br/>7<br/>7 - 2<br/>2<br/>2<br/>2<br/>0<br/>6<br/>- 2<br/>2<br/>2<br/>- 2<br/>2<br/>- 2<br/>2<br/>- 2<br/>2<br/>- 2<br/>2<br/>- 2<br/>2<br/>- 2<br/>-</td><td>n L<br/>n L<br/>n L</td><td>ed - un<br/>t Wds<br/>4 - 2<br/>3 - 2<br/>3 - 2<br/>3 - 2<br/>3 - 2<br/>t Wds<br/>3 - 2<br/>4 - 2<br/>3 - 2</td><td>limber<br/>Hv W<br/>3 -<br/>2 -<br/>2 -<br/>2 -<br/>4 VW<br/>2 -<br/>3 -<br/>2 -<br/>2 -<br/>2 -<br/>2 -<br/>2 -<br/>2 -<br/>2 -<br/>2</td><td>ed<br/>/ds R<br/>1 1<br/>1 1<br/>1 1<br/>/ds R<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1</td><td>ough<br/>2 - 1<br/>1 - 1<br/>1 - 1<br/>ough<br/>1 - 1<br/>2 - 1<br/>1 -</td></td></tr<></td></td<>   | EPOW<br>2 s<br>5<br>5<br>7<br>7<br>2 s<br>5<br>6<br>6<br>6<br>5<br>5<br>6<br>6<br>6<br>5<br>5<br>8<br>5<br>7<br>7<br>7<br>8<br>5<br>5<br>6<br>6<br>6<br>6<br>5<br>5<br>5<br>5<br>7<br>7<br>7<br>7<br>7<br>8<br>8<br>5<br>5<br>5<br>5<br>5<br>5<br>5<br>5<br>5  
   | VER (<br>secs<br>- 3<br>- 4<br>- 6<br>- 6<br>- 6<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 6<br>- 8<br>- 4<br>- 10<br>- 9<br>- 4<br>- 6<br>- 9<br>- 4<br>- 6<br>- 9<br>- 9<br>- 9<br>- 9<br>- 9<br>- 9<br>- 9<br>- 9<br>- 9<br>- 9   | FP) (U           3 s           5           8           8           11           3 s           9           9           8           9           11           3 s           9           9           8           9           9           8           11           12           8           12           8           12           8           9           9           9           9           8           9           9           8           9           9           9           9           8           11           12           8           12           8           10           11           12           9           9           9           9           9           9 <tr< td=""><td>S-CS)<br/>ecs<br/>- 4<br/>- 7<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 9<br/>- 10<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7</td><td>10n           Road           13 - 3           12 - 2           11 - 2           13 - 3           3D6           order adj           actio</td><td>ARTI           Image: Arrow of the second se</td><td>ILERY           iii           2           2           1           iii           2           2           1           2           2           1           2           2           2           1           2           2           1           2           2           1           2           6           teries           fire v</td><td>MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           9 - 1           7 - 2           206           can co           vith (+2   <td>EMEN<br/>Br<br/>Br<br/>Br<br/>Br<br/>C<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br</td><td><b>T, lir</b><br/>oke<br/>7 - 2<br/>6 - 2<br/>7 - 1<br/>5 - 1<br/><b>oke</b><br/>7 - 2<br/>7 - 2<br/>2 - 1<br/>5 - 1<br/>9<br/>7 - 2<br/>7 - 2<br/>2<br/>2<br/>0<br/>6 - 2<br/>7<br/>7 - 2<br/>2<br/>2<br/>2<br/>0<br/>6<br/>- 2<br/>2<br/>2<br/>- 2<br/>2<br/>- 2<br/>2<br/>- 2<br/>2<br/>- 2<br/>2<br/>- 2<br/>2<br/>- 2<br/>-</td><td>n L<br/>n L<br/>n L</td><td>ed - un<br/>t Wds<br/>4 - 2<br/>3 - 2<br/>3 - 2<br/>3 - 2<br/>3 - 2<br/>t Wds<br/>3 - 2<br/>4 - 2<br/>3 - 2</td><td>limber<br/>Hv W<br/>3 -<br/>2 -<br/>2 -<br/>2 -<br/>4 VW<br/>2 -<br/>3 -<br/>2 -<br/>2 -<br/>2 -<br/>2 -<br/>2 -<br/>2 -<br/>2 -<br/>2</td><td>ed<br/>/ds R<br/>1 1<br/>1 1<br/>1 1<br/>/ds R<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1</td><td>ough<br/>2 - 1<br/>1 - 1<br/>1 - 1<br/>ough<br/>1 - 1<br/>2 - 1<br/>1 -</td></td></tr<>   | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 9<br>- 10<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7   | 10n           Road           13 - 3           12 - 2           11 - 2           13 - 3           3D6           order adj           actio   
   
   | ARTI           Image: Arrow of the second se | ILERY           iii           2           2           1           iii           2           2           1           2           2           1           2           2           2           1           2           2           1           2           2           1           2           6           teries           fire v  | MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           9 - 1           7 - 2           206           can co           vith (+2 <td>EMEN<br/>Br<br/>Br<br/>Br<br/>Br<br/>C<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br</td> <td><b>T, lir</b><br/>oke<br/>7 - 2<br/>6 - 2<br/>7 - 1<br/>5 - 1<br/><b>oke</b><br/>7 - 2<br/>7 - 2<br/>2 - 1<br/>5 - 1<br/>9<br/>7 - 2<br/>7 - 2<br/>2<br/>2<br/>0<br/>6 - 2<br/>7<br/>7 - 2<br/>2<br/>2<br/>2<br/>0<br/>6<br/>- 2<br/>2<br/>2<br/>- 2<br/>2<br/>- 2<br/>2<br/>- 2<br/>2<br/>- 2<br/>2<br/>- 2<br/>2<br/>- 2<br/>-</td> <td>n L<br/>n L<br/>n L</td> <td>ed - un<br/>t Wds<br/>4 - 2<br/>3 - 2<br/>3 - 2<br/>3 - 2<br/>3 - 2<br/>t Wds<br/>3 - 2<br/>4 - 2<br/>3 - 2</td> <td>limber<br/>Hv W<br/>3 -<br/>2 -<br/>2 -<br/>2 -<br/>4 VW<br/>2 -<br/>3 -<br/>2 -<br/>2 -<br/>2 -<br/>2 -<br/>2 -<br/>2 -<br/>2 -<br/>2</td> <td>ed<br/>/ds R<br/>1 1<br/>1 1<br/>1 1<br/>/ds R<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1</td> <td>ough<br/>2 - 1<br/>1 - 1<br/>1 - 1<br/>ough<br/>1 - 1<br/>2 - 1<br/>1 -</td>   
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| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder Mapole<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>Rifled Battery<br>10 pounder Parrott F<br>3" Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F<br>Mixed Gun Batter<br>All Routed Artiller<br>Artillery Fire - Use arty<br>Artillery Deliberate Fir<br>Long Range (LR) = 2x M   | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>ery<br>ry*<br>V FPs<br>re - A<br>NR  | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>16<br>10<br>Non<br>c and<br>crtiller  | AR<br>1<br>2<br>3<br>4<br>1<br>3<br>4<br>4<br>5<br>6<br>N<br>add d<br>ry at l<br>ormal   
   | Sec         2       2         3       3         3       3         4       3         5       3         3 <td< td=""><td>EPOW<br/>2 s<br/>5<br/>5<br/>7<br/>7<br/>2 s<br/>5<br/>6<br/>6<br/>6<br/>5<br/>5<br/>6<br/>6<br/>6<br/>5<br/>5<br/>8<br/>5<br/>7<br/>7<br/>7<br/>8<br/>5<br/>5<br/>6<br/>6<br/>6<br/>6<br/>6<br/>5<br/>5<br/>5<br/>7<br/>7<br/>7<br/>7<br/>8<br/>5<br/>5<br/>5<br/>5<br/>5<br/>7<br/>7<br/>7<br/>7<br/>7<br/>8<br/>8<br/>5<br/>5<br/>5<br/>5</td><td>VER (<br/>secs<br/>- 3<br/>- 4<br/>- 6<br/>- 6<br/>- 6<br/>- 5<br/>- 4<br/>- 5<br/>- 5<br/>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 7<br/>- 4<br/>- 0<br/>- 7<br/>- 4<br/>- 0<br/>- 7<br/>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 6<br/>- 5<br/>- 5<br/>- 4<br/>- 6<br/>- 5<br/>- 5<br/>- 7<br/>- 4<br/>- 6<br/>- 6<br/>- 6<br/>- 6<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7</td><td>FP) (U           3 s           5           8           8           11           3 s           9           9           8           9           9           8           9           9           8           9           9           8           11           3 s           9           9           8           11           12           8           12           8           9           9           9           8           11           12           8           12           8           12           8           12           8           9           9           9           9           9           9           9           9           9           9           9      9</td><td>S-CS)<br/>ecs<br/>- 4<br/>- 7<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 10<br/>- 7<br/>- 7<br/>- 8<br/>- 8<br/>- 9<br/>- 10<br/>ecs<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7</td><td>10n           Road           13 - 3           12 - 3           11 - 2           11 - 2           13 - 3           14 - 2           9 - 1           13 - 2           3D6           order adj           actio           order Range</td><td>ARTI           Image: Arrow of the second s</td><td>IIERY           ii           2           2           1           2           1           2           6           teries           fire v           /2 NR</td><td>MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           9 - 1           7 - 2           2D6           can coo           with (+2   </td><td>EMEN<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br</td><td><b>T, lin</b><br/><b>oke</b><br/>7 - 2<br/>6 - 2<br/>7 - 1<br/>5 - 1<br/><b>oke</b><br/>7 - 2<br/>7 - 2<br/>5 - 2<br/>7 - 2<br/>5 - 1<br/>4 - 1<br/>5 - 2<br/>206<br/><i>up</i> to<br/><i>n</i> to<br/><i></i></td><td>n L<br/>n L<br/>n L</td><td>ed - un<br/>t Wds<br/>4 - 2<br/>3 - 2<br/>3 - 2<br/>3 - 2<br/>t Wds<br/>3 - 2<br/>4 - 2<br/>3 - 2</td><td>Imber           Hv W           3 -           2 -      /&gt;2 -      /&gt;2</td><td>ed<br/>/ds R<br/>1 1<br/>1 1<br/>1 1<br/>/ds R<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1</td><td>ough         2 - 1         1 - 1         1 - 1         ough         1 - 1         2 - 1         1 - 1         2 - 1         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         condr         fire         fire         only,</td></td<>  | EPOW<br>2 s<br>5<br>5<br>7<br>7<br>2 s<br>5<br>6<br>6<br>6<br>5<br>5<br>6<br>6<br>6<br>5<br>5<br>8<br>5<br>7<br>7<br>7<br>8<br>5<br>5<br>6<br>6<br>6<br>6<br>6<br>5<br>5<br>5<br>7<br>7<br>7<br>7<br>8<br>5<br>5<br>5<br>5<br>5<br>7<br>7<br>7<br>7<br>7<br>8<br>8<br>5<br>5<br>5<br>5   
   | VER (<br>secs<br>- 3<br>- 4<br>- 6<br>- 6<br>- 6<br>- 5<br>- 4<br>- 5<br>- 5<br>- 4<br>- 6<br>- 7<br>- 4<br>- 7<br>- 4<br>- 0<br>- 7<br>- 4<br>- 0<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 5<br>- 5<br>- 4<br>- 6<br>- 5<br>- 5<br>- 7<br>- 4<br>- 6<br>- 6<br>- 6<br>- 6<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7   | FP) (U           3 s           5           8           8           11           3 s           9           9           8           9           9           8           9           9           8           9           9           8           11           3 s           9           9           8           11           12           8           12           8           9           9           9           8           11           12           8           12           8           12           8           12           8           9           9           9           9           9           9           9           9           9           9           9      9  
  | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 10<br>- 7<br>- 7<br>- 8<br>- 8<br>- 9<br>- 10<br>ecs<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | 10n           Road           13 - 3           12 - 3           11 - 2           11 - 2           13 - 3           14 - 2           9 - 1           13 - 2           3D6           order adj           actio           order Range  
   
  | ARTI           Image: Arrow of the second s  | IIERY           ii           2           2           1           2           1           2           6           teries           fire v           /2 NR   | MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           9 - 1           7 - 2           2D6           can coo           with (+2   
  | EMEN<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br   
  | <b>T, lin</b><br><b>oke</b><br>7 - 2<br>6 - 2<br>7 - 1<br>5 - 1<br><b>oke</b><br>7 - 2<br>7 - 2<br>5 - 2<br>7 - 2<br>5 - 1<br>4 - 1<br>5 - 2<br>206<br><i>up</i> to<br><i>n</i> to<br><i></i>  | n L<br>n L<br>n L  | ed - un<br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2<br>3 - 2<br>t Wds<br>3 - 2<br>4 - 2<br>3 - 2   | Imber           Hv W           3 -           2 -      />2 -      />2 | ed<br>/ds R<br>1 1<br>1 1<br>1 1<br>/ds R<br>1 1<br>1 1<br>1 1<br>1 1<br>1 1<br>1 1<br>1 1<br>1  | ough         2 - 1         1 - 1         1 - 1         ough         1 - 1         2 - 1         1 - 1         2 - 1         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         condr         fire         fire         only,  |
| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder Mapole<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>24 pounder howin<br>Rifled Battery<br>10 pounder Parrott F<br>3" Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>Mixed Gun Batter<br>All Routed Artiller<br>Artillery Fire - Use arty<br>Artillery Deliberate Fir<br>Long Range (LR) = 2x N<br>LR or Desperation Firi   | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>ery<br>ry*<br>V FPs<br>re - A<br>NR<br>Ng ( L   | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>16<br>10<br>Non<br>5<br>and<br>artille<br>No<br>PF) = 2   |
AR<br>1<br>2<br>3<br>4<br>1<br>3<br>4<br>4<br>5<br>6<br>1<br>1<br>3<br>4<br>4<br>5<br>6<br>1<br>1<br>1<br>3<br>4<br>4<br>5<br>6<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7   | Sec         2       -2         3       -3         -3       -3         -3       -3         -3       -3         -3       -3         -3       -3         -3       -3         -3       -3         -2       -4         -5       -3         -5       -3         -5       -3         lone       -5         lice as long or       Range         D6       -6   
   | EPOW<br>2 s<br>5<br>5<br>7<br>7<br>2 s<br>6<br>6<br>6<br>6<br>6<br>5<br>4<br>7<br>7<br>8<br>5<br>0<br>6<br>6<br>6<br>5<br>7<br>7<br>7<br>8<br>5<br>0<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6   
  | VER (<br>Secs<br>- 3<br>- 4<br>- 4<br>- 6<br>Secs<br>- 4<br>- 5<br>- 5<br>- 4<br>- 5<br>- 5<br>- 4<br>- 6<br>Secs<br>- 4<br>- 5<br>- 5<br>- 4<br>- 6<br>Secs<br>- 4<br>- 6<br>Secs<br>- 4<br>- 6<br>Secs<br>- 4<br>- 7<br>- 6<br>Secs<br>- 4<br>- 7<br>- 7<br>- 4<br>- 6<br>Secs<br>- 4<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | FP) (U         3 s         5         8         8         11         3 s         9         9         8         6         11         12         8         9 <t< td=""><td>S-CS)<br/>ecs<br/>- 4<br/>- 7<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 10<br/>- 11<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7</td><td>10n           Road           13 - 3           12 - 3           11 - 2           11 - 2           13 - 3           50 - 1           3D6           order adj           order Range           SR /</td><td>ARTI           Image: Arrow of the second state of the s</td><td>ILERY       ii       2       2       1       ii       2       2       1       2       2       2       2       1       2       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       1       2       1       1       1       2       1       1       2       1       2       1       1       2       2   <td>MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           9 - 10           7 - 2           2 D6           can co           with (+1)           Can co</td><td>EMEN<br/>Br<br/>Br<br/>Br<br/>Br<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C</td><td><b>T, lin</b><br/><b>oke</b><br/>7 - 2<br/>6 - 2<br/>7 - 1<br/>5 - 1<br/><b>oke</b><br/>7 - 2<br/>7 - 2<br/>5 - 2<br/>7 - 2<br/>5 - 1<br/>4 - 1<br/>5 - 2<br/>206<br/><i>up</i> to<br/><i>n</i> can<br/><i>r</i> can</td><td>n L<br/>n L<br/>n L<br/>o 6 se<br/>lot all<br/>e (CR<br/>nister</td><td>ed - un<br/>t Wds<br/>4 - 2<br/>3 - 2<br/>3 - 2<br/>3 - 2<br/>t Wds<br/>3 - 2<br/>4 - 2<br/>3 - 2<br/>5 - 2</td><td>Imber           Hv W           3 -           2 -      /&gt; -</td><td>ed<br/>/ds R<br/>1 1<br/>1 1<br/>1 1<br/>/ds R<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1</td><td>ough         2 - 1         1 - 1         1 - 1         ough         1 - 1         2 - 1         1 - 1         2 - 1         1 - 1         2 - 1         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         condr         fire         fire         only         /5D6</td></td></t<>  
   | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 10<br>- 11<br>- 7<br>- 10<br>ecs<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7   | 10n           Road           13 - 3           12 - 3           11 - 2           11 - 2           13 - 3           50 - 1           3D6           order adj           order Range           SR /  
   | ARTI           Image: Arrow of the second state of the s  | ILERY       ii       2       2       1       ii       2       2       1       2       2       2       2       1       2       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       2       1       1       2       1       1       1       2       1       1       2       1       2       1       1       2       2 <td>MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           9 - 10           7 - 2           2 D6           can co           with (+1)           Can co</td> <td>EMEN<br/>Br<br/>Br<br/>Br<br/>Br<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C</td> <td><b>T, lin</b><br/><b>oke</b><br/>7 - 2<br/>6 - 2<br/>7 - 1<br/>5 - 1<br/><b>oke</b><br/>7 - 2<br/>7 - 2<br/>5 - 2<br/>7 - 2<br/>5 - 1<br/>4 - 1<br/>5 - 2<br/>206<br/><i>up</i> to<br/><i>n</i> can<br/><i>r</i> can</td> <td>n L<br/>n L<br/>n L<br/>o 6 se<br/>lot all<br/>e (CR<br/>nister</td> <td>ed - un<br/>t Wds<br/>4 - 2<br/>3 - 2<br/>3 - 2<br/>3 - 2<br/>t Wds<br/>3 - 2<br/>4 - 2<br/>3 - 2<br/>5 - 2</td> <td>Imber           Hv W           3 -           2 -      /&gt; -</td> <td>ed<br/>/ds R<br/>1 1<br/>1 1<br/>1 1<br/>/ds R<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1 1<br/>1</td> <td>ough         2 - 1         1 - 1         1 - 1         ough         1 - 1         2 - 1         1 - 1         2 - 1         1 - 1         2 - 1         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         condr         fire         fire         only         /5D6</td> | MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           9 - 10           7 - 2           2 D6           can co           with (+1)           Can co  
   
  | EMEN<br>Br<br>Br<br>Br<br>Br<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C   | <b>T, lin</b><br><b>oke</b><br>7 - 2<br>6 - 2<br>7 - 1<br>5 - 1<br><b>oke</b><br>7 - 2<br>7 - 2<br>5 - 2<br>7 - 2<br>5 - 1<br>4 - 1<br>5 - 2<br>206<br><i>up</i> to<br><i>n</i> can<br><i>r</i> can   | n L<br>n L<br>n L<br>o 6 se<br>lot all<br>e (CR<br>nister                  | ed - un<br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2<br>3 - 2<br>t Wds<br>3 - 2<br>4 - 2<br>3 - 2<br>5 - 2   | Imber           Hv W           3 -           2 -      /> -           | ed<br>/ds R<br>1 1<br>1 1<br>1 1<br>/ds R<br>1 1<br>1 1<br>1 1<br>1 1<br>1 1<br>1 1<br>1 1<br>1  
   | ough         2 - 1         1 - 1         1 - 1         ough         1 - 1         2 - 1         1 - 1         2 - 1         1 - 1         2 - 1         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         condr         fire         fire         only         /5D6  |
| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder Mapole<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>Rifled Battery<br>10 pounder Parrott F<br>3" Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>Mixed Gun Batter<br>All Routed Artiller<br>Artillery Fire - Use arty<br>Artillery Deliberate Fir<br>Long Range (LR) = 2x N<br>LR or Desperation Firir<br>Arty in disorder = 1/2  | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>ery<br>ry<br>See - A<br>NR<br>NR<br>NR<br>NR<br>See - A<br>NR<br>NR<br>See - A  | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>16<br>10<br>Non<br>5<br>and<br>artille<br>Nop<br>F) = a<br>Arty   | AR<br>1<br>2<br>3<br>4<br>1<br>3<br>4<br>4<br>1<br>3<br>4<br>4<br>5<br>6<br>8<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7                                   
   | TY FIR         sec         - 2         - 3         - 4 <t< td=""><td>EPOW<br/>2 s<br/>5<br/>5<br/>7<br/>7<br/>2 s<br/>6<br/>6<br/>6<br/>6<br/>5<br/>6<br/>6<br/>6<br/>6<br/>6<br/>5<br/>5<br/>8<br/>5<br/>8<br/>8<br/>5<br/>8<br/>8<br/>5<br/>8<br/>8<br/>7<br/>7<br/>7<br/>8<br/>8<br/>5<br/>5<br/>6<br/>6<br/>6<br/>6<br/>6<br/>6<br/>6<br/>6<br/>6<br/>7<br/>7<br/>7<br/>7<br/>8<br/>8<br/>5<br/>5<br/>5<br/>5<br/>5<br/>6<br/>6<br/>6<br/>6<br/>6<br/>6<br/>6<br/>6<br/>6<br/>6<br/>6<br/>6<br/>6</td><td>VER (<br/>Secs<br/>- 3<br/>- 4<br/>- 4<br/>- 6<br/>Secs<br/>- 4<br/>- 5<br/>- 5<br/>- 4<br/>- 5<br/>- 5<br/>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 6<br/>- 5<br/>- 3<br/>- 4<br/>- 6<br/>- 8<br/>- 8<br/>- 9<br/>- 9<br/>- 9<br/>- 9<br/>- 9<br/>- 9<br/>- 9<br/>- 9</td><td>FP) (U           3 s           5           8           11           3 s           9           9           8           11           3 s           9           9           8           6           11           12           8           9           8           11           12           8           9           9           9           9</td><td>S-CS)<br/>ecs<br/>- 4<br/>- 7<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 10<br/>- 7<br/>- 7<br/>- 8<br/>- 8<br/>- 9<br/>- 10<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7</td><td>10n           Road           13 - 3           12 - 3           11 - 2           11 - 2           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           5           13 - 3           5           13 - 3           5           13 - 3           5           13 - 3           5           13 - 3           5           13 - 3           5           6           5           6           7           7           13 - 3           13 - 3           3D6           5           6           7           7           7           13 - 3           13 - 3</td></t<> <td>ARTI           Image: Arrow of the second se</td> <td>LLERY<br/>iI<br/>2<br/>2<br/>2<br/>1<br/>iI<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2</td> <td>MOV           0pen           8 - 2           7 - 2           8 - 2           6 - 1           0pen           8 - 2           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10           10 - 10           10 - 10</td> <td>EMEN<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C<br/>C</td> <td><b>T, lin</b><br/><b>oke</b><br/><b>6</b>-2<br/><b>7</b>-1<br/><b>5</b>-1<br/><b>0</b><br/><b>6</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2<br/><b>7</b>-2</td> <td>n L<br/>n L<br/>n L<br/>o 6 se<br/>lot all<br/>e (CR<br/>hister<br/>Canis</td> <td>ed - un<br/>t Wds<br/>4 - 2<br/>3 - 2<br/>3 - 2<br/>4 - 2<br/>3 - 2<br/>4 - 2<br/>3 - 2<br/>5 - 5<br/>5 - 5</td> <td>Imber           Hv W      
    3 -           2 -</td> <td>ed<br/>/ds R<br/>1<br/>1<br/>1<br/>/ds R<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1</td> <td>ough           2 - 1           1 - 1           1 - 1           2 - 1           1 - 1           2 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           5 - 0           5 - 0           5 - 0</td>  | EPOW<br>2 s<br>5<br>5<br>7<br>7<br>2 s<br>6<br>6<br>6<br>6<br>5<br>6<br>6<br>6<br>6<br>6<br>5<br>5<br>8<br>5<br>8<br>8<br>5<br>8<br>8<br>5<br>8<br>8<br>7<br>7<br>7<br>8<br>8<br>5<br>5<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>7<br>7<br>7<br>7<br>8<br>8<br>5<br>5<br>5<br>5<br>5<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6   | VER (<br>Secs<br>- 3<br>- 4<br>- 4<br>- 6<br>Secs<br>- 4<br>- 5<br>- 5<br>- 4<br>- 5<br>- 5<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 5<br>- 3<br>- 4<br>- 6<br>- 8<br>- 8<br>- 9<br>- 9<br>- 9<br>- 9<br>- 9<br>- 9<br>- 9<br>- 9   | FP) (U           3 s           5           8           11           3 s           9           9           8           11           3 s           9           9           8           6           11           12           8           9           8           11           12           8           9           9           9           9   
   
  | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 10<br>- 7<br>- 7<br>- 8<br>- 8<br>- 9<br>- 10<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | 10n           Road           13 - 3           12 - 3           11 - 2           11 - 2           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           5           13 - 3           5           13 - 3           5           13 - 3           5           13 - 3           5           13 - 3           5           13 - 3           5           6           5           6           7           7           13 - 3           13 - 3           3D6           5           6           7           7           7           13 - 3           13 - 3  
  | ARTI           Image: Arrow of the second se | LLERY<br>iI<br>2<br>2<br>2<br>1<br>iI<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2  
  | MOV           0pen           8 - 2           7 - 2           8 - 2           6 - 1           0pen           8 - 2           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10           10 - 10           10 - 10   
  | EMEN<br>Br<br>Br<br>Br<br>Br<br>Br<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C   | <b>T, lin</b><br><b>oke</b><br><b>6</b> -2<br><b>7</b> -1<br><b>5</b> -1<br><b>0</b><br><b>6</b> -2<br><b>7</b> -2 | n L<br>n L<br>n L<br>o 6 se<br>lot all<br>e (CR<br>hister<br>Canis         | ed - un<br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2<br>4 - 2<br>3 - 2<br>4 - 2<br>3 - 2<br>5 - 5<br>5 - 5   | Imber           Hv W           3 -           2 -       | ed<br>/ds R<br>1<br>1<br>1<br>/ds R<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1   | ough           2 - 1           1 - 1           1 - 1           2 - 1           1 - 1           2 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           5 - 0           5 - 0           5 - 0   
   |
| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder (<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>Rifled Battery<br>10 pounder Parrott F<br>3" Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>Mixed Gun Batter<br>All Routed Artiller<br>Artillery Fire - Use arty<br>Artillery Fire - Use arty<br>Artillery Deliberate Fir<br>Long Range (LR) = 2x N<br>LR or Desperation Firin<br>Arty in disorder = 1/2  | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Pry<br>Y FPs<br>V FPs<br>Ven Q   | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>16<br>10<br>Non<br>*<br>*<br>and<br>trillec<br>*<br>*<br>*<br>*   | AR<br>1<br>2<br>3<br>4<br>1<br>3<br>4<br>4<br>5<br>6<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1  
   | TY FIR         sec         2 - 2         3 - 3         1 - 4         5 - 5         3 - 3         1 - 4         5 - 5         3 - 3         1 - 4         5 - 5         3 - 3         1 - 4         5 - 5         3 - 3         1 - 4         5 - 5         1 - 4         5 - 5         1 - 3         1 - 4         5 - 5         1 - 3         1 - 4         5 - 5         1 - 3         1 - 4         5 - 5         5 - 3     <  
   | EPOW<br>2 s<br>5<br>5<br>7<br>7<br>2 s<br>6<br>6<br>6<br>5<br>5<br>6<br>6<br>6<br>5<br>6<br>6<br>6<br>5<br>7<br>7<br>7<br>2 s<br>6<br>6<br>6<br>6<br>6<br>7<br>7<br>7<br>7<br>7<br>2 s<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6   
  | VER (<br>secs<br>- 3<br>- 4<br>- 6<br>- 6<br>- 6<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 7<br>- 4<br>- 6<br>- 5<br>- 5<br>- 7<br>- 4<br>- 6<br>- 5<br>- 5<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | FP) (U           3 s           5           8           8           11           3 s           9           9           8           9           9           8           9           9           8           9           9           8           9           9           8           9           9           8           9           9           8           9           9           8           9           9           8           9           9           8           6           11           8           9           9           8           9           9           8           9           9           9           9           9           9           9 <t< td=""><td>S-CS)<br/>ecs<br/>- 4<br/>- 7<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8</td><td>10n           Road           13 - 3           12 - 2           11 - 2           11 - 2           13 - 3           3D6           order adj           order adj           d 2 actio           order Kange           SR H           was odd,</td><td>ARTI           Image: Arrow of the second se</td><td>IIERY       ii       2       2       1       2       3       2       3       4       2       4       2       4       2       4       3       4       4</td><td>MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           6 - 1           7 - 2           8 - 2           7 - 2           8 - 2           6 - 1           5 - 1           7 - 2           206           can co           vith (+2)           Can co           RM/-11           r and r</td><td>EMEN<br/>Br<br/>Br<br/>Br<br/>Br<br/>C<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br</td><td><b>T, lin</b><br/><b>oke</b><br/><b>7</b> - 2<br/><b>6</b> - 2<br/><b>7</b> - 1<br/><b>5</b> - 1<br/><b>5</b> - 1<br/><b>7</b> - 2<br/><b>7</b> - 2<br/><b>2 1</b> - 1<br/><b>1</b><br/><b>4</b> - 1<br/><b>1</b> N<br/>Rang<br/>r Car<br/>Rifle<br/><b>a</b>bove</td><td>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L</td><td>ed - un<br/>t Wds<br/>4 - 2<br/>3 - 2<br/>3 - 2<br/>3 - 2<br/>t Wds<br/>3 - 2<br/>4 - 2<br/>3 - 2</td><td>Imber           Hv W           3 -           2 -</td><td>ed           /ds         R           1         1</td><td>ough           2 - 1           1 - 1           1 - 1           2 - 1           1 - 1           2 - 1           1 - 1           2 - 1           1 - 1           2 - 1           1 - 1           2 - 1           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0</td></t<>   
   | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8  | 10n           Road           13 - 3           12 - 2           11 - 2           11 - 2           13 - 3           3D6           order adj           order adj           d 2 actio           order Kange           SR H           was odd,  
   | ARTI           Image: Arrow of the second se | IIERY       ii       2       2       1       2       3       2       3       4       2       4       2       4       2       4       3       4       4   | MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           6 - 1           7 - 2           8 - 2           7 - 2           8 - 2           6 - 1           5 - 1           7 - 2           206           can co           vith (+2)           Can co           RM/-11           r and r  
   
   | EMEN<br>Br<br>Br<br>Br<br>Br<br>C<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br   | <b>T, lin</b><br><b>oke</b><br><b>7</b> - 2<br><b>6</b> - 2<br><b>7</b> - 1<br><b>5</b> - 1<br><b>5</b> - 1<br><b>7</b> - 2<br><b>7</b> - 2<br><b>2 1</b> - 1<br><b>1</b><br><b>4</b> - 1<br><b>1</b> N<br>Rang<br>r Car<br>Rifle<br><b>a</b> bove  | n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L         | ed - un<br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2<br>3 - 2<br>t Wds<br>3 - 2<br>4 - 2<br>3 - 2   | Imber           Hv W           3 -           2 -    
      2 -           2 -           2 -           2 -           2 -           2 -           2 -           2 -           2 -           2 -           2 -           2 -           2 -           2 -           2 -           2 -       | ed           /ds         R           1         1   | ough           2 - 1           1 - 1           1 - 1           2 - 1           1 - 1           2 - 1           1 - 1           2 - 1           1 - 1           2 - 1           1 - 1           2 - 1           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0   |
| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder Napole<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>24 pounder howin<br>Rifled Battery<br>10 pounder Parrott F<br>3" Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>Mixed Gun Batter<br>All Routed Artiller<br>Artillery Fire - Use arty<br>Artillery Deliberate Fir<br>Long Range (LR) = 2x N<br>LR or Desperation Firin<br>Arty in disorder = 1/2<br>* If arty routs with an e   | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>ery<br>ry*<br>V FPs<br>ve - A<br>NR<br>Se - A<br>NR<br>Se - A<br>NR<br>Se - A<br>Se   | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>16<br>10<br>Non<br>*<br>*<br>and<br>trtiller<br>*<br>*<br>*<br>*<br>*   | AR<br>1<br>2<br>3<br>4<br>1<br>3<br>4<br>4<br>5<br>4<br>4<br>5<br>6<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1   | TY FIR         sec         2 - 2         3 - 3     <  
   
   | EPOW<br>2 s<br>5<br>5<br>7<br>7<br>2 s<br>6<br>6<br>6<br>6<br>5<br>6<br>6<br>6<br>6<br>6<br>7<br>7<br>8<br>5<br>6<br>6<br>6<br>6<br>6<br>7<br>7<br>8<br>5<br>6<br>6<br>6<br>6<br>7<br>7<br>8<br>5<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>8<br>7<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>8<br>7<br>8<br>8<br>8<br>7<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8  | VER (<br>secs<br>- 3<br>- 4<br>- 6<br>- 6<br>- 7<br>- 4<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 4<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 4<br>- 6<br>- 5<br>- 5<br>- 5<br>- 7<br>- 4<br>- 6<br>- 5<br>- 5<br>- 7<br>- 4<br>- 6<br>- 5<br>- 5<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | FP) (U         3 s         5         8         8         11         3 s         9         9         8         9         9         8   
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   | MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           6 - 1           7 - 2           8 - 2           7 - 2           8 - 2           6 - 1           5 - 1           7 - 2           206           can co           vith (+2)           Can co           with (+1)           r and r   
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| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder Mapole<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>24 pounder howin<br>Rifled Battery<br>10 pounder Parrott F<br>3" Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>Mixed Gun Batter<br>All Routed Artiller<br>Artillery Fire - Use arty<br>Artillery Deliberate Fir<br>Long Range (LR) = 2x N<br>LR or Desperation Firin<br>Arty in disorder = 1/2<br>* If arty routs with an e   | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>ery<br>ry*<br>V FPs<br>ve - A<br>NR<br>Se - A<br>NR<br>Se - A<br>NR<br>Se - A<br>Se   | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>16<br>10<br>Non<br>*<br>*<br>and<br>trtiller<br>*<br>*<br>*<br>*<br>*   | AR<br>1<br>2<br>3<br>4<br>1<br>3<br>4<br>4<br>5<br>4<br>4<br>5<br>6<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1   | TY FIR         sec         2 - 2         3 - 3     <  
   
   | EPOW<br>2 s<br>5<br>5<br>7<br>7<br>2 s<br>6<br>6<br>6<br>6<br>5<br>6<br>6<br>6<br>6<br>6<br>7<br>7<br>8<br>5<br>6<br>6<br>6<br>6<br>6<br>7<br>7<br>8<br>5<br>6<br>6<br>6<br>6<br>7<br>7<br>8<br>5<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>8<br>7<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>8<br>7<br>8<br>8<br>8<br>7<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8  | VER (<br>secs<br>- 3<br>- 4<br>- 6<br>- 6<br>- 7<br>- 4<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 4<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 5<br>- 5<br>- 5<br>- 5<br>- 5<br>- 4<br>- 6<br>- 5<br>- 5<br>- 5<br>- 7<br>- 4<br>- 6<br>- 5<br>- 5<br>- 7<br>- 4<br>- 6<br>- 5<br>- 5<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | FP) (U         3 s         5         8         8         11         3 s         9         9         8         9         9         8   
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   | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8  | 10n           Road           13 - 3           12 - 2           11 - 2           11 - 2           13 - 3           3D6           order adj           order adj           d 2 actio           order tadj           sk i           was odd,           CAVA   
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   | MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           6 - 1           7 - 2           8 - 2           7 - 2           8 - 2           6 - 1           5 - 1           7 - 2           206           can co           vith (+2)           Can co           with (+1)           r and r   
   | EMEN<br>Br<br>Br<br>Br<br>Br<br>Br<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C<br>C   | <b>T, lin</b><br><b>oke</b><br><b>7</b> - 2<br><b>6</b> - 2<br><b>7</b> - 1<br><b>5</b> - 1<br><b>5</b> - 1<br><b>7</b> - 2<br><b>7</b> - 2<br><b>2 1</b> - 1<br><b>1</b><br><b>4</b> - 1<br><b>1</b> N<br>Rang<br>r Car<br>Rifle<br><b>a</b> bove  
   | n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L         | ed - un<br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2<br>3 - 2<br>t Wds<br>3 - 2<br>4 - 2<br>3 - 2<br>5 - 5<br>6 (h)<br>(h)<br>(h)<br>(h)<br>(h)<br>(h)<br>(h)<br>(h)   | Imber           Hv W           3 -           2 -       | ed           /ds         R           1         1   | ough<br>2 - 1<br>1 - 1<br>1 - 1<br>2 - 1<br>1 - 1<br>2 - 1<br>1 - 1<br>2 - 1<br>1 - 1<br>1 - 1<br>2 - 1<br>1 - 1<br>1 - 1<br>2 - 1<br>1 - 1<br>2 - 1<br>1 - 1<br>2 - 1<br>1 - 1<br>1 - 1<br>2 - 1<br>1 - 1<br>2 - 1<br>1 - 1<br>1 - 1<br>2 - 1<br>1 - 1<br>1 - 1<br>2 - 1<br>1 - 1<br>1 - 1<br>2 - 1<br>1 - 1<br>2 - 1<br>1 - 1<br>1 - 1<br>2 - 0<br>1 - 1<br>2 - 0<br>1 - 1<br>2 - 0<br>2 - |
| 10mm ARTILLERY TY<br>Smoothbore Batte<br>6 pounder (<br>12 pounder Napole<br>12 pounder howi<br>24 pounder howi<br>24 pounder howi<br>31 Ordnance F<br>31 Ordnance F<br>14 pounder Parrott F<br>31 Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>Mixed Gun Batte<br>All Routed Artiller<br>Artillery Fire - Use arty<br>Artillery Deliberate Fir<br>Long Range (LR) = 2x N<br>LR or Desperation Firin<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>10mm CAVALRY<br>WEAPONS  | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>kifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>ery<br>ry*<br>V FPs<br>ven c<br>Cav [<br>Cav ]<br>NR 2  | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>16<br>10<br>Non<br>*<br>*<br>and<br>trtiller<br>*<br>*<br>*<br>*<br>*   | AR<br>1<br>2<br>3<br>4<br>1<br>3<br>4<br>4<br>5<br>4<br>4<br>5<br>6<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7   
   | TY FIR         sec         2 - 2         3 - 3         1 - 4         sec         3 - 3 <td>EPOW<br/>2 s<br/>5<br/>5<br/>7<br/>7<br/>2 s<br/>6<br/>6<br/>6<br/>6<br/>5<br/>6<br/>6<br/>6<br/>6<br/>6<br/>7<br/>7<br/>8<br/>5<br/>6<br/>6<br/>6<br/>6<br/>6<br/>7<br/>7<br/>8<br/>5<br/>6<br/>6<br/>6<br/>6<br/>7<br/>7<br/>8<br/>5<br/>7<br/>7<br/>8<br/>7<br/>7<br/>8<br/>7<br/>7<br/>8<br/>7<br/>7<br/>8<br/>7<br/>7<br/>8<br/>7<br/>7<br/>8<br/>7<br/>7<br/>8<br/>7<br/>7<br/>8<br/>7<br/>7<br/>8<br/>7<br/>7<br/>7<br/>7<br/>8<br/>7<br/>7<br/>7<br/>8<br/>7<br/>7<br/>7<br/>8<br/>7<br/>7<br/>7<br/>8<br/>7<br/>7<br/>7<br/>8<br/>7<br/>7<br/>7<br/>8<br/>7<br/>7<br/>7<br/>8<br/>7<br/>7<br/>7<br/>8<br/>7<br/>7<br/>7<br/>8<br/>7<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>8<br/>7<br/>8<br/>8<br/>8<br/>7<br/>8<br/>8<br/>8<br/>8<br/>8<br/>8<br/>8<br/>8<br/>8<br/>8<br/>8<br/>8<br/>8</td> <td>VER (<br/>secs<br/>- 3<br/>- 4<br/>- 6<br/>secs<br/>- 4<br/>- 5<br/>- 5<br/>- 4<br/>- 5<br/>- 5<br/>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 7<br/>- 7<br/>- 4<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7</td> <td>FP) (U           3 s           5           8           8           11           3 s           9      9           9     &lt;</td> <td>S-CS)<br/>ecs<br/>- 4<br/>- 7<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8</td> <td>10n           Road           13 - 3           12 - 3           11 - 2           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           31 - 3           3 - 3           13 - 3           3 - 3           3 - 3           3 - 3           3 - 3           13 - 3           3 - 3           3 - 3           13 - 3           3 - 10           9 - 1           13 - 2           3 - 3           3 - 3           3 - 3           3 - 3           3 - 10           9 - 1           13 - 3           3 - 3           3 - 3           3 - 3           3 - 3           3 - 10           9 - 1           13 - 3           3 - 3           3 - 3           3 - 3           9 - 1      <tr< td=""><td>ARTI           Image: Arrow of the second se</td><td>LLERY<br/>iil<br/>2<br/>2<br/>2<br/>1<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2</td><td>MOV           0per           8 - 2           7 - 2           8 - 2           6 - 1           0per           8 - 2           7 - 2           8 - 2           7 - 2           8 - 2           7 - 2           8 - 2           6 - 1           7 - 2           8 - 2           6 - 1           7 - 2           206           can co           vith (+1)           can co           RM/-11           r and r           mtd</td><td>EMEN<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br</td><td><b>T, lin</b><br/><b>oke</b><br/><b>7</b> - 2<br/><b>6</b> - 2<br/><b>7</b> - 1<br/><b>oke</b><br/><b>7</b> - 2<br/><b>7</b> - 2<br/><b>1</b><br/><b>7</b> - 2<br/><b>1</b><br/><b>7</b> - 2<br/><b>1</b><br/><b>1</b><br/><b>4</b> - 1<br/><b>1</b> N<br/><b>R</b><br/><b>ang</b><br/><b>r c ar</b><br/><b>r c ar</b></td><td>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L</td><td>ed - un<br/>t Wds<br/>4 - 2<br/>3 - 2<br/>3 - 2<br/>3 - 2<br/>t Wds<br/>3 - 2<br/>4 - 2<br/>3 - 2<br/>4 - 2<br/>3 - 2</td><td>Imber           Hv W           3 -           2 -            0 (CR)&lt;</td><td>ed           'ds         R           1         -</td><td>2 - 1<br/>1 - 1<br/>5 - 0<br/>1 - 1<br/>5 - 0<br/>5 - 0<br/>5</td></tr<></td>   | EPOW<br>2 s<br>5<br>5<br>7<br>7<br>2
s<br>6<br>6<br>6<br>6<br>5<br>6<br>6<br>6<br>6<br>6<br>7<br>7<br>8<br>5<br>6<br>6<br>6<br>6<br>6<br>7<br>7<br>8<br>5<br>6<br>6<br>6<br>6<br>7<br>7<br>8<br>5<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>8<br>7<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>7<br>7<br>7<br>8<br>8<br>7<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>7<br>7<br>8<br>8<br>8<br>7<br>8<br>8<br>8<br>7<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8  | VER (<br>secs<br>- 3<br>- 4<br>- 6<br>secs<br>- 4<br>- 5<br>- 5<br>- 4<br>- 5<br>- 5<br>- 4<br>- 6<br>- 7<br>- 4<br>- 7<br>- 7<br>- 4<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | FP) (U           3 s           5           8           8           11           3 s           9      9           9     <  
   | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8  | 10n           Road           13 - 3           12 - 3           11 - 2           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           13 - 3           31 - 3           3 - 3           13 - 3           3 - 3           3 - 3           3 - 3           3 - 3           13 - 3           3 - 3           3 - 3           13 - 3           3 - 10           9 - 1           13 - 2           3 - 3           3 - 3           3 - 3           3 - 3           3 - 10           9 - 1           13 - 3           3 - 3           3 - 3           3 - 3           3 - 3           3 - 10           9 - 1           13 - 3           3 - 3           3 - 3           3 - 3           9 - 1 <tr< td=""><td>ARTI           Image: Arrow of the second se</td><td>LLERY<br/>iil<br/>2<br/>2<br/>2<br/>1<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2</td><td>MOV           0per           8 - 2           7 - 2           8 - 2           6 - 1           0per           8 - 2           7 - 2           8 - 2           7 - 2           8 - 2           7 - 2           8 - 2           6 - 1           7 - 2           8 - 2           6 - 1           7 - 2           206           can co           vith (+1)           can co           RM/-11           r and r           mtd</td><td>EMEN<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br</td><td><b>T, lin</b><br/><b>oke</b><br/><b>7</b> - 2<br/><b>6</b> - 2<br/><b>7</b> - 1<br/><b>oke</b><br/><b>7</b> - 2<br/><b>7</b> - 2<br/><b>1</b><br/><b>7</b> - 2<br/><b>1</b><br/><b>7</b> - 2<br/><b>1</b><br/><b>1</b><br/><b>4</b> - 1<br/><b>1</b> N<br/><b>R</b><br/><b>ang</b><br/><b>r c ar</b><br/><b>r c ar</b></td><td>n L<br/>n L<br/>n L<br/>n
L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L</td><td>ed - un<br/>t Wds<br/>4 - 2<br/>3 - 2<br/>3 - 2<br/>3 - 2<br/>t Wds<br/>3 - 2<br/>4 - 2<br/>3 - 2<br/>4 - 2<br/>3 - 2</td><td>Imber           Hv W           3 -           2 -            0 (CR)&lt;</td><td>ed           'ds         R           1         -</td><td>2 - 1<br/>1 - 1<br/>5 - 0<br/>1 - 1<br/>5 - 0<br/>5 - 0<br/>5</td></tr<> | ARTI           Image: Arrow of the second se | LLERY<br>iil<br>2<br>2<br>2<br>1<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2  | MOV           0per           8 - 2           7 - 2           8 - 2           6 - 1           0per           8 - 2           7 - 2           8 - 2           7 - 2           8 - 2           7 - 2           8 - 2           6 - 1           7 - 2           8 - 2           6 - 1           7 - 2           206           can co           vith (+1)           can co           RM/-11           r and r           mtd  
   | EMEN<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br  
   | <b>T, lin</b><br><b>oke</b><br><b>7</b> - 2<br><b>6</b> - 2<br><b>7</b> - 1<br><b>oke</b><br><b>7</b> - 2<br><b>7</b> - 2<br><b>1</b><br><b>7</b> - 2<br><b>1</b><br><b>7</b> - 2<br><b>1</b><br><b>1</b><br><b>4</b> - 1<br><b>1</b> N<br><b>R</b><br><b>ang</b><br><b>r c ar</b><br><b>r c ar</b>  | n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L         | ed - un<br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2<br>3 - 2<br>t Wds<br>3 - 2<br>4 - 2<br>3 - 2<br>4 - 2<br>3 - 2   | Imber           Hv W           3 -           2 -            0 (CR)<  | ed           'ds         R           1         -   | 2 - 1<br>1 - 1<br>5 - 0<br>1 - 1<br>5 - 0<br>5  |
| 10mm ARTILLERY TY<br>Smoothbore Batte<br>6 pounder G<br>12 pounder Napole<br>12 pounder howi<br>24 pounder howi<br>24 pounder howi<br>37 Ordnance F<br>14 pounder Parrott F<br>38 Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>Mixed Gun Batte<br>All Routed Artiller<br>Artillery Fire - Use arty<br>Artillery Deliberate Fir<br>Long Range (LR) = 2x N<br>LR or Desperation Firin<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>10mm CAVALRY<br>WEAPONS  | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>ery<br>ry*<br>Ven c<br>Cav<br>E<br>Sav<br>Sav<br>Sav<br>Sav<br>Sav<br>Sav<br>Sav<br>Sav<br>Sav<br>Sav   | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>16<br>10<br>Non<br>x<br>4<br>rtiller<br>0<br>F) = -<br>Arty<br>lie roo<br>Dismoo<br>1   | AR<br>1<br>2<br>3<br>4<br>1<br>3<br>4<br>4<br>5<br>4<br>4<br>5<br>6<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7   
   | TY FIR         sec         2 - 2         3 - 3  
   | EPOW<br>2 s<br>5<br>5<br>7<br>7<br>2 s<br>6<br>6<br>6<br>5<br>6<br>6<br>6<br>5<br>6<br>6<br>6<br>6<br>7<br>7<br>7<br>2 s<br>6<br>6<br>6<br>6<br>6<br>6<br>7<br>7<br>7<br>7<br>2 s<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6  
  | VER (<br>secs<br>- 3<br>- 4<br>- 6<br>secs<br>- 4<br>- 5<br>- 5<br>- 5<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 5<br>- 5<br>- 4<br>- 6<br>- 7<br>- 4<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 7<br>- 4<br>- 7<br>- 7<br>- 4<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | FP) (U.         3 s         5         8         8         11         3 s         9 <tr< td=""><td>S-CS)<br/>ecs<br/>- 4<br/>- 7<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 10<br/>- 11<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 8<br/>- 8<br/>- 9<br/>- 10<br/>ecs<br/>- 7<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7</td><td>10n           Road           13 - 3           12 - 2           11 - 2           13 - 3           3D6           order adj           order adj           d 2 actio           order tadj           d 3 actio           Gavalato</td><td>ARTI           Image: Arrow of the second se</td><td>IIERY         ii         2         2         1         2         3         4         5         6         6         6         6         6         7         8         9         1         1</td><td>MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           6 - 1           7 - 2           8 - 2           7 - 2           8 - 2           6 - 1           5 - 1           7 - 2           206           can co           with (+:)           can co           with (+:)           can co           mtd           F           +1</td><td>EMEN<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comm</td><td><b>T, lin</b><br/><b>coke</b><br/>7 - 2<br/>6 - 2<br/>7 - 1<br/><b>coke</b><br/>7 - 2<br/>7 - 2</td><td>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L</td><td>ed - un<br/>t Wds<br/>4 - 2<br/>3 - 2<br/>3 - 2<br/>3 - 2<br/>t Wds<br/>3 - 2<br/>4 - 2<br/>3 - 2<br/>4 - 2<br/>3 - 2<br/>5 - 4<br/>MOVE<br/>n<br/>Broktr<br/>5 - 4</td><td>Imber           Hv W           3 -           2 -</td><td>ed           /ds         R           1         1           1         1           1         1           1         1           1         1           1         1           1         1           1         1           1         1           1         1           1         1           1         1           1         1           1         1           1 
       1           1         1           1         1           1         1           1         1           1         1           1         1           1         1           1         1           1         1           1         1           1         1           1         1           1         1           1         1           1         1           1         1           1         1           1         1           1         1</td><td>ough           2 - 1           1 - 1           1 - 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           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1</td></tr<> | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 10<br>- 11<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 9<br>- 10<br>ecs<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7                                    | 10n           Road           13 - 3           12 - 2           11 - 2           13 - 3           3D6           order adj           order adj           d 2 actio           order tadj           d 3 actio           Gavalato   
  | ARTI           Image: Arrow of the second se | IIERY         ii         2         2         1         2         3         4         5         6         6         6         6         6         7         8         9         1         1   | MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           6 - 1           7 - 2           8 - 2           7 - 2           8 - 2           6 - 1           5 - 1           7 - 2           206           can co           with (+:)           can co           with (+:)           can co           mtd           F           +1  
   
  | EMEN<br>Br<br>Br<br>Br<br>Br<br>Br<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comm | <b>T, lin</b><br><b>coke</b><br>7 - 2<br>6 - 2<br>7 - 1<br><b>coke</b><br>7 - 2<br>7 - 2  | n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L         | ed - un<br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2<br>3 - 2<br>t Wds<br>3 - 2<br>4 - 2<br>3 - 2<br>4 - 2<br>3 - 2<br>5 - 4<br>MOVE<br>n<br>Broktr<br>5 - 4   | Imber           Hv W           3 -           2 -       | ed     
     /ds         R           1         1   | ough           2 - 1           1 - 1           1 - 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           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1   |
| 10mm ARTILLERY TY<br>Smoothbore Batte<br>6 pounder G<br>12 pounder Napole<br>12 pounder howi<br>24 pounder howi<br>24 pounder howi<br>31 Ordnance F<br>31 Ordnance F<br>14 pounder Parrott F<br>31 Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>Mixed Gun Batte<br>All Routed Artiller<br>Artillery Fire - Use arty<br>Artillery Deliberate Fir<br>Long Range (LR) = 2x N<br>LR or Desperation Firin<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>10mm CAVALRY<br>WEAPONS  | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>kifle<br>kifle<br>kifle<br>kifle<br>kifle<br>kifle<br>kifle<br>ery<br>ven<br>k<br>k<br>k<br>k<br>k<br>k<br>k<br>k<br>k<br>k<br>k<br>k<br>k<br>k<br>k<br>k<br>k<br>k<br>k  | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>16<br>10<br>Non<br>*<br>*<br>and<br>trtille<br>*<br>*<br>*<br>*<br>*<br>*<br>*<br>*<br>*<br>*<br>*<br>*<br>*<br>*<br>*<br>*<br>*<br>*   | AR<br>1<br>2<br>3<br>4<br>1<br>3<br>4<br>4<br>5<br>4<br>4<br>5<br>6<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7   
   | Sec         2       2         3       3         3       3         3       3         3       3         3       3         3       3         3       3         3       3         3       3         3       3         3       3         3       3         3       3         3       3         3       3         3       3         3       3         1       4         1       1         1       1         2       2         4       1         1       1         1       1         1       1         1       1         1       1         1       1         1       1         1       1         1       1         1       1         1       1         1       1         1       1         1       1         1 <td< td=""><td>EPOW<br/>2 s<br/>3<br/>5<br/>7<br/>7<br/>2 s<br/>6<br/>6<br/>6<br/>6<br/>6<br/>6<br/>6<br/>6<br/>6<br/>7<br/>7<br/>8<br/>5<br/>6<br/>6<br/>6<br/>6<br/>6<br/>7<br/>7<br/>8<br/>6<br/>6<br/>6<br/>6<br/>7<br/>7<br/>7<br/>2 s<br/>6<br/>6<br/>6<br/>6<br/>6<br/>6<br/>7<br/>7<br/>7<br/>7<br/>7<br/>7<br/>7<br/>7<br/>7<br/>7<br/>7<br/>7<br/>7</td><td>VER (<br/>Secs<br/>- 3<br/>- 4<br/>- 6<br/>- 5<br/>- 4<br/>- 5<br/>- 5<br/>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 7<br/>- 7<br/>- 4<br/>- 7<br/>- 7<br/>- 4<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7</td><td>FP) (U.         3 s         5         8         8         11         3 s         9      <tr< td=""><td>S-CS)<br/>ecs<br/>- 4<br/>- 7<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 10<br/>- 11<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7</td><td>10n           Road           13 - 3           12 - 2           11 - 2           13 - 3           3D6           order adj           d 2 actio           order Kange           SR H           was odd,           Cavalr           Skirmi</td><td>ARTI           Image: Arrow of the second se</td><td>ILERY       iii       2       2       1       2       3       3       4       4       4       5</td><td>MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           6 - 1           7 - 2           8 - 2           7 - 2           8 - 2           6 - 1           5 - 1           7 - 2           2 D6           can co           with (+2)           Can co           with (+1)           r and r           mtd           +1           +6</td><td>EMEN<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comm<br/>Comme<br/>Comme<br/>Comm<br/>Comm<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme</td><td><b>T, lin</b><br/><b>coke</b><br/>7 - 2<br/>6 - 2<br/>7 - 1<br/><b>coke</b><br/>7 - 2<br/>7 - 2<br/>7</td><td>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L</td><td>ed - un<br/>t Wds<br/>4 - 2<br/>3 - 2<br/>3 - 2<br/>3 - 2<br/>4 - 2<br/>3 - 2<br/>4 - 2<br/>3 - 2<br/>5 - 6<br/>4<br/>7 - 9 - 6<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1</td><td>Imber           Hv W           3 -           2 -</td><td>ed           /ds         R           1         1</td><td>0 ugh         2 - 1         1 - 1         1 - 1         1 - 1         2 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         5/4D6         section         section         1 - 1         3 - 2</td></tr<></td></td<>   
  | EPOW<br>2 s<br>3<br>5<br>7<br>7<br>2 s<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>6<br>7<br>7<br>8<br>5<br>6<br>6<br>6<br>6<br>6<br>7<br>7<br>8<br>6<br>6<br>6<br>6<br>7<br>7<br>7<br>2 s<br>6<br>6<br>6<br>6<br>6<br>6<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7   | VER (<br>Secs<br>- 3<br>- 4<br>- 6<br>- 5<br>- 4<br>- 5<br>- 5<br>- 4<br>- 6<br>- 7<br>- 4<br>- 7<br>- 7<br>- 4<br>- 7<br>- 7<br>- 4<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7   | FP) (U.         3 s         5         8         8         11         3 s         9 <tr< td=""><td>S-CS)<br/>ecs<br/>- 4<br/>- 7<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 10<br/>- 11<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7</td><td>10n           Road           13 - 3           12 - 2           11 - 2           13 - 3           3D6           order adj           d 2 actio           order Kange           SR H           was odd,           Cavalr           Skirmi</td><td>ARTI           Image: Arrow of the second se</td><td>ILERY       iii       2       2       1       2       3       3       4       4       4       5</td><td>MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           6 - 1           7 - 2           8 - 2           7 - 2           8 - 2           6 - 1           5 - 1           7 - 2           2 D6           can co           with (+2)           Can co           with (+1)           r and r           mtd           +1          
+6</td><td>EMEN<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comm<br/>Comme<br/>Comme<br/>Comm<br/>Comm<br/>Comme<br/>Comme<br/>Comme<br/>Comme<br/>Comme</td><td><b>T, lin</b><br/><b>coke</b><br/>7 - 2<br/>6 - 2<br/>7 - 1<br/><b>coke</b><br/>7 - 2<br/>7 - 2<br/>7</td><td>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L</td><td>ed - un<br/>t Wds<br/>4 - 2<br/>3 - 2<br/>3 - 2<br/>3 - 2<br/>4 - 2<br/>3 - 2<br/>4 - 2<br/>3 - 2<br/>5 - 6<br/>4<br/>7 - 9 - 6<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1</td><td>Imber           Hv W           3 -           2 -</td><td>ed           /ds         R           1         1</td><td>0 ugh         2 - 1         1 - 1         1 - 1         1 - 1         2 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         5/4D6         section         section         1 - 1         3 - 2</td></tr<>   | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 10<br>- 11<br>- 7<br>- 10<br>ecs<br>- 7<br>- 10<br>ecs<br>- 7<br>- 10<br>ecs<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7                            | 10n           Road           13 - 3           12 - 2           11 - 2           13 - 3           3D6           order adj           d 2 actio           order Kange           SR H           was odd,           Cavalr           Skirmi  
   | ARTI           Image: Arrow of the second se | ILERY       iii       2       2       1       2       3       3       4       4       4       5  
   | MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           6 - 1           7 - 2           8 - 2           7 - 2           8 - 2           6 - 1           5 - 1           7 - 2           2 D6           can co           with (+2)           Can co           with (+1)           r and r           mtd           +1           +6  
   | EMEN<br>Br<br>Br<br>Br<br>Br<br>Br<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comm<br>Comme<br>Comme<br>Comm<br>Comm<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme  | <b>T, lin</b><br><b>coke</b><br>7 - 2<br>6 - 2<br>7 - 1<br><b>coke</b><br>7 - 2<br>7  
   | n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L         | ed - un<br>t Wds<br>4 - 2<br>3 - 2<br>3 - 2<br>3 - 2<br>4 - 2<br>3 - 2<br>4 - 2<br>3 - 2<br>5 - 6<br>4<br>7 - 9 - 6<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1   | Imber           Hv W           3 -           2 -       | ed           /ds         R           1         1   | 0 ugh         2 - 1         1 - 1         1 - 1         1 - 1         2 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         5/4D6         section         section         1 - 1         3 - 2  |
| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder (<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>24 pounder howin<br>31 Ordnance F<br>31 Ordnance F<br>14 pounder Parrott F<br>32 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>Mixed Gun Batter<br>All Routed Artiller<br>Artillery Fire - Use arty<br>Artillery Deliberate Fir<br>Long Range (LR) = 2x N<br>LR or Desperation Firin<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>10mm CAVALRY<br>WEAPONS<br>R/M, or Mixd Weapns 2<br>Shotguns (PBF only) 1<br>Repeating Carbines  | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>ery<br>ry*<br>V FPs<br>ver c<br>Cav [<br>Cav [<br>NR 2<br>2,1<br>1  | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>16<br>10<br>Non<br>*<br>and<br>trtillec<br>Ville<br>Ville<br>Ville<br>Sisso<br>1<br>2<br>3  |
AR<br>1<br>2<br>3<br>4<br>1<br>1<br>3<br>4<br>1<br>1<br>3<br>4<br>1<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>3<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1 | TY FIR         sec         2 - 2         3 - 3         1 - 4         5 - 5         1 - 5         1 - 4         1 - 5         1 - 4         1 - 5         1 - 4         1 - 5         2 - 7         1 - 4         1 - 5         1 - 7         1 - 7         1 - 7     <  
   | EPOW<br>2 s<br>3<br>5<br>7<br>7<br>2 s<br>6<br>6<br>6<br>6<br>7<br>7<br>7<br>2 s<br>6<br>6<br>6<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7  
  | VER (<br>Secs<br>- 3<br>- 4<br>- 6<br>- 5<br>- 4<br>- 5<br>- 5<br>- 4<br>- 6<br>- 7<br>- 4<br>- 7<br>- 7<br>- 4<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7   | FP) (U.           3 s           5           8           8           11           3 s           9           9           8           9           9           8           9           9           8           9           9           8           11           12           8           0           12           8           0           9           9           9           9           9           9           9           9           9           9           9           9           9           9           9           9           9           9           9           8  
  | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 7<br>- 10<br>- 7<br>- 8<br>- 8<br>- 9<br>- 10<br>- 7<br>- 10<br>- 7<br>- 7<br>- 8<br>- 8<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | 10n           Road           13 - 3           12 - 2           11 - 2           13 - 3           3D6           order adj           d 2 actio           order Kange           SR b           was odd,           Cavalr           Skirmi           Doubl   
  | ARTI           Image: Arrow of the second se | IIERY         ii         2         2         2         1         2         3         4         5         2        
  | MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           6 - 1           7 - 2           8 - 2           7 - 2           8 - 2           6 - 1           5 - 1           7 - 2           206           can co           with (+)           can co           with (+)           can co           mtd           F           +1           +6           NC  
  |
EMEN<br>Br<br>Br<br>Br<br>Br<br>Br<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme<br>Comm<br>Comme<br>Comme<br>Comm<br>Comm<br>Comme<br>Comme<br>Comme<br>Comme<br>Comme  | <b>T, lin</b><br><b>coke</b><br><b>7</b> - 2<br><b>6</b> - 2<br><b>7</b> - 1<br><b>5</b> - 1<br><b>5</b> - 1<br><b>7</b> - 2<br><b>7</b> - 2<br><b>2</b><br><b>7</b> - 2<br><b>2</b><br><b>7</b> - 2<br><b>2</b><br><b>1</b> - 1<br><b>1</b><br><b>4</b> - 1<br><b>1</b> - N<br><b>R</b> ang<br><b>r</b> Car<br><b>R</b> ifle<br><b>bootCAV</b><br><b>r</b><br><b>rail</b><br><b>NA</b><br><b>NA</b><br><b>NA</b>   | n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L         | ed       - un         t       Wds         4       - 2         3       - 3         oweed (N)       - 3         in       Brokn         in       - 4<  
  | Imber           Hv W           3 -           2 -       | ed           /ds         R           1         1   | ough           2 - 1           1 - 1           1 - 1           1 - 1           2 - 1           1 - 1           1 - 1           2 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1   |
| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder Mapole<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>24 pounder howin<br>Rifled Battery<br>10 pounder Parrott F<br>3" Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>Mixed Gun Batter<br>All Routed Artiller<br>Artillery Fire - Use arty<br>Artillery Deliberate Fir<br>Long Range (LR) = 2x N<br>LR or Desperation Firin<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>10mm CAVALRY<br>WEAPONS<br>R/M, or Mixd Weapns 2<br>Shotguns (PBF only) 1<br>Repeating Carbines<br>Sharps BL Carbines  | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>ery<br>ry*<br>Ven c<br>Cav<br>E<br>FPs<br>ven c<br>Cav<br>E<br>S<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R   | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>16<br>10<br>Non<br>x<br>i<br>and<br>k<br>rtillec<br>No<br>Dismo<br>i<br>figs<br>1<br>2<br>3<br>2  | AR<br>1<br>2<br>3<br>4<br>4<br>4<br>5<br>5<br>6<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7   
   | TY FIR         sec         2 - 2         3 - 3         1 - 4         5 - 3         4 - 5         4 - 5  
   | EPOW<br>2 s<br>3<br>5<br>5<br>7<br>7<br>2 s<br>5<br>6<br>6<br>6<br>7<br>7<br>7<br>2 s<br>5<br>6<br>6<br>5<br>7<br>7<br>7<br>7<br>8<br>5<br>5<br>8<br>8<br>7<br>7<br>7<br>8<br>5<br>6<br>8<br>8<br>7<br>7<br>7<br>7<br>8<br>8<br>5<br>8<br>8<br>8<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7  
  | VER (<br>Secs<br>- 3<br>- 4<br>- 6<br>- 5<br>- 4<br>- 5<br>- 5<br>- 4<br>- 6<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 7<br>- 4<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | FP) (U.         3 s         5         8         8         11         3 s         9 <tr< td=""><td>S-CS)<br/>ecs<br/>- 4<br/>- 7<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 7<br/>- 8<br/>- 8<br/>- 7<br/>- 10<br/>- 7<br/>- 8<br/>- 8<br/>- 9<br/>- 11<br/>- 7<br/>- 7<br/>- 9<br/>- 7<br/>- 10<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7</td><td>10n           Road           13 - 3           12 - 2           11 - 2           13 - 3           3D6           order adj           d2 actio           order</td><td>ARTI           Image: Arrow of the second se</td><td>IIERY         ii         2         2         1         2         1         2         1         1         1         1         1         2         1         1         2         1         1         2         1         1         1         1         2         2         1         1         1         1         1          1         1</td><td>MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           6 - 1           7 - 2           8 - 2           7 - 2           8 - 2           6 - 1           5 - 1           7 - 2           2 D6           can co           with (+)           can co           with (+)           can co           mtd F           +1           +6           NC           +3</td><td>EMEN<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Comm<br/>Codd T<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA</td><td><b>T, lin</b><br/><b>roke</b><br/><b>7</b> - 2<br/><b>6</b> - 2<br/><b>7</b> - 1<br/><b>5</b> - 1<br/><b>7</b> - 2<br/><b>7</b> - 2<br/><b>2</b><br/><b>7</b> - 2<br/><b>2</b><br/><b>7</b> - 2<br/><b>2</b><br/><b>1</b> - 1<br/><b>1 4</b> - 1<br/><b>1</b> - N<br/><b>R</b>ang<br/><b>r c</b>ar<br/><b>R</b>ifle<br/><b>boov</b><br/><b>CAV</b><br/><b>r</b><br/><b>rail</b><br/><b>NA</b><br/><b>NA</b><br/><b>2</b>-8</td><td>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L</td><td>ed       - un         t       Wds         4       - 2         3       - 3         owwed(Ithered)       - 3         m       Brokin         m</td><td>Imber           Hv W           3 -           2 -</td><td>ed           /ds         R           1         1</td><td>cough         2 - 1         1 - 1         1 - 1         1 - 1         2 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1</td></tr<>   
  | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 7<br>- 8<br>- 8<br>- 7<br>- 10<br>- 7<br>- 8<br>- 8<br>- 9<br>- 11<br>- 7<br>- 7<br>- 9<br>- 7<br>- 10<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | 10n           Road           13 - 3           12 - 2           11 - 2           13 - 3           3D6           order adj           d2 actio           order   
  | ARTI           Image: Arrow of the second se | IIERY         ii         2         2         1         2         1         2         1         1         1         1         1         2         1         1         2         1         1         2         1         1         1         1         2         2         1         1         1         1         1          1         1   
  | MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           6 - 1           7 - 2           8 - 2           7 - 2           8 - 2           6 - 1           5 - 1           7 - 2           2 D6           can co           with (+)           can co           with (+)           can co           mtd F           +1           +6           NC           +3  
  | EMEN<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Comm<br>Codd T<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA  | <b>T, lin</b><br><b>roke</b><br><b>7</b> - 2<br><b>6</b> - 2<br><b>7</b> - 1<br><b>5</b> - 1<br><b>7</b> - 2<br><b>7</b> - 2<br><b>2</b><br><b>7</b> - 2<br><b>2</b><br><b>7</b> - 2<br><b>2</b><br><b>1</b> - 1<br><b>1 4</b> - 1<br><b>1</b> - N<br><b>R</b> ang<br><b>r c</b> ar<br><b>R</b> ifle<br><b>boov</b><br><b>CAV</b><br><b>r</b><br><b>rail</b><br><b>NA</b><br><b>NA</b><br><b>2</b> -8  
  | n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L         | ed       - un         t       Wds         4       - 2         3       - 3         owwed(Ithered)       - 3         m       Brokin         m  | Imber           Hv W           3 -           2 -       | ed           /ds         R           1         1   | cough         2 - 1         1 - 1         1 - 1         1 - 1         2 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1  |
| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder Napole<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>24 pounder howin<br>31 Ordnance F<br>31 Ordnance F<br>14 pounder Parrott F<br>32 Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>Mixed Gun Batter<br>All Routed Artiller<br>Artillery Fire - Use arty<br>Artillery Deliberate Fir<br>Long Range (LR) = 2x N<br>LR or Desperation Firin<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>10mm CAVALRY<br>WEAPONS<br>R/M, or Mixd Weapns 2<br>Shotguns (PBF only) 1<br>Repeating Carbines<br>Other BL Carbines   | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>ery<br>ry*<br>V FPs<br>ven c<br>Cav [<br>Cav [<br>NR 2<br>2,1<br>1<br>2<br>1   | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>16<br>10<br>Non<br>x<br>i and<br>rrtillec<br>No<br>DF) = .<br>Arty<br>die roo<br>Dismo<br>f figs 1<br>1<br>2<br>3<br>2<br>2   |
AR<br>1<br>2<br>3<br>4<br>4<br>3<br>3<br>4<br>3<br>3<br>4<br>3<br>4<br>3<br>3<br>4<br>1<br>1<br>2<br>3<br>4<br>3<br>3<br>3<br>4<br>3<br>3<br>3<br>4<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3   | TY FIR         sec         2 - 2         3 - 3         1 - 4         5 - 3         6 - 5         7         8 - 7         9 - 7         1 - 4         9 - 7         1 - 4         1 - 5         1 - 4         1 - 5         1 - 7         1 - 7         1 - 7  
   | EPOW<br>2 s<br>3<br>5<br>7<br>7<br>2 s<br>6<br>6<br>6<br>6<br>5<br>1/2 F<br>1/2 F<br>1 | VER (<br>secs<br>- 3<br>- 4<br>- 6<br>secs<br>- 4<br>- 5<br>- 5<br>- 4<br>- 5<br>- 5<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 5<br>- 5<br>- 4<br>- 7<br>- 4<br>- 6<br>- 7<br>- 7<br>- 4<br>- 7<br>- 7<br>- 4<br>- 7<br>- 7<br>- 7<br>- 4<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7   
  | FP) (U.         3 s         5         8         8         11         3 s         9         9         8         9         9         8         9         9         8         9         9         8         9         9         8         9         9         9         8         11         12         8         12         8         11         12         8         12         8         12         8         13         9         9         9         9         9         9         9         9         9         9         9         9         9         9         9         9         9   
  | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 7<br>- 8<br>- 8<br>- 7<br>- 10<br>- 7<br>- 8<br>- 8<br>- 10<br>- 7<br>- 10<br>ecs<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7 | 10n           Road           13 - 3           12 - 2           12 - 3           11 - 2           Road           11 - 2           13 - 3           3D6           order adj           order adj           d2 actio           order Kange           SR h           was odd,           Cavalr           Cavalr           Skirmi           Doubl           Ldr, Rd C           Dis(2X) D  
  | ARTI           Image: Arrow of the second se | IIERY         ii         2         2         2         1         2         1         2         1         1         1         1         2         2         1         1         2         2         2         2         2         3         3         4         1         2         2          2          2          3          4          4   
  | MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           6 - 1           0           8 - 2           8 - 2           6 - 1           5 - 1           7 - 2           8 - 2           6 - 1           5 - 1           7 - 2           2D6           can co           vith (+2)           Can co           with (+1)           r and r           mtd F           +1           +6           NC           +3           +4   
  | EMEN<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Comm<br>Cod<br>Comm<br>Cod<br>Comm<br>Cod<br>Comm<br>Cod<br>Comm<br>Cod<br>Comm<br>Cod<br>Comm<br>Cod<br>Comm<br>Cod<br>Comm<br>Cod<br>Comm<br>Cod<br>Comm<br>Cod<br>Comm<br>Cod<br>Cod<br>Cod<br>Cod<br>Cod<br>Cod<br>Cod<br>Cod   | <b>T, lin</b><br><b>coke</b><br><b>7</b> - 2<br><b>6</b> - 2<br><b>7</b> - 1<br><b>5</b> - 1<br><b>5</b> - 1<br><b>7</b> - 2<br><b>7</b> - 2<br><b>2</b><br><b>1</b> - 1<br><b>1</b><br><b>4</b> - 1<br><b>1</b> - N<br><b>R</b> angg<br><b>r Carw</b><br><b>r Carw</b><br><b>r Carw</b><br><b>r rail</b><br><b>NA</b><br><b>NA</b><br><b>2</b> -8<br><b>-</b> 5<br><b>-</b> 5   
  | n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L         | ed       - un         t       Wds         4       - 2         3       - 3         owed (N         Y       9         - 3       - 4  | Imber           Hv W           3 -           2 -       | ed           /ds         R           1         1   | ough         2 - 1         1 - 1         1 - 1         1 - 1         2 - 1         1 - 1         1 - 1         2 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1     <   |
| 10mm ARTILLERY TY<br>Smoothbore Batte<br>6 pounder (<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>24 pounder howin<br>31 Ordnance F<br>31 Ordnance F<br>14 pounder Parrott F<br>31 Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F<br>All Routed Artiller<br>Artillery Fire - Use arty<br>Artillery Deliberate Fir<br>Long Range (LR) = 2x N<br>LR or Desperation Firin<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>10mm CAVALRY<br>WEAPONS<br>11<br>Repeating Carbines<br>Sharps BL Carbines<br>Other BL Carbines   | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>PS<br>VE - A<br>NR<br>SE - A<br>NR<br>SE - A<br>NR<br>SE - A<br>NR<br>2,1<br>1<br>1<br>1   | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>16<br>10<br>Non<br>x<br>i<br>and<br>k<br>rtillec<br>No<br>Dismo<br>i<br>figs<br>1<br>2<br>3<br>2  | AR<br>1<br>2<br>3<br>4<br>4<br>4<br>5<br>5<br>6<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7   
   | TY FIR         sec         2 - 2         3 - 3         1 - 4         5 - 3         4 - 5         4 - 5  
   | EPOW<br>2 s<br>3<br>5<br>5<br>7<br>7<br>2 s<br>5<br>6<br>6<br>6<br>7<br>7<br>7<br>2 s<br>5<br>6<br>6<br>5<br>7<br>7<br>7<br>7<br>8<br>5<br>5<br>8<br>8<br>7<br>7<br>7<br>8<br>5<br>6<br>8<br>8<br>7<br>7<br>7<br>7<br>8<br>8<br>5<br>8<br>8<br>8<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7  
  | VER (<br>Secs<br>- 3<br>- 4<br>- 6<br>- 5<br>- 4<br>- 5<br>- 5<br>- 4<br>- 6<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 7<br>- 4<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | FP) (U.         3 s         5         8         8         11         3 s         9 <tr< td=""><td>S-CS)<br/>ecs<br/>- 4<br/>- 7<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 7<br/>- 8<br/>- 8<br/>- 7<br/>- 10<br/>- 7<br/>- 8<br/>- 8<br/>- 9<br/>- 11<br/>- 7<br/>- 7<br/>- 9<br/>- 7<br/>- 10<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7</td><td>10n           Road           13 - 3           12 - 2           12 - 3           11 - 2           Road           11 - 2           13 - 3           3D6           order adj           order adj           d2 actio           order Kange           SR h           was odd,           Cavalr           Cavalr           Skirmi           Doubl           Ldr, Rd C           Dis(2X) D</td><td>ARTI           Image: Arrow of the second se</td><td>IIERY         ii         2         2         2         1         2         1         2         1         1         1         1         2         2         1         1         2         2         2         2         2         3         3         4         1         2         2          2          2          3          4          4  </td><td>MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           6 - 1           0           8 - 2           8 - 2           6 - 1           5 - 1           7 - 2           8 - 2           6 - 1           5 - 1           7 - 2           2D6           can co           with (+1)           r and r           mtd           F           +1           +6           NC           +3           +4</td><td>EMEN<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Comm<br/>Cod<br/>Comm<br/>Cod<br/>Comm<br/>Cod<br/>Comm<br/>Cod<br/>Comm<br/>Cod<br/>Comm<br/>Cod<br/>Comm<br/>Cod<br/>Comm<br/>Cod<br/>Comm<br/>Cod<br/>Comm<br/>Cod<br/>Comm<br/>Cod<br/>Comm<br/>Cod<br/>Cod<br/>Cod<br/>Cod<br/>Cod<br/>Cod<br/>Cod<br/>Cod</td><td><b>T, lin</b><br/><b>roke</b><br/><b>7</b> - 2<br/><b>6</b> - 2<br/><b>7</b> - 1<br/><b>5</b> - 1<br/><b>7</b> - 2<br/><b>7</b> - 2<br/><b>2</b><br/><b>7</b> - 2<br/><b>2</b><br/><b>7</b> - 2<br/><b>2</b><br/><b>1</b> - 1<br/><b>1 4</b> - 1<br/><b>1</b> - N<br/><b>R</b>ang<br/><b>r c</b>ar<br/><b>R</b>ifle<br/><b>boov</b><br/><b>CAV</b><br/><b>rail</b><br/><b>NA</b><br/><b>NA</b><br/><b>NA</b><br/><b>2</b>-8</td><td>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L</td><td>ed       - un         t       Wds         4       - 2         3       - 3         owed (N         Y       9         - 3       - 4</td><td>Imber           Hv W           3 -           2 -</td><td>ed           /ds         R           1         1</td><td>ough         2 - 1         1 - 1         1 - 1         1 - 1         2 - 1         1 - 1         1 - 1         2 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1     &lt;</td></tr<>  
  | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 7<br>- 8<br>- 8<br>- 7<br>- 10<br>- 7<br>- 8<br>- 8<br>- 9<br>- 11<br>- 7<br>- 7<br>- 9<br>- 7<br>- 10<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | 10n           Road           13 - 3           12 - 2           12 - 3           11 - 2           Road           11 - 2           13 - 3           3D6           order adj           order adj           d2 actio           order Kange           SR h           was odd,           Cavalr           Cavalr           Skirmi           Doubl           Ldr, Rd C           Dis(2X) D  
  | ARTI           Image: Arrow of the second se | IIERY         ii         2         2         2         1         2         1         2         1         1         1         1         2         2         1         1         2         2         2         2         2         3         3         4         1         2         2          2          2          3          4          4   
  | MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           6 - 1           0           8 - 2           8 - 2           6 - 1           5 - 1           7 - 2           8 - 2           6 - 1           5 - 1           7 - 2           2D6           can co           with (+1)           r and r           mtd           F           +1           +6           NC           +3           +4  
  | EMEN<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Comm<br>Cod<br>Comm<br>Cod<br>Comm<br>Cod<br>Comm<br>Cod<br>Comm<br>Cod<br>Comm<br>Cod<br>Comm<br>Cod<br>Comm<br>Cod<br>Comm<br>Cod<br>Comm<br>Cod<br>Comm<br>Cod<br>Comm<br>Cod<br>Cod<br>Cod<br>Cod<br>Cod<br>Cod<br>Cod<br>Cod   | <b>T, lin</b><br><b>roke</b><br><b>7</b> - 2<br><b>6</b> - 2<br><b>7</b> - 1<br><b>5</b> - 1<br><b>7</b> - 2<br><b>7</b> - 2<br><b>2</b><br><b>7</b> - 2<br><b>2</b><br><b>7</b> - 2<br><b>2</b><br><b>1</b> - 1<br><b>1 4</b> - 1<br><b>1</b> - N<br><b>R</b> ang<br><b>r c</b> ar<br><b>R</b> ifle<br><b>boov</b><br><b>CAV</b><br><b>rail</b><br><b>NA</b><br><b>NA</b><br><b>NA</b><br><b>2</b> -8   
  | n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L         | ed       - un         t       Wds         4       - 2         3       - 3         owed (N         Y       9         - 3       - 4  | Imber           Hv W           3 -           2 -       | ed           /ds         R           1         1   | ough         2 - 1         1 - 1         1 - 1         1 - 1         2 - 1         1 - 1         1 - 1         2 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1     <   |
| 10mm ARTILLERY TY<br>Smoothbore Batte<br>6 pounder (<br>12 pounder Napole<br>12 pounder howin<br>24 pounder howin<br>24 pounder howin<br>7 Rifled Battery<br>10 pounder Parrott F<br>3" Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F<br>Mixed Gun Batter<br>All Routed Artiller<br>Artillery Fire - Use arty<br>Artillery Deliberate Fir<br>Long Range (LR) = 2x N<br>LR or Desperation Firin<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>10mm CAVALRY<br>WEAPONS<br>R/M, or Mixd Weapns<br>Shotguns (PBF only) 1<br>Repeating Carbines<br>Sharps BL Carbines<br>Other BL Carbines   | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>PS<br>VE - A<br>NR<br>SE - A<br>NR<br>SE - A<br>NR<br>SE - A<br>NR<br>2,1<br>1<br>1<br>1   | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>16<br>10<br>Non<br>x<br>i and<br>rrtillec<br>No<br>DF) = .<br>Arty<br>die roo<br>Dismo<br>f figs 1<br>1<br>2<br>3<br>2<br>2   | AR<br>1<br>2<br>3<br>4<br>4<br>3<br>3<br>4<br>3<br>3<br>4<br>3<br>4<br>3<br>3<br>4<br>1<br>1<br>2<br>3<br>4<br>3<br>3<br>3<br>4<br>3<br>3<br>3<br>4<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3<br>3   
   | TY FIR         sec         2 - 2         3 - 3         1 - 4         5 - 3         6 - 5         7         8 - 7         9 - 7         1 - 4         9 - 7         1 - 4         1 - 5         1 - 4         1 - 5         1 - 7         1 - 7         1 - 7  
   | EPOW<br>2 s<br>3<br>5<br>7<br>7<br>2 s<br>6<br>6<br>6<br>6<br>5<br>1/2 F<br>1/2 F<br>1 | VER (<br>secs<br>- 3<br>- 4<br>- 6<br>secs<br>- 4<br>- 5<br>- 5<br>- 4<br>- 5<br>- 5<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 7<br>- 4<br>- 6<br>- 5<br>- 5<br>- 4<br>- 7<br>- 4<br>- 6<br>- 7<br>- 7<br>- 4<br>- 7<br>- 7<br>- 4<br>- 7<br>- 7<br>- 7<br>- 4<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | FP) (U.         3 s         5         8         8         11         3 s         9         9         8         9         9        
8         9         9         8         9         9         8         9         9         8         9         9         9         8         11         12         8         12         8         11         12         8         12         8         12         8         13         9         9         9         9         9         9         9         9         9         9         9         9         9         9         9         9         9  
   | S-CS)<br>ecs<br>- 4<br>- 7<br>- 7<br>- 10<br>ecs<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 7<br>- 8<br>- 8<br>- 7<br>- 8<br>- 8<br>- 7<br>- 10<br>- 7<br>- 8<br>- 8<br>- 7<br>- 10<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7   | 10n           Road           13 - 3           12 - 2           12 - 3           11 - 2           Road           11 - 2           13 - 3           3D6           order adj           order adj           d2 actio           order Kange           SR h           was odd,           Cavalr           Cavalr           Skirmi           Doubl           Ldr, Rd C           Dis(2X) D   
   | ARTI           Image: Arrow of the second se | IIERY         ii         2         2         2         1         2         1         2         4         1         4   
   | MOV           Open           8 - 2           7 - 2           8 - 2           6 - 1           Open           8 - 2           6 - 1           0           8 - 2           8 - 2           6 - 1           0           8 - 2           9 - 2           9 - 2           9 - 2           9 - 2           9 - 2           9 - 2           9 - 2           9 - 2           9 - 2           9 - 2           9 - 2           9 - 2           9 - 2 <td>EMEN<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Br<br/>Comm<br/>Codd T<br/>NA<br/>Codd T<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA</td> <td><b>T, lin</b><br/><b>coke</b><br/><b>7</b> - 2<br/><b>6</b> - 2<br/><b>7</b> - 1<br/><b>5</b> - 1<br/><b>5</b> - 1<br/><b>7</b> - 2<br/><b>7</b> - 2<br/><b>2</b><br/><b>1</b> - 1<br/><b>1</b><br/><b>4</b> - 1<br/><b>1</b> - N<br/><b>R</b>angg<br/><b>r Carw</b><br/><b>r Carw</b><br/><b>r Carw</b><br/><b>r cari</b><br/><b>r cari</b><br/><b>r cari</b><br/><b>r cari</b><br/><b>r cari</b><br/><b>r carw</b><br/><b>r carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b><br/><b>carw</b></td> <td>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L<br/>n L</td> <td>ed       - un         t       Wds         4       - 2         3       - 2         4       - 2         5       - 3         4       - 2         4       - 2     <td>Imber           Hv W           3 -           2 -</td><td>ed           /ds         R           1         1</td><td>ough         2 - 1         1 - 1         1 - 1         1 - 1         2 - 1         1 - 1         1 - 1         2 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1     &lt;</td></td>   
   | EMEN<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Br<br>Comm<br>Codd T<br>NA<br>Codd T<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA  | <b>T, lin</b><br><b>coke</b><br><b>7</b> - 2<br><b>6</b> - 2<br><b>7</b> - 1<br><b>5</b> - 1<br><b>5</b> - 1<br><b>7</b> - 2<br><b>7</b> - 2<br><b>2</b><br><b>1</b> - 1<br><b>1</b><br><b>4</b> - 1<br><b>1</b> - N<br><b>R</b> angg<br><b>r Carw</b><br><b>r Carw</b><br><b>r Carw</b><br><b>r cari</b><br><b>r cari</b><br><b>r cari</b><br><b>r cari</b><br><b>r cari</b><br><b>r carw</b><br><b>r carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b><br><b>carw</b>   | n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L         | ed       - un         t       Wds         4       - 2         3       - 2         4       - 2         5       - 3         4       - 2         4       - 2 <td>Imber           Hv W           3 -           2 -</td> <td>ed           /ds         R           1         1</td> <td>ough         2 - 1         1 - 1         1 - 1         1 - 1         2 - 1         1 - 1         1 - 1         2 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         0
- 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1     &lt;</td> | Imber           Hv W           3 -           2 -       | ed           /ds         R           1         1   | ough         2 - 1         1 - 1         1 - 1         1 - 1         2 - 1         1 - 1         1 - 1         2 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1         0 - 0         1 - 1     <   |
| 10mm ARTILLERY TY<br>Smoothbore Batter<br>6 pounder 12<br>pounder Napole<br>12 pounder howin<br>24 pounder howin<br>24 pounder howin<br>31 Ordnance F<br>31 Ordnance F<br>31 Ordnance F<br>32 Ordnance F<br>30 pounder Parrott F<br>30 pou | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle | Arty<br>NR<br>7<br>8<br>6<br>7<br>7<br>8<br>6<br>7<br>7<br>8<br>6<br>7<br>7<br>8<br>6<br>7<br>7<br>8<br>8<br>6<br>7<br>7<br>8<br>8<br>6<br>7<br>7<br>8<br>8<br>6<br>7<br>7<br>8<br>8<br>6<br>7<br>7<br>8<br>8<br>6<br>7<br>7<br>8<br>8<br>6<br>7<br>7<br>8<br>8<br>6<br>7<br>7<br>8<br>8<br>6<br>7<br>7<br>8<br>8<br>6<br>7<br>7<br>8<br>8<br>8<br>6<br>7<br>7<br>8<br>8<br>8<br>6<br>7<br>7<br>8<br>8<br>8<br>8  | AR           1           2           3           4           3           4           3           4           3           4           3           3           2           3           3           2           1   | TY FIR         sec         - 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  | <b>T, lin</b><br><b>roke</b><br><b>7</b> - 2<br><b>6</b> - 2<br><b>7</b> - 1<br><b>5</b> - 1<br><b>7</b> - 2<br><b>7</b> - 2<br><b>2</b><br><b>7</b> - 2<br><b>2</b><br><b>7</b> - 2<br><b>2</b><br><b>7</b> - 2<br><b>2</b><br><b>7</b> - 2<br><b>2</b><br><b>7</b> - 2<br><b>2</b><br><b>2</b><br><b>7</b> - 2<br><b>2</b><br><b>2</b><br><b>7</b> - 2<br><b>2</b><br><b>2</b><br><b>2</b><br><b>1 4</b> - 1<br><b>1</b><br><b>5</b> - <b>2</b><br><b>2</b><br><b>2</b><br><b>1 1 4</b> - 1<br><b>1</b><br><b>1 1 1 1 1 1 1 1 1 1</b>   | mber<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L<br>n L | ed - un<br>t Wds<br>4 - 2<br>3 - 3<br>3 - 3   | Imperiation           Hv W           3 -           2 -           3 -           3 -           2 -           3 -           2 -           2 -   | ed           /ds         R           1   | ough           2 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           0 - 0           1 - 1           3 - 2           1 - 1           2 - 2           2 - 1           1 - 1           1 - 0           1 - 1           1 - 1           1 - 1  
  |
| 10mm ARTILLERY TY<br>Smoothbore Batte<br>6 pounder Mapole<br>12 pounder Napole<br>12 pounder Napole<br>12 pounder howi<br>24 pounder howi<br>37 Ordnance F<br>38 Ordnance F<br>14 pounder Parrott F<br>38 Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>Mixed Gun Batte<br>All Routed Artiller<br>Artillery Fire - Use arty<br>Artillery Deliberate Fir<br>Long Range (LR) = 2x N<br>LR or Desperation Firin<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>10mm CAVALRY<br>WEAPONS<br>R/M, or Mixd Weapns 2<br>Shotguns (PBF only) 1<br>Repeating Carbines<br>Other BL Carbines<br>Distols*(PBF only) 1<br>Cavalry Fire - Use Unit  | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>ery<br>ry*<br>Ven c<br>Cav<br>E<br>FPs<br>ven c<br>Cav<br>E<br>S<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R   | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>16<br>10<br>Non<br>x<br>ind<br>rtille.<br><i>x</i><br><i>x</i><br><i>y</i><br><i>y</i><br><i>y</i><br><i>y</i><br><i>y</i><br><i>y</i><br><i>y</i><br><i>y</i><br><i>y</i><br><i>y</i>  |
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   |
| 10mm ARTILLERY TY<br>Smoothbore Batte<br>6 pounder Mapole<br>12 pounder Napole<br>12 pounder Napole<br>12 pounder howi<br>24 pounder howi<br>34 pounder Parrott F<br>3" Ordnance F<br>14 pounder James F<br>BL Whitworth F<br>6 pounder, Wiard F<br>20 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>30 pounder Parrott F<br>All Routed Artiller<br>Artillery Fire - Use arty<br>Artillery Deliberate Fir<br>Long Range (LR) = 2x N<br>LR or Desperation Firir<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>10mm CAVALRY<br>WEAPONS<br>X/M, or Mixd Weapns<br>Shotguns (PBF only)<br>Repeating Carbines<br>Other BL Carbines<br>Distols*(PBF only)<br>1<br>Cavalry Fire - Use Unit<br>Long Range (LR) = 2x N   | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>ery<br>ry*<br>VEPS<br>Ven C<br>Cav [<br>Cav [<br>Cav ]<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1  | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>16<br>10<br>Non<br>x<br>ind<br>rtille<br><i>x</i><br><i>x</i><br><i>x</i><br><i>y</i><br><i>x</i><br><i>y</i><br><i>x</i><br><i>y</i><br><i>x</i><br><i>y</i><br><i>x</i><br><i>y</i><br><i>x</i><br><i>y</i><br><i>x</i><br><i>y</i><br><i>x</i><br><i>y</i><br><i>x</i><br><i>y</i><br><i>y</i><br><i>y</i><br><i>y</i><br><i>y</i><br><i>y</i><br><i>y</i><br><i>y</i><br><i>y</i><br><i>y</i>   |
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  | ARTI           Image: Arrow of the second s  | IIERY         iii         2         2         1         2         2         1         2         2         2         1         2         2         2         2         2         2         2         2         2         2         2         2         2         2         2         4         1         -2         -1         -1         -1         -2         -1         -2         -1         -2         -1         -2         -2         -3         -1         -2         -3         -3         -4         -5         -6         -7         -7         -7         -7         -7         -7         -7<  | MOV           0pen           8 - 2           7 - 2           8 - 2           6 - 1           0pen           8 - 2           6 - 1           0 pen           8 - 2           6 - 1           0 pen           8 - 2           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10           9 - 10   
   
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| 10mm ARTILLERY TY<br>Smoothbore Batte<br>6 pounder Mapole<br>12 pounder Napole<br>12 pounder Napole<br>12 pounder Napole<br>12 pounder Napole<br>24 pounder howi<br>37 Ordnance F<br>38 Ordnance F<br>14 pounder Parrott F<br>30 pounder Parrott F<br>Mixed Gun Batte<br>All Routed Artiller<br>Artillery Fire - Use arty<br>Artillery Deliberate Fir<br>Long Range (LR) = 2x N<br>LR or Desperation Firin<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>10mm CAVALRY<br>WEAPONS<br>X/M, or Mixd Weapns 2<br>Shotguns (PBF only) 1<br>Repeating Carbines<br>Other BL Carbines<br>Distols*(PBF only) 1<br>Cavalry Fire - Use Unit   | PES<br>ry<br>gun<br>eon<br>tzer<br>tzer<br>kifle<br>Rifle<br>Rifle<br>Rifle<br>Rifle<br>ery<br>ry*<br>Ven c<br>Cav [<br>1<br>1<br>1<br>1<br>1<br>1<br>NR F<br>NR F   | Arty<br>NR<br>7<br>8<br>6<br>7<br>NR<br>13<br>12<br>11<br>18<br>11<br>14<br>16<br>10<br>Non<br>2<br>3<br><i>Arty</i><br><i>die roo</i><br><i>figs</i><br>1<br>2<br>3<br>2<br>1<br>1<br>2<br>2<br>1<br>1<br>1<br>2<br>3<br><i>C</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>Arty</i><br><i>A</i> 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   | Y FIR         sec         2 - 2         3 - 3 </td <td>EPOW<br/>2 s<br/>3<br/>5<br/>7<br/>2 s<br/>6<br/>6<br/>6<br/>6<br/>6<br/>6<br/>7<br/>7<br/>2 s<br/>6<br/>6<br/>6<br/>7<br/>7<br/>8<br/>5<br/>6<br/>6<br/>7<br/>7<br/>7<br/>2 s<br/>6<br/>6<br/>6<br/>7<br/>7<br/>7<br/>2 s<br/>6<br/>6<br/>6<br/>6<br/>7<br/>7<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>7<br/>7<br/>8<br/>8<br/>8<br/>9<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10</td> <td>VER (<br/>Secs<br/>- 3<br/>- 4<br/>- 6<br/>- 5<br/>- 4<br/>- 5<br/>- 5<br/>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 7<br/>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 7<br/>- 7<br/>- 4<br/>- 7<br/>- 7<br/>- 4<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7</td> <td>FP) (U         3 s         5         8         11         3 s         9</td> <td>S-CS)<br/>ecs<br/>- 4<br/>- 7<br/>- 7<br/>- 7<br/>- 10<br/>ecs<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 7<br/>- 8<br/>- 8<br/>- 7<br/>- 10<br/>- 7<br/>- 8<br/>- 8<br/>- 7<br/>- 10<br/>- 7<br/>- 7<br/>- 8<br/>- 8<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7<br/>- 7</td> <td>10n<br/>Roac<br/>13 - 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#### Across A Deadly Field 15mm/20mm Reference Chart Across A Deadly Field - 15mm Reaimental Game Scales From one to 15mm Ground Scale = one inch equals approximately 80 to 100 yards. two stands apart *One Turn* = 30 minutes, *One Infantry Fig* = 60 men, *One Cavalry Fig* = 30 men *One Gun* = one battery with each crew figure equaling one section. legt in Battle Line Stands touching) **Regiment as Skirmishers** Across A Deadly Field - Game Turn Overview Regt in Extended Line (up to one stand apart In one turn, each side will have an Active and a Reactive portion of the turn. The side with the *"initiative"* will be active first with the other side reacting. 1. The *active units* can perform any two concurrent actions. It can fire and/or move, fire twice, move twice, charge, reform from disorder, change for-mation, or attempt to rally. If routed, it <u>must</u> run and then try to rally. 2. The opposing non-active units may react ONCE to any fire or movement that can be seen or is within 2 inches with a fire, a formation or facing change, reform, a rally attempt or countercharge or disengage. After doing its one reaction, a unit may still do desperation fire if charged. ment with Column **3.** After one side has completed all *actions*, the other side now is active with ent in Ro in Support One stand's distance betwee two actions per unit, with the previous active units now reacting as above. The Basic Morale Point (BMP) and The Modified Morale Point (MMP) Across A Deadly Field - Abbreviations Each unit has a **BMP** based on its training and combat experience as so: FP-Firepower Points, FCR/MC-Fire Combat Results/Morale Check. BMP = 3, 4, 6 *Elite*, unit with a solid record of proven combat experience. BMP-Basic Morale Point. MMP-Modified Morale Point. MC-Morale Check. DRM-Die Roll Modifier LB-Leadership Benefit **BMP = 4, 6, 8** Veteran, well trained unit with some combat experience. BMP = 5, 7, 10 Trained, unit with some training, but no combat experience. PBF, SR, NR, LR - Point Blank, Short, Normal or Lona Range Fire, BMP = 6, 9, 12 Green, unit with minimal training and no combat experience. MC-Morale Check, CMM-Charge Morale Modifier, LOS-Line of Sight Above BMPs are for: No stand lost One stand lost (3 stand units) Last Stand 1MC or 2MC - Morale Checks with +1 or +2, to a unit's MMP. Artillery batteries have their **BMP** increased by "+3" per section previously lost. **1H, 2H, 3H** ... number of hits = figs/arty sections lost and **+MC**. 1D6, 2D6, 3D6, etc. - Number of six sided dice (D6) to be rolled. Modified Morale Point (MMP) -- When a unit's BMP is modified by its situation it becomes its **MMP**, which is then used for all *morale checks* or *rally attempts*. When a Unit is Required to take a Morale Check (MC) MMP = BMP + unit morale level + two best & two worst situational modifiers When required by a FCR/MC as a (MC, 1MC or 2MC) fire PLUS any applicable Fire Combat Results calling for a morale check (FCR/MC). combat result, or a figure loss with a +MC per each "hit". A unit's morale level is: good order (+0), disorder(+2), shaken (+4) or routed (+6) In any situation, a unit can never have an MMP better than "0" or worse than "12" If it was within one inch (100 yards) to a unit that was eliminated, a leader that was killed, or by a routing unit. Good Situational Morale Modifiers To a Unit's MMP use the "best" two If *defending* against a charge prior to *Charge Impact* If unit is adjacent (1/2 inch) to a leader.....leader's LB Resolution as the attacker moves within one inch. Morale Check and Rally Attempt Results An infantry unit is charging / a mounted cavalry unit is charging......-1/-2 Unit rolls **2D6** attempting to match or roll higher than its cur-Unit is in or directly behind light/heavy cover (does not apply if charging).....-1/-2 rent **MMP** with immediate results as below -- same for Rally. Unit is supported by adjacent non-shaken unit(s)...(-1 per unit) ......--2 max Rolls a natural "2" - <u>Elites</u> go *shaken*, all others are <u>routed</u> Rolls a natural "3" - <u>Elites</u> go into *disorder*, all others <u>shaken</u> Bad Situational Morale Modifiers To a Unit's MMP use the "worst" two Rolls 5 or more less than **MMP** -- Drop 2 morale levels\* \*Enfilade Fire Morale Check from..... arty fire/other fire or rally attempts Rolls 1 to 4 less than MMP -- Drop 1 morale Level\* \*Unlimbrd Arty .....fire from side (+2/+1)...full flank (+3/+2)...rear (+4/+3) Rolls exactly its **MMP** -- No morale change, unit stays same. \*All colums & limbrd arty....side fire (+2/+1)...front fire (+3/+2)...rear (+4/+3) Rolls 1 to 4 higher than its **MMP** - Improve 1 morale level All lines.....from partial flank (+2/+1)....full flank (+3/+2)...rear (+4/+3) Rolls 5 or higher than MMP -- Improve 2 morale levels Unit is within two inches (6/10mm figs, one inch) from an enemy unit..... +1 Rolls a natural "12"-- Good order and recover a figure or gun Per each regiment or leader "eliminated" from the same brigade.....+1 (max +2) \*Unless routed, infantry, arty, and dismnted cavalry fall back Regiment is a merged regiment (Use original BMP of best unit) with a......+2 in inches by what it failed by, mounted cavalry twice that. Unit is charged by infantry/cavalry on partial flank: (+2/+3)...full flank or rear: (+4/+6) Infantry Charge Procedure and Charge Impact Resolution -- Active Player Chooses Order of Resolution <u>Declare Charge Target/Advance Charging Units</u> -- A charging unit(s) uses one action and has a required charge bonus (CB) roll of half its routed movement. Charge goes into disorder at 1/2 of total charge distance for green or trained troops and 1/2 of CB for elites or vets. 1. Resolve any enemy reaction fire against the charging unit(s).-- As the charging units gets within range of any enemy unit(s), those unit(s) 2. may take one reaction fire with <u>immediate</u> results, including morale checks. Defending units get only one full *reaction fire* during the opposing side's *Active Turn*, with the exception of a **1D6** desperation fire (**DF**) if different units move into short range. Do note that against a charge, IF the defender wants to do his reaction fire as a point blank fire or close canister fire he must first do <u>Step 3</u> the de-fender's pre-impact morale check -- likewise, for any **DF.** A defender can only fire once -- reaction fire or **DF** -- against any one unit.

3. <u>Defender's Pre-Impact Morale Check</u> -- When the charging unit is within one inch from the defender, he takes an immediate a morale check.

4. <u>Charge Impact Resolution</u> -- If the charging units have not been stopped by fire, proceed to charge impact resolution. Calculate the <u>Final Impact Values</u> (FIV) of the lead units in contact as shown below, <u>with</u> the opposing lead unit's MMP modified by its CMM and any Good/Bad Situational Morale Modifiers as below. FIV only - lead charging unit counts all contiguous units for support (-2 max to MMP).

FIV = 2D6 + (lead impact unit's # of figs) - (lead impact unit's MMP)High total FIV wins with the following results:Equal FIV: Infantry melee - Assume both sides are in contact and do a simultaneous "melee fire" using (FPs + 5D6) see rules.Win by 1: Attacker stops short. Roll 1D6 for distance in half inches.Both sides fire a "no action cost" volley at that range.Win by 2 through 4: All losing units fall back that many inches\* and all losing units lose one\* figure and are in disorder.Win by 5 through 7: All losing units fall back that many inches\* and all losing units lose two\* figures and are shaken.Win by 8 through 11: All losing units fall back that many inches\* and all losing units lose three\* figures and are routed.Win by 12: All losing units - attacker or defender -- surrender and are removed from the game.\*If "loser" was attacking infantry reduce fall back distance by one inch, reduce figure loss by one, and morale level drop is limited to shaken.

5. <u>All involved units are now in disorder</u>. If the attackers were the winners, they may advance in disorder, generally following the defender at up to one inch less than he fell back. If the attackers won, they may advance and impact a new enemy unit if desired, repeating the Charge Procedure. However, if the defender was the winner, he does not advance, but continues to hold his position.

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| Spncr/Hnrv Rpt Rifles   |   | 3   | 4 6  | 7   | 9   | 10  
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| Colt Revolving Rifles   | 3   | 3   | 4 5  | 6   | 8   | 9   
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| Sharps B/L Rifles   | 5   | 3   | 4 5  | 6   | 7   | 8   
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| Sharpshooter R/Ms   | 4   | 2   | 3 4  | 5   | 6   | 7   
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| Old Flintlocks  | 2   | 1   | 2 3  | 3   | 4   | 4   
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| Infantry Fire - Unit's  | FP ar   | nd add  | dice and i   | DRMs  | as indi   | cated.  
  | Three   | good o   | rder adj  
   
   
   | acent  | units o  | can co  | mbine  | up to <b>1</b>  | 6 figs/1   | <b>18
FPs</b> fo   | or one fi   
   
   
   
   
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| Firer in disorder = 1/2   |   |   |  |   |   |   
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| *Smoothbore Muske   | ts = +  | 1 DRIV  | at PBF   | Firer is  |   |   
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|   | FIG   | 60 MI   |  |   |   |   
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| ARTILLERY FIRE  |   | MC  |  | 1C 11   | MC 1  | MC :  
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| CAVALRY FIRE 1  |   |   |  |   |   |   
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| Fire Combat Results   |   |   |  |   |   |   
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| 2H, 3H, or 4H equal   | s tha   | t num   | ber of hi  | ts tha  | nt man  | ny fiqs   
  | or gu   | n secti  | ons lost  
   
   
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| *Target is in light woo   |   |   |  |   |   |   
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| *Target is in heavy wo  |   |   |  |   |   |   
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| *Target is behind woo   |   |   |  |   |   |   
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| *Target is in farms or v  |   |   |  |   |   |   
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| Target is infantry in ex  |   |   |  |   |   |   
  |   | Target   | t is any a  
   
   
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| Target is infantry skirn  | nishe   | rs <i>or</i>  | 2+ inches  | behind  | <mark>-5/-3</mark> .  | <mark>-3/-2</mark>  
  | DRM   | Target   | t in <i>Disol</i>   
   
   
   | rder (   | (no enf  | ilade t   | <u>fire</u> aga  | inst dis  | sorder).   |         
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| Target is elite unit  |   |   |  |   |   | - <mark>1</mark> /-1  
  | DRM   | Target   | t is a <i>tra</i>   
   
   
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| Target is dismounted  | caval   | ryin l  | neskirmi   | shers   | -1/NC.  | . <mark>-4/-2</mark>  
  | DRM   | Moun   | ted Cava  
   
   
   | alry   | not cha  | irqinq  | chara  | ing   |  |
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   | 3 DRM   
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| 15mm ARTILLERY TY   | 'PES  | Arty  | ARTY FI  | REPOV   | VER (F  | P) (US  
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| 12 pounder Napol  | leon  | 13  | <b>3 -</b> 3   | 5   | - 4   | 8   
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| 24 pounder howi   | itzer   | 12  | 4 - 4  | 7   | - 6   | 11  
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| 10 pounder Parrott  | Rifle   | 18  | <b>3</b> - 3   | 5   | - 4   | 8 -   
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| 3" Ordnance I   |   | 17  | 3 - 3  |   | - 5   | 9 -   
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| 14 pounder James I  | -   | 16  | <b>3</b> - 3   | _   | - 5   | 9 -   
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| BL Whitworth I  | Rifle   | 26  | <b>3</b> - 3   |   |   |   
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| BL Whitworth I<br>6 pounder, Wiard I  |   | 26<br>14  | <b>2</b> - 2   | -   | - 4   | 6 -   
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| 6 pounder, Wiard I  | Rifle<br>Rifle  | 14  | <b>2</b> - 2   | 4   | - 4   | 6 -   
  | 5<br>10   | 16 -   | 4 1<br>2 1  
   
   
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| 6 pounder, Wiard I<br>20 pounder Parrott I  | Rifle<br>Rifle<br>Rifle   | 14<br>20  | <b>2 -</b> 2<br><b>4 -</b> 4   | 4<br>7<br>8   | - 4<br>- 6  | 6 -<br>11 -   
  | 5<br>10<br>11   | 16 -<br>13 -   | 4 1<br>2 1<br>1 7   
   
   
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| 6 pounder, Wiard<br>20 pounder Parrott I<br>30 pounder Parrott I  | Rifle<br>Rifle<br>Rifle<br><b>ery</b>   | 14<br>20<br>22  | <b>2</b> - 2<br><b>4</b> - 4<br><b>5</b> - 5<br><b>3</b> - 3   | 4<br>7<br>8<br>5  | - 4<br>- 6<br>- 7   | 6 -<br>11 -<br>12 -   
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| 6 pounder, Wiard 1<br>20 pounder Parrott 1<br>30 pounder Parrott 1<br>Mixed Gun Batt<br>All Routed Artille  | Rifle<br>Rifle<br>Rifle<br><b>ery</b><br><b>ery</b> *   | 14<br>20<br>22<br>14<br>None  | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None   | 4<br>7<br>8<br>5<br>No  | - 4<br>- 6<br>- 7<br>- 4<br>one   | 6 -<br>11 -<br>12 -<br>8 -<br>No  
  | 5<br>10<br>11<br>7<br>ne  | 16 -<br>13 -<br>10 -<br>14 -<br>3D6  | 4     1       2     1       1     7       2     1       5     2   
   
   
   | 3 - 3<br>0 - 1<br>7 - 1<br>0 - 3<br>2D6  | 11<br>7<br>5<br>9<br>2   | - 3<br>- 1<br>- 1<br>- 2<br>D6  | 9 - 1<br>9 - 1<br>6 - 1<br>4 -1<br>8 - 1<br>2D6  | 3  <br>1  <br>2  <br>5  | 6 - 2<br>6 - 2<br>4 - 1<br>3 - 1<br>5 - 1<br>1D6   | 4 -<br>4
-<br>2 -<br>1 -<br>3 -<br>2 incl  | 1  <br>1  <br>0  <br>1  <br>hes Al   
   
   
   
   
  | 2 - 1<br>2 - 1<br>1 - 0<br>0 - 0<br>2 - 1<br>bandn   
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| 6 pounder, Wiard I<br>20 pounder Parrott I<br>30 pounder Parrott I<br>Mixed Gun Batt<br>All Routed Artille<br>Artillery Fire - Use art  | Rifle<br>Rifle<br>Rifle<br>e <b>ry</b><br>ry*   | 14<br>20<br>22<br>14<br>None  | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None   | 4<br>7<br>8<br>5<br>No<br>indicat   | - 4<br>- 6<br>- 7<br>- 4<br>one<br>ted. U   | 6 -<br>11 -<br>12 -<br>8 -<br>No<br>p to 3  
  | 5<br>10<br>11<br>7<br>ne<br>good c  | 16 -<br>13 -<br>10 -<br>14 -<br>3D6  | 4 1.<br>2 10<br>1 7<br>2 10<br>5 2<br><i>Ijacent b</i>  
   
   
   | 3 - 3<br>0 - 1<br>7 - 1<br>0 - 3<br>2D6<br>patteri   | 11<br>7<br>5<br>9<br>2   | - 3<br>- 1<br>- 1<br>- 2<br>D6<br><i>comb</i>   | 9 - 1<br>9 - 3<br>6 - 1<br>4 -1<br>8 - 1<br>2 De<br>ine up t   | 3<br>1<br>2<br>5<br>6<br>6<br>6<br>6<br>7<br>6<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7   | 6 - 2<br>6 - 2<br>4 - 1<br>3 - 1<br>5 - 1<br>1D6<br>ctions/2   | 4 -<br>4
-<br>2 -<br>1 -<br>3 -<br>2 incl<br>18 FPs f  | 1<br>1<br>1<br>0<br>1<br>1<br>hes Al   
   
   
   
   
  | 2 - 1<br>2 - 1<br>1 - 0<br>0 - 0<br>2 - 1<br>bandn   
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| 6 pounder, Wiard 1<br>20 pounder Parrott 1<br>30 pounder Parrott 1<br>Mixed Gun Batt<br>All Routed Artille  | Rifle<br>Rifle<br><b>ery</b><br>ry*<br>y FPs<br>re - A  | 14<br>20<br>22<br>14<br>None<br>and a<br>rtillery   | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None   | 4<br>7<br>8<br>5<br>No<br>indicat   | - 4<br>- 6<br>- 7<br>- 4<br>one<br>ted. U,<br>al rang   | 6 -<br>11 -<br>12 -<br>8 -<br>No<br>p to 3<br>re, may   
  | • 5<br>• 10<br>• 11<br>• 7<br>• ne<br>good c  | 16 -<br>13 -<br>10 -<br>14 -<br>3D6<br>order aa<br>d 2 actio   | 4 1.<br>2 10<br>1 7<br>2 10<br>5 2<br><i>Ijacent b</i>  
   
   
   | 3 - 3<br>0 - 1<br>7 - 1<br>0 - 3<br>2D6<br>patteri<br>one fir  | 11<br>7<br>5<br>9<br>2<br>ies can<br>re with   | - 3<br>- 1<br>- 2<br>D6<br>(+2 Di   | 9 - 3<br>9 - 3<br>6 - 3<br>4 -1<br>8 - 3<br>2D6<br>ine up t<br>RM)   | 3<br>1<br>2<br>2<br>5<br>5<br>8<br>7<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8  | 6 - 2<br>6 - 2<br>4 - 1<br>3 - 1<br>5 - 1<br>1D6<br>ctions/1<br>owed (N  | 4 -<br>4
-<br>2 -<br>1 -<br>2 inch<br>18 FPs f<br>NA) for r  | 1<br>1<br>1<br>0<br>1<br>1<br>hes Al   
   
   
   
   
  | 2 - 1<br>2 - 1<br>1 - 0<br>0 - 0<br>2 - 1<br>bandr<br>fire.<br>fire  
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   |
| 6 pounder, Wiard I<br>20 pounder Parrott I<br>30 pounder Parrott I<br>Mixed Gun Batt<br>All Routed Artille<br>Artillery Fire - Use art<br>Artillery Deliberate Fin<br>Long Range (LR) = 2x  | Rifle<br>Rifle<br><b>ery</b><br><b>ry</b> *<br>y <b>FPs</b><br>re - A<br>NR   | 14<br>20<br>22<br>14<br>None<br>and a<br>rtillery<br>No   | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None<br>add dice as<br>at long o<br>rmal Rang  | 4<br>7<br>8<br>5<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1  | - 4<br>- 6<br>- 7<br>- 4<br>one<br>ted. U,<br>al rang   | 6 -<br>11 -<br>12 -<br>8 -<br>No<br>p to 3<br>re, may<br>Noted  
  | 5<br>10<br>11<br>7<br>ne<br>good c<br>Sho   | 16 -<br>13 -<br>10 -<br>14 -<br>3D6<br>order aa<br>d 2 actio<br>ort Rang   | 4         1.           2         1.           1         7           2         1.           5         2           Ijacent b         ons for o  
   
   
   | 3 - 3<br>0 - 1<br>7 - 1<br><u>0 - 3</u><br>2D6<br>patteri<br>one fir<br>= 1/2  | 11<br>7<br>5<br>9<br>2<br>ies can<br>re with<br>NR   | - 3<br>- 1<br>- 2<br>D6<br>comb<br>(+2 Di<br>Canis  | 9 - 3<br>9 - 3<br>6 - 3<br>4 - 1<br>8 - 3<br>2 De<br>ine up t<br>RM <b>)</b><br>ter Ran  | 3<br>1<br>2<br>2<br>5<br>6<br>8<br>7<br>8<br>7<br>8<br>7<br>8<br>7<br>8<br>7<br>8<br>7<br>8<br>7<br>8<br>7<br>8<br>7<br>8   | 6 - 2<br>6 - 2<br>4 - 1<br>3 - 1<br>5 - 1<br>1D6<br>ctions/1<br>owed (N<br>) = 3 inc   | 4 -<br>2
-<br>1 -<br>3 -<br>2 incl<br>18 FPs f<br>NA) for r<br>ches/I in   | 1           1           0           1           0           1  
   
   
   
   
  | 2 - 1<br>2 - 1<br>1 - 0<br>0 - 0<br>2 - 1<br>bandr<br>fire.<br>fire<br>fire<br>fire  
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| 6 pounder, Wiard I<br>20 pounder Parrott I<br>30 pounder Parrott I<br>Mixed Gun Batt<br>All Routed Artille<br>Artillery Fire - Use art<br>Artillery Deliberate Fin<br>Long Range (LR) = 2x I<br>LR or Desperation Firi  | Rifle<br>Rifle<br>Rifle<br><b>ery</b><br>ry FPs<br>re - A<br>NR<br>ng (D  | 14<br>20<br>22<br>14<br>None<br>and a<br>rtillery<br>No<br>0F) = F  | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None<br>idd dice as<br>/ at long of<br>rmal Rang<br>P + 1D6  | 4<br>7<br>8<br>5<br>indicat<br>r norm<br>e (NR)<br>NR   | - 4<br>- 6<br>- 7<br>- 4<br>one<br>ted. U<br>al rang<br>= As N<br>Firing  | 6 -<br>11 -<br>12 -<br>8 -<br>No<br>p to 3<br>re, may<br>Noted<br>= FP +  
  | 5<br>10<br>11<br>7<br>ne<br>good c<br>Shc<br>2D6  | 16 -<br>13 -<br>10 -<br>14 -<br>3D6<br>order aa<br>d 2 actio<br>ort Rang<br>SR   | 4         1.           2         1.           1         7           2         1.           5         2           djacent b         0           ons for o         0           ge (SR) =         Firing =   
   
   
   | 3 - 3<br>0 - 1<br>7 - 1<br>2D6<br>patteri<br>pne fir<br>= 1/2<br>FP + 3  | 11<br>7<br>9<br>2<br>ies can<br>re with<br>NR<br>3D6   | - 3<br>- 1<br>- 1<br>- 2<br>D6<br>(+2 Di<br>Canis   | 9 - 1<br>9 - 1<br>6 - 1<br>8 - 1<br>2 De<br>ine up t<br>RM <b>)</b><br>ter Ran<br>Smbr Co  | 3<br>1<br>2<br>2<br>5<br>5<br>6<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7  | 6 - 2<br>6 - 2<br>4 - 1<br>3 - 1<br>5 - 1<br>1D6<br>ctions/1<br>owed (N<br>) = 3 inc<br>Firing (   | 4 -<br>2
-<br>1 -<br>3 -<br>2 incl<br>18 FPs f<br>NA) for r<br>ches/l in<br>CR) = Fl   | 1           1           0           1           nes           All           for one f           reaction           nch ( PBI           P + 4D6/  
   
   
   
   
  | 2 - 1<br>2 - 1<br>1 - 0<br>0 - 0<br>2 - 1<br>bandn<br>fire.<br>fire<br>fire<br>fonly)<br>/5D6  
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| 6 pounder, Wiard I<br>20 pounder Parrott I<br>30 pounder Parrott I<br>Mixed Gun Batt<br>All Routed Artille<br>Artillery Fire - Use art<br>Artillery Deliberate Fin<br>Long Range (LR) = 2x  | Rifle<br>Rifle<br>Rifle<br><b>ery</b><br><b>ry</b> *<br>y <b>FPs</b><br>re - A<br>NR<br>ng ( <b>D</b><br>2 FPs  | 14<br>20<br>22<br>14<br>None<br>and a<br>rtillery<br>No<br>0F) = F  | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None<br>add dice as<br>y at long o<br>rmal Rang<br>P + 1D6<br>is Shaken  | 4<br>7<br>8<br>indicat<br>r norm<br>e (NR)<br>NR<br>= 1/2 F   | - 4<br>- 6<br>- 7<br>- 4<br>one<br>ted. U<br>al rang<br>= As N<br>Firing<br>FPs & Id  | 6 -<br>11 -<br>12 -<br>8 -<br>No<br>p to 3<br>re, may<br>Voted<br>= FP +<br>ose 1 c   
  | s 5<br>10<br>11<br>7<br>ne<br>good c<br>y spend<br>2D6<br>lie Al  | 16 -<br>13 -<br>10 -<br>14 -<br>3D6<br>order aa<br>d 2 actio<br>ort Rang<br>SR<br>rty is El  | 4         1.           2         1.           1         7           2         1.           5         2           Ijacent b         2           ons for o         3           ge (SR) =         Firing =           ite/Gree         3  
   
   
   | 3 - 3<br>0 - 1<br>7 - 1<br>0 - 3<br>2D6<br>pattern<br>one fir<br>= 1/2<br>FP + 3<br>en =+1   | 11<br>7<br>9<br>2<br>ies can<br>re with<br>NR<br>3D6<br>1 DRM/   | - 3<br>- 1<br>- 1<br>- 2<br>D6<br>(+2 Di<br>Canis<br>Canis  | 9 - 1<br>9 - 3<br>6 - 1<br><u>8 - 1</u><br><u>2 D6</u><br>ine up t<br>rRM)<br>ter Ran<br>Smbr CC<br>A Rifle  | 3<br>1<br>2<br>2<br>5<br>5<br>6<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7  | 6 - 2<br>6 - 2<br>4 - 1<br>3 - 1<br><u>5 - 1</u><br><u>1D6</u><br><i>ctions/1</i><br><i>cwed</i> (N)<br>) = 3 <i>inc</i><br><i>Firing</i> (  | 4 -<br>4
-<br>2 -<br>2 -<br>1 -<br>2 -<br>2 -<br>18 FPs f<br>NA) for r<br>ches/I in<br>CR) = FI<br>ing (CR)=   | 1           1           0           1           0           1           0           1           0           1           0           1           0           1           0           1           0           1           1           0           1  
   
   
   
   
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| 6 pounder, Wiard I<br>20 pounder Parrott I<br>30 pounder Parrott I<br>Mixed Gun Batt<br>All Routed Artille<br>Artillery Fire - Use art<br>Artillery Deliberate Fin<br>Long Range (LR) = 2x<br>LR or Desperation Firi<br>Arty in disorder = 1/2<br>* If arty routs with an e   | Rifle<br>Rifle<br>Rifle<br><b>ery</b><br>r <b>y</b> *<br>y <b>FPs</b><br>re - A<br>NR<br>ng ( <b>D</b><br>PFPs<br>rven d  | 14<br>20<br>22<br>14<br>None<br>and c<br>rtillery<br>No<br>0F) = F<br>Arty i<br>fie roll  | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None<br>add dice as<br>y at long o<br>rmal Rang<br>P + 1D6<br>is Shaken<br>the guns  | 4<br>7<br>8<br>5<br>indicat<br>r norm<br>e (NR)<br>NR<br>= 1/2 F<br>are gor   | - 4<br>- 6<br>- 7<br>- 4<br>one<br>ted. U,<br>al rang<br>= As N<br>Firing<br>EPs & Ich<br>ene. If t   | 6 -<br>11 -<br>12 -<br>8 -<br>No<br>p to 3<br>re, may<br>voted<br>= FP +<br>ose 1 co<br>he rou  
  | 5<br>10<br>11<br>7<br>ne<br>good c<br>y spend<br>Sho<br>2D6<br>lie<br><b>A</b><br>t roll v  | 16 -<br>13 -<br>10 -<br>14 -<br>3De<br>order aa<br>d 2 actie<br>ort Rang<br>SR<br>rty is El<br>was odd   | 4         1.           2         10           1         7           2         10           5         2           Ijacent b         0           ons for o         0           ge (SR) =         Firing =           ite/Greet         I, the qui  
   
   
   | 3 - 3<br>0 - 1<br>7 - 1<br>0 - 3<br>2D6<br>patteri<br>patteri<br>patteri<br>pre fir<br>= 1/2<br>FP + 3<br>en =+1<br>ns lim   | 11<br>7<br>5<br>9<br>2<br>ies can<br>re with<br>NR<br>3D6<br>1 DRM/<br>aber an   | - 3<br>- 1<br>- 2<br>D6<br>(+2 Di<br>Canisi<br>Canisi<br>d rout   | 9 - 1<br>9 - 3<br>6 - 1<br>8 - 3<br>2 D6<br>ine up t<br>RM <b>)</b><br>ter Ran<br>Smbr Cc<br>A Rifle<br>as abo   | 3<br>1<br>2<br>2<br>5<br>5<br>6<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7<br>7  | 6 - 2<br>6 - 2<br>4 - 1<br>3 - 1<br>5 - 1<br>1D6<br>ctions/1<br>owed (N<br>) = 3 inc<br>Firing (<br>ter Firin<br>tt/Bn   | 4 -<br>4
-<br>2 -<br>1 -<br>3 -<br>2 incl<br>18 FPs f<br>18 FPs f<br>10 FPs f<br>10 FPs f<br>10 CR ) = Fl<br>10 (CR) =<br>10 CR) = | 1         1           1         0  
   
   
   
   
  | 2 - 1<br>2 - 1<br>1 - 0<br>0 - 0<br>2 - 1<br>bandn<br>fire.<br>fire<br>F only)<br>/5D6<br>5/4D6<br>section  |  |   | | | | | |
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| 6 pounder, Wiard I<br>20 pounder Parrott I<br>30 pounder Parrott I<br>Mixed Gun Batt<br>All Routed Artille<br>Artillery Fire - Use art<br>Artillery Deliberate Fin<br>Long Range (LR) = 2x I<br>LR or Desperation Firi<br>Arty in disorder = 1/2<br>* If arty routs with an e   | Rifle<br>Rifle<br>Rifle<br>ery<br>ry<br>ry<br>rg<br>rg<br>rg<br>rg<br>rg<br>rg<br>rg<br>rg<br>rg<br>rg<br>rg<br>rg<br>rg  | 14<br>20<br>22<br>14<br>None<br>and c<br>rtillery<br>No<br>0F) = Fi<br>Arty i<br>fie roll,<br>ismou   | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None<br>add dice as<br>y at long o<br>rmal Rang<br>P + 1D6<br>is Shaken<br>the guns<br>nted FP - 1   | 4<br>7<br>8<br>5<br>indicat<br>r norm<br>e (NR)<br>NR<br>= 1/2 F<br>are gor<br>Vounte   | - 4<br>- 7<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | 6 -<br>11 -<br>12 -<br>8 -<br>No<br>p to 3<br>re, may<br>Noted<br>= FP +<br>ose 1 co<br>he rou<br>PBF or  
  | 5<br>10<br>11<br>7<br>9000 c<br>7 spend<br>2D6<br>2D6<br>2D6<br>4<br>11 v<br>11 v   | 16 -<br>13 -<br>10 -<br>14 -<br>3D for<br>order and<br>2 action<br>ort Rang<br>SR<br>rty is El<br>was odd<br>CAVA  | 4       1.         2       1.         1       7         2       1.         5       2         djacent b       2         ons for a       3         ge (SR) =       5         Firing =       5         ite/Greet       4         4, the qui       4  
   
   
   | 3 - 3<br>0 - 1<br>7 - 1<br>0 - 3<br>2D6<br>patteri<br>pae fir<br>= 1/2<br>FP + 3<br>en =+1<br>ms lim   | 11<br>7<br>5<br>9<br>2<br>ies can<br>re with<br>NR<br>3D6<br>1 DRM/<br>ber an  | - 3<br>- 1<br>- 2<br>D6<br><i>comb</i><br>(+2 DI<br>Canis<br>Canis<br>d rout<br>15n   | 9 - 1<br>9 - 3<br>6 - 1<br>8 - 2<br>2 D6<br>ine up t<br>rer Ran<br>Smbr Cc<br>A Rifle<br>as abo  | 3<br>1<br>2<br>2<br>3<br>4<br>5<br>5<br>5<br>5<br>5<br>5<br>5<br>5<br>5<br>5<br>5<br>5<br>5   | 6 - 2<br>6 - 2<br>4 - 1<br>3 - 1<br>5 - 1<br>1D6<br>ctions/1<br>owed (N<br>) = 3 inc<br>Firing (<br>ter Firin<br>tt/Bn   |
4<br>4<br>2<br>1<br>2 incl<br>18 FPs f<br>18 FPs f<br>10 FPs f<br>10 FPs f<br>10 CR ) = Fl<br>ng (CR) =<br>Fl<br>Ng (CR) =<br>V: "1" F   | 1           1           0           1           0           1           0           1           0           1           0           1           0           1           0           1           0           1           1           0           1   
   
   
   
   
   | 2 - 1<br>2 - 1<br>1 - 0<br>0 - 0<br>2 - 1<br>bandn<br>fire.<br>fire.<br>fire<br>fire<br>forly)<br>/5D6<br>5/4D6<br>section<br>Omtd)   
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| 6 pounder, Wiard I<br>20 pounder Parrott I<br>30 pounder Parrott I<br>Mixed Gun Batt<br>All Routed Artille<br>Artillery Fire - Use art<br>Artillery Deliberate Fin<br>Long Range (LR) = 2x I<br>LR or Desperation Firi<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>15mm CAVALRY<br>WEAPONS  | Rifle<br>Rifle<br>Rifle<br><b>ery</b><br><b>ry</b><br><b>ry</b><br><i>FPs</i><br><i>ven c</i><br>Cav D<br>NR 2  | 14<br>20<br>22<br>14<br>None<br>and c<br>rtillery<br>No<br>0F) = Fi<br>Arty i<br>fie roll,<br>ismou   | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None<br>add dice as<br>y at long o.<br>rmal Rang<br>P + 1D6<br>is Shaken<br>the guns<br>nted FP - 1<br>figs 4 figs   | 4<br>7<br>8<br>5<br>indicat<br>r norm<br>e (NR)<br>NR<br>= 1/2 F<br>are gor<br>Vounte   | - 4<br>- 6<br>- 7<br>- 4<br>one<br>ted. U<br>al rang<br>- As N<br>Firing<br>- As N<br>Firing<br>- As N<br>- | 6 -<br>11 -<br>12 -<br>8 -<br>No<br>p to 3<br>re, may<br>voted<br>= FP +<br>cose 1 co<br>he rou<br>PBF or<br>figs 8  | 5<br>10<br>11<br>7<br>9000 c<br>7 spend<br>2D6<br>2D6<br>2D6<br>4<br>11 v<br>11 v   | 16 -<br>13 -<br>10 -<br>14 -<br>3De<br>order aa<br>d 2 action<br>ord Rang<br>SR<br>rty is Elivas odd<br>CAVA<br>ORMA   
   | 4         1.           2         1.           1         7           2         1.           5         2           Ijacent b         0           ons for o         0           ge (SR) =         Firing =           ite/Gree         I, the qui           NLRY         TIONS  
   
   | 3 - 3<br>0 - 1<br>7 - 1<br>0 - 3<br>2D6<br>batteri<br>patteri<br>patteri<br>FP + 3<br>2<br>r = +1<br><u>ns lim</u><br><b>CN</b>   
  | 11<br>7<br>5<br>9<br>2<br>ies can<br>re with<br>NR<br>3D6<br>1 DRM/<br>her an<br>AM<br>Dmtd  | - 3<br>- 1<br>- 2<br>D6<br><i>comb</i><br>(+2 DI<br>Canis<br>Canis<br>Canis<br>S<br>(-1DRN<br>d rout<br>15n<br>Road   | 9 - 1<br>9 - 3<br>6 - 1<br>8 - 2<br>2 D6<br>ine up t<br>rer Ran<br>Smbr Cc<br>A Rifle<br>as abo  | 3 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1   | 6 - 2<br>6 - 2<br>4 - 1<br>3 - 1<br>5 - 1<br>1D6<br>ctions/1<br>owed (N<br>) = 3 inc<br>Firing (<br>tter Firin<br>tt/Bn<br>MOVEN<br>Brokn  | 4<br>4<br>2<br>1<br>2 incl<br>18 FPs f<br>10 F             | 1<br>1<br>1<br>0<br>1<br>for one f<br>reaction<br>for one f<br>for one f<br>reaction<br>for one f<br>for one f   
   
   
   
   
   
   | 2 - 1<br>2 - 1<br>1 - 0<br>0 - 0<br>2 - 1<br>bandn<br>fire.<br>fire<br>fire<br>fonly)<br>/5D6<br>5/4D6<br>section<br>Omtd)  |  |   |   |  |  |   |  |   |   
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| 6 pounder, Wiard I<br>20 pounder Parrott I<br>30 pounder Parrott I<br>Mixed Gun Batt<br>All Routed Artille<br>Artillery Fire - Use art<br>Artillery Deliberate Fin<br>Long Range (LR) = 2x I<br>LR or Desperation Firi<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>15mm CAVALRY<br>WEAPONS<br>R/M, or Mixd Weapns   | Rifle<br>Rifle<br>Rifle<br><b>ery</b><br><b>ry</b><br><b>ry</b><br><b>FPs</b><br><b>re</b> - A<br>NR<br>NR<br>Cav D<br>NR 2<br>3,2  | 14<br>20<br>22<br>14<br>None<br>and a<br>rtillery<br>No<br>0F) = F<br>Arty b<br>figs 3<br>1   | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None<br>add dice as<br>y at long o<br>rmal Rang<br>P + 1D6<br>is Shaken<br>the quns<br>nted FP - 1<br>figs 4 figs<br>2 3   | 4<br>7<br>8<br>5<br>1<br>1<br>1<br>1<br>2<br>5<br>1<br>2<br>5<br>1<br>2<br>5<br>1<br>2<br>5<br>1<br>2<br>5<br>1<br>2<br>5<br>1<br>2<br>5<br>1<br>2<br>5<br>1<br>2<br>5<br>1<br>2<br>7<br>7<br>7<br>8<br>8<br>7<br>7<br>7<br>8<br>8<br>7<br>7<br>7<br>8<br>8<br>7<br>7<br>7<br>8<br>8<br>8<br>7<br>7<br>7<br>7<br>8<br>8<br>8<br>7<br>7<br>8<br>8<br>8<br>7<br>8<br>8<br>8<br>7<br>8<br>8<br>8<br>7<br>8<br>8<br>8<br>8<br>7<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8<br>8 | - 4<br>- 6<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | 6 -<br>11 -<br>12 -<br>8 -<br>No<br>p to 3<br>re, may<br>Noted<br>= FP +<br>ose 1 c<br>he rou<br>PBF or<br>figs 8<br>6  
  | 5<br>10<br>11<br>7<br>ne<br>good c<br>Shc<br>2D6<br>lie An<br>t roll v<br>figs<br>7   | 16 -<br>13 -<br>10 -<br>14 -<br>3D6<br>order aa<br>d 2 action<br>ort Rang<br>SR<br>rty is Elin<br>was odd<br>CAVA<br>ORMA<br>Caval   | 4         1.           2         1.           1         7           2         1.           5         2           djacent b         2           ons for a         3           ge (SR) =         5           ite/Greet         4           the qui         4           NLRY         1           TIONS         1   
   
   
   | 3 - 3<br>0 - 1<br>7 - 1<br>2 D 6<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>patteri<br>pa | 11<br>7<br>5<br>9<br>2<br>ies can<br>re with<br>NR<br>3D6<br>DRM/<br>ber an<br>MM<br>Dmtd<br>+1  | - 3<br>- 1<br>- 2<br>D6<br><i>comb</i><br>(+2 DI<br>Canise<br>Canise<br>C-1DRN<br>d rout<br>15n<br>Road<br>NA   | 9 - :<br>9 - :<br>6 - :<br>4 - 1<br>8 - :<br>206<br>ine up t<br>RM)<br>ter Ran<br>Smbr CC<br>A Rifle<br>as abo<br>mm CAN<br>I Trail<br>NA  | 3 6 see<br>1 2 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2  | 6 - 2<br>6 - 2<br>4 - 1<br>3 - 1<br>5 - 1<br>1D6<br>ctions/1<br>owed (N<br>) = 3 inc<br>Firing (<br>ter Firin<br>tt/Bn 1<br>Brokn<br>5 8 - 5   |
4<br>4<br>2<br>1<br>2 incl<br>18 FPs f<br>VA) for r<br>ches/l in<br>CR) = Fl<br>og (CR)=<br>V: "1" f<br>MENT (<br>LtWds<br>6 - 4   | 1           1           1           0           1           0           1           0           1           0           1           0           1           0           1           0           1           0           1           0           1           1           0           1           0           1   
   
   
   
   
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1<br>bandn<br>fire.<br>fire<br>fire<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore |  |   |   |  |  |   |  |   |  |   
   
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| 6 pounder, Wiard I<br>20 pounder Parrott I<br>30 pounder Parrott I<br>Mixed Gun Batt<br>All Routed Artille<br>Artillery Fire - Use art<br>Artillery Deliberate Fin<br>Long Range (LR) = 2x I<br>LR or Desperation Firi<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>15mm CAVALRY<br>WEAPONS<br>R/M, or Mixd Weapns<br>Shotguns (PBF only)  | Rifle<br>Rifle<br>Rifle<br>ery<br>ry<br>FPs<br>re - A<br>NR<br>ng (D<br>Cav D<br>Cav D<br>NR 2<br>3,2<br>1  | 14<br>20<br>22<br>14<br>None<br>and a<br>rtillery<br>No<br>0F) = F<br>Arty b<br>figs 3<br>1<br>2  | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None<br>add dice as<br>y at long o<br>rmal Rang<br>P + 1D6<br>is Shaken<br>the quns<br>nted FP - 1<br>figs 4 figs<br>2 3<br>3 4  | 4<br>7<br>8<br>5<br>10000000000000000000000000000000000   | - 4<br>- 6<br>- 7<br>- 4<br>- 4<br>- 7<br>- 4<br>- 7<br>- 7<br>- 4<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | 6 -<br>11 -<br>12 -<br>8 -<br>No<br>p to 3<br>re, may<br>Noted<br>= FP +<br>ose 1 c<br>rhe rou<br>PBF or<br>figs 8<br>6<br>7  
  | 5<br>10<br>11<br>7<br>ne<br>good c<br>Shc<br>2D6<br>lie An<br>t roll v<br>figs F<br>7<br>8  | 16 -<br>13 -<br>10 -<br>14 -<br>3De<br>order aa<br>d 2 action<br>ort Rang<br>SR<br>rty is Eli<br>was odd<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA   | 4         1.           2         1.           1         7           2         1.           5         2           djacent b         2           ons for o         2           ge (SR) =         5           Firing =         5           ite/Greet         6           ALRY         1           TIONS         1           hishing         1  
   
   
   | 3 - 3<br>0 - 1<br>7 - 1<br>0 - 3<br>2D6<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>pattern<br>patter | 11<br>7<br>5<br>9<br>2<br>ies can<br>re with<br>NR<br>3D6<br>DRM/<br>ber an<br>MM<br>Dmtd<br>+1<br>+6  | - 3<br>- 1<br>- 2<br>D6<br><i>comb</i><br>(+2 Di<br>Canis<br>C-1DRM<br>d rout<br>15n<br>Road<br>NA<br>NA  | 9 - :<br>9 - :<br>6 - :<br>4 - 1<br>8 - :<br>206<br>ine up t<br>RM)<br>ter Ran<br>Smbr CC<br>A Rifle<br>as abo<br>mm CAN<br>I Trail<br>NA<br>NA  | 3 1 1 2 2 2 3 3 3 4 4 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5   | 6 - 2<br>6 - 2<br>4 - 1<br>3 - 1<br>5 - 1<br>1D6<br>ctions/1<br>owed (N<br>) = 3 inc<br>Firing (<br>ter Firin<br>tt/Bn<br>Brokn<br>8 - 5<br>12 - 6   |
4<br>4<br>2<br>1<br>3<br>2 incl<br>18 FPs f<br>VA) for r<br>ches/l in<br>ches/l in<br>ches/l in<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = C<br>(CR) = C<br>(                | 1           1           1           0           1           0           1           0           1           0           1           0           1           0           1           0           1           0           1           1           0           1   
   
   
   
   
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| 6 pounder, Wiard I<br>20 pounder Parrott I<br>30 pounder Parrott I<br>Mixed Gun Batt<br>All Routed Artille<br>Artillery Fire - Use art<br>Artillery Deliberate Fin<br>Long Range (LR) = 2x I<br>LR or Desperation Firi<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>15mm CAVALRY<br>WEAPONS<br>R/M, or Mixd Weapns<br>Shotguns (PBF only)<br>Repeating Carbines  | Rifle<br>Rifle<br>Rifle<br><b>ery</b><br>y <b>FPs</b><br>re - A<br>NR<br>ng (D<br>2 FPs<br>ven c<br>Cav D<br>NR 2<br>3,2<br>1<br>2  | 14<br>20<br>22<br>14<br>None<br>: and a<br>rtillery<br>No<br>F) = F.<br>Arty b<br>figs 3<br>1<br>2<br>3   | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None<br>add dice as<br>y at long o<br>rmal Rang<br>P + 1D6<br>is Shaken<br>the quns<br>nted FP - 1<br>figs 4 figs<br>2 3<br>3 4<br>4 5   | 4<br>7<br>8<br>5<br>10000000000000000000000000000000000   | - 4<br>- 6<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | 6 -<br>11 -<br>12 -<br>8 -<br>No<br>p to 3<br>re, may<br>Noted<br>= FP +<br>ose 1 c<br>he rou<br>PBF or<br>figs 8<br>6  
  | 5<br>10<br>11<br>7<br>ne<br>good c<br>5hc<br>2D6<br>flie An<br>t roll v<br>fligs F<br>7<br>8<br>9   | 16 -<br>13 -<br>10 -<br>14 -<br>300<br>order aa<br>d 2 action<br>ort Rang<br>SR<br>rty is Eli<br>vas odd<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA   | 4         1.           2         1.           1         7           2         1.           5         2           djacent b         2           ons for a         3           ge (SR) =         5           Firing =         5           ite/Gree         6           d, the qui         1           NLRY         1           TIONS         1           aishing         1           ble Line         1   
   
   
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4<br>4<br>2<br>1 -<br>2 incl<br>18 FPs f<br>(A) for r<br>ches/l in<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = -<br>(CR) = -            | 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1   
   
   
   
   
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| 6 pounder, Wiard I<br>20 pounder Parrott I<br>30 pounder Parrott I<br>Mixed Gun Batt<br>All Routed Artiller<br>Artillery Fire - Use art<br>Artillery Deliberate Fin<br>Long Range (LR) = 2x I<br>LR or Desperation Firi<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>15mm CAVALRY<br>WEAPONS<br>R/M, or Mixd Weapns<br>Shotguns (PBF only)<br>Repeating Carbines<br>Sharps BL Carbines   | Rifle<br>Rifle<br>Rifle<br>ery<br>ry<br>FPs<br>re - A<br>NR<br>ng (D<br>Cav D<br>Cav D<br>NR 2<br>3,2<br>1  | 14<br>20<br>22<br>14<br>None<br>and a<br>rtillery<br>No<br>0F) = F.<br>Arty b<br>figs 3<br>1<br>2<br>3<br>2   | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None<br>add dice as<br>y at long o<br>rmal Rang<br>P + 1D6<br>is Shaken<br>the quns<br>nted FP - 1<br>figs 4 figs<br>2 3<br>3 4<br>4 5   | 4<br>7<br>8<br>5<br>10000000000000000000000000000000000   | - 4<br>- 6<br>- 7<br>- 4<br>- 4<br>- 7<br>- 4<br>- 7<br>- 7<br>- 4<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7  | 6 -<br>11 -<br>12 -<br>8 -<br>No<br>p to 3<br>re, may<br>voted<br>= FP +<br>ose 1 c<br>he rou<br>PBF or<br>figs 8<br>6<br>7<br>8  
  | 5<br>10<br>11<br>7<br>9000 c<br>2D6<br>11<br>2D6<br>2D6<br>11<br>8<br>10<br>11<br>11<br>5<br>10<br>11<br>10<br>11<br>10<br>10<br>10<br>10<br>10<br>10<br>10<br>10<br>10                               | 16 -<br>13 -<br>10 -<br>14 -<br>300<br>order aa<br>d 2 action<br>order aa<br>d 2 action<br>order aa<br>d 2 action<br>order aa<br>order aa<br>contention<br>SR<br>order aa<br>order   | 4         1.           2         10           1         7           2         10           5         2           djacent b         2           ons for a         3           ge (SR) =         5           ite/Gree         4           d, the quital         4           ALRY         1           TIONS         1           ishing         1           ale Line         1           column         1   
   
   | 3 - 3<br>0 - 1<br>7 - 1<br>0 - 3<br>2D6<br>2D6<br>2D6<br>2D6<br>2D6<br>2D7<br>2D7<br>2D7<br>2D7<br>2D7<br>2D7<br>2D7<br>2D7   
  | 11<br>7<br>5<br>9<br>2<br>ies can<br>ce with<br>NR<br>3D6<br>DRM/<br>ber an<br>MM<br>Dmtd<br>+1<br>+6<br>NC<br>+3  | - 3<br>- 1<br>- 2<br>D6<br><i>comb</i><br>(+2 DI<br>Caniss<br>C-1DRM<br>d rout<br>15n<br>Road<br>NA<br>NA<br>NA   | 9 - :<br>9 - :<br>9 - :<br>6 - :<br>4 - 1<br>8 - :<br>200<br>ine up t<br>RM)<br>ter Ran<br>Smbr Cc<br>A Rifle<br>as abo<br>I Trail<br>NA<br>NA<br>NA<br>NA<br>13-6   | 3     1       1     2       2     5       2     5       2     5       2     5       2     5       2     5       2     5       3     6       3     6       4     7       10     5       11     7       10     5  | 6 - 2<br>6 - 2<br>4 - 1<br>3 - 1<br>5 - 1<br>1D6<br>ctions/1<br>owed (N<br>) = 3 ino<br>Firing (<br>ter Firin<br>tt/Bn I<br>Brokn<br>8 - 5<br>12 - 6<br>9 - 6<br>8 - 5   | 4<br>4<br>2<br>1 -<br>2 incl<br>18 FPs f<br>(A) for r<br>ches/l in<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = -<br>(CR) = -            | 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1  
   
   
   
   
   
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| 6 pounder, Wiard I<br>20 pounder Parrott I<br>30 pounder Parrott I<br>Mixed Gun Batt<br>All Routed Artille<br>Artillery Fire - Use art<br>Artillery Deliberate Fin<br>Long Range (LR) = 2x I<br>LR or Desperation Firi<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>15mm CAVALRY<br>WEAPONS<br>R/M, or Mixd Weapns<br>Shotguns (PBF only)<br>Repeating Carbines<br>Other BL Carbines   | Rifle<br>Rifle<br>Rifle<br>Pry<br>Pry<br>Pry<br>Pry<br>Pry<br>Re<br>Pry<br>Re<br>Re<br>Re<br>Re<br>Re<br>Re<br>Re<br>Re<br>Re<br>Re<br>Re<br>Re<br>Re   | 14<br>20<br>22<br>14<br>None<br>and a<br>rtillery<br>No<br>0F) = F.<br>Arty b<br>figs 3<br>1<br>2<br>3<br>2<br>2  | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None<br>add dice as<br>y at long o<br>rmal Rang<br>P + 1D6<br>is Shaken<br>the quns<br>nted FP - 1<br>figs 4 figs<br>2 3<br>3 4<br>4 5<br>3 4<br>3 4   | 4<br>7<br>8<br>indicat<br>r normu<br>e (NR)<br>NR<br>= 1/2 F<br>are qor<br>Vounte<br>5 figs 6<br>4<br>5<br>6<br>5   | - 4<br>- 6<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 6  | 6 -<br>11 -<br>12 -<br>8 -<br>No<br>p to 3<br>re, may<br>voted<br>= FP +<br>ose 1 co<br>he rou<br>PBF or<br>figs 8<br>6<br>7<br>8<br>7<br>6   
  | 5<br>10<br>11<br>7<br>9000 c<br>2D6<br>11<br>2D6<br>2D6<br>11<br>8<br>10<br>11<br>11<br>5<br>10<br>11<br>10<br>11<br>10<br>10<br>10<br>10<br>10<br>10<br>10<br>10<br>10                               | 16 -<br>13 -<br>10 -<br>14 -<br>300<br>order aa<br>d 2 action<br>ort Range<br>SR<br>rty is Elin<br>vas odd<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CA | 4         1.           2         10           1         7           2         10           5         2           djacent b         2           ons for a         3           ge (SR) =         5           ite/Gree         4           d, the quite         4           NLRY         1           TIONS         1           aishing         1           ble Line         1           Column         1           Disorder         1  
   
   
   | 3 - 3<br>0 - 1<br>7 - 1<br>0 - 3<br>2D6<br>botterione fir<br>= 1/2<br>FP + 3<br>en =+1<br>ns lim<br>CM<br>Mntd<br>-1<br>+5<br>-2<br>+1<br>+2   | 11<br>7<br>5<br>9<br>2<br>ies can<br>e with<br>NR<br>3D6<br>DRM/<br>ber an<br>1<br>Dmtd<br>+1<br>+6<br>NC<br>+3<br>+4  | - 3<br>- 1<br>- 2<br>D6<br><i>comb</i><br>(+2 Di<br>Canis<br>C-1DRN<br>d rout<br><b>15n</b><br>Road<br>NA<br>NA<br>NA<br>16 -7<br>10 - 6  | 9 - :<br>9 - :<br>9 - :<br>6 - :<br>4 -1<br>8 - :<br>200<br>ine up t<br>RM)<br>ter Ran<br>Smbr CC<br>A Rifle<br>as abo<br>mm CAN<br>I Trail<br>NA<br>NA<br>NA<br>NA<br>13-6<br>5 8 - 5   | 3     1       1     2       2     5       2     5       2     5       2     5       2     5       2     5       2     5       3     6       10     5       10     5       11     7       10     5       6     -4  | 6 - 2<br>6 - 2<br>4 - 1<br>3 - 1<br>5 - 1<br>1D6<br>ctions/1<br>owed (N<br>) = 3 ino<br>Firing (<br>ter Firin<br>tt/Bn I<br>Brokn<br>8 - 5<br>12 - 6<br>9 - 6<br>8 - 5<br>5 - 3  |
4<br>4<br>2<br>1<br>2 incl<br>18 FPs f<br>(A) for r<br>ches/l in<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = -4<br>(CR) = -4<br>(C   | 1           1           1           0           1           0           1           0           1           0           1           0           1           0           1           0           1           1           0           1  
   
   
   
   
  | 2 - 1<br>2 - 1<br>1 - 0<br>0 - 0<br>2 - 1<br>bandn<br>fire.<br>fire.<br>fire<br>fore.<br>fore.<br>fire.<br>fore.<br>fire.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>for  |  |   | | | | | |
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| 6 pounder, Wiard I<br>20 pounder Parrott I<br>30 pounder Parrott I<br>Mixed Gun Batt<br>All Routed Artille<br>Artillery Fire - Use art<br>Artillery Deliberate Fin<br>Long Range (LR) = 2x I<br>LR or Desperation Firi<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>15mm CAVALRY<br>WEAPONS<br>R/M, or Mixd Weapns<br>Shotguns (PBF only)<br>Repeating Carbines<br>Sharps BL Carbines<br>Other BL Carbines<br>ML Carbines  | Rifle<br>Rifle<br>Rifle<br>Pry<br>Pry<br>Pry<br>Pry<br>Pry<br>Re<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R<br>R  | 14<br>20<br>22<br>14<br>None<br>and a<br>rtillery<br>No<br>0F) = F.<br>Arty b<br>figs 3<br>1<br>2<br>3<br>2   | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None<br>add dice as<br>y at long o<br>rmal Rang<br>P + 1D6<br>is Shaken<br>the quns<br>nted FP - 1<br>figs 4 figs<br>2 3<br>3 4<br>4 5<br>3 4<br>3 4   | 4<br>7<br>8<br>10000000000000000000000000000000000  | - 4<br>- 6<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 6<br>- 7<br>- 6<br>- 7<br>- 6<br>- 7<br>- 6<br>- 7<br>- 6<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7<br>- 7   | 6 -<br>11 -<br>12 -<br>8 -<br>No<br>p to 3<br>re, may<br>voted<br>= FP +<br>ose 1 c<br>he rou<br>PBF or<br>figs 8<br>6<br>7<br>8<br>7   
  | 5<br>10<br>11<br>7<br>ne<br>200<br>200<br>200<br>200<br>10<br>10<br>10<br>10<br>10<br>10<br>10<br>10<br>10  | 16 -<br>13 -<br>10 -<br>14 -<br>300<br>order aa<br>d 2 action<br>order aa<br>d 2 action<br>order aa<br>d 2 action<br>order aa<br>order aa<br>cation<br>SR<br>order aa<br>order aaa   | 4         1.           2         10           1         7           2         10           5         2           djacent b         2           ons for a         3           ge (SR) =         5           Firing =         ite/Greet           d, the quitality         1           TIONS         1           Iry Line         1           iishing         1           Je Line         1           Column         1           Disorder         1   
   
   | 3 - 3<br>0 - 1<br>7 - 1<br>0 - 3<br>2D6<br>botter<br>bone fir<br>= 1/2<br>FP + 3<br>en =+1<br>ns lim<br>CN<br>Mntd<br>-1<br>+5<br>-2<br>+1<br>+2<br>+5  
  | 11<br>7<br>5<br>9<br>2<br>ies can<br>e with<br>NR<br>3D6<br>DRM/<br>ber an<br>1<br>Dmtd<br>+1<br>+6<br>NC<br>+3<br>+4<br>+6  | - 3<br>- 1<br>- 1<br>- 2<br>D6<br><i>comb</i><br>(+2 DI<br>Caniss<br>C-1DRM<br>d rout<br>15n<br>Road<br>NA<br>NA<br>NA<br>16 -7<br>10 - 6<br>8 - 5  | 9 - :<br>9 - :<br>9 - :<br>6 - :<br>4 - 1<br>8 - :<br>200<br>ine up t<br>RM)<br>ter Ran<br>Smbr Cc<br>A Rifle<br>as abo<br>nm CAV<br>I Trail<br>NA<br>NA<br>NA<br>NA<br>13-6<br>5 8 - 5<br>6 - 4   | 3     1       1     2       2     5       2     5       2     5       2     5       2     5       2     5       3     6       10     6       11     7       10     6       11     7       10     5       3     5  | 6 - 2<br>6 - 2<br>4 - 1<br>3 - 1<br>5 - 1<br>1D6<br>ctions/2<br>owed (N<br>) = 3 inor<br>Firing (<br>ter Firing (<br>ter Firing<br>tt/Bn 1<br>Brokn<br>8 - 5<br>12 - 6<br>9 - 6<br>9 - 6<br>8 - 5<br>12 - 6<br>9 - 6<br>8 - 5<br>12 - 6<br>9 - 6<br>8 - 5<br>12 - 6<br>9 - 6<br>12 - 7<br>12 - 6<br>12 - 7<br>12 - 7<br>12 - 6<br>12 - 7<br>12 - 7<br>12 - 6<br>12 - 7<br>12 - | 4<br>4<br>2<br>1<br>2 incl<br>18 FPs f<br>(A) for r<br>ches/l ir<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = -<br>(CR) =                | 1         1         1         0         1         0         1         0         1         0         1         0         1         0         1         0         1         1         0         1         1         0         1 <tr td=""> <!--</td--><td>2 - 1<br/>2 - 1<br/>1 - 0<br/>0 - 0<br/>2 - 1<br/>bandn<br/>fire.<br/>fire<br/>fire<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore</td></tr> <tr><td>6 pounder, Wiard I<br/>20 pounder Parrott I<br/>30 pounder Parrott I<br/>Mixed Gun Batt<br/>All Routed Artille<br/>Artillery Fire - Use art<br/>Artillery Deliberate Fin<br/>Long Range (LR) = 2x I<br/>LR or Desperation Firi<br/>Arty in disorder = 1/2<br/>* If arty routs with an e<br/>15mm CAVALRY<br/>WEAPONS<br/>R/M, or Mixd Weapns<br/>Shotguns (PBF only)<br/>Repeating Carbines<br/>Other BL Carbines<br/>ML Carbines<br/>Pistols*(PBF only)</td><td>Rifle         Rifle         Rifle         ery         yr         yr         yr         yr         yr         yr         yr         yr         re         -A         NR         2         3         2     
   1         1         1         1/2</td><td>14<br/>20<br/>22<br/>14<br/>None<br/>and a<br/>rtillery<br/>No<br/>F) = F<br/>Arty<br/>figs 3<br/>1<br/>2<br/>3<br/>2<br/>2<br/>1<br/>1<br/>1<br/>1</td><td>2 - 2<br/>4 - 4<br/>5 - 5<br/>3 - 3<br/>None<br/>add dice as<br/>y at long o<br/>rmal Rang<br/>P + 1D6<br/>is Shaken<br/>the quns<br/>nted FP - 1<br/>figs 4 figs<br/>2 3<br/>3 4<br/>4 5<br/>3 4<br/>4 5<br/>3 4<br/>4 5<br/>3 4<br/>1 2<br/>1 2</td><td>4<br/>7<br/>8<br/>5<br/>1<br/>1<br/>1<br/>1<br/>2<br/>1<br/>2<br/>5<br/>1<br/>2<br/>5<br/>5<br/>5<br/>5<br/>4<br/>3</td><td>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 7<br/>- 4<br/>- 7<br/>- 4<br/>- 7<br/>- 4<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8</td><td>6 -<br/>11 -<br/>12 -<br/>8 -<br/>No<br/>p to 3<br/>p to 5<br/>p to 3<br/>p to 5<br/>p to 7<br/>p to</td><td>5<br/>10<br/>11<br/>7<br/>ne<br/>good c<br/>shc<br/>2D6<br/>flie An<br/>t roll v<br/>figs F<br/>7<br/>8<br/>9<br/>7<br/>12<br/>6<br/>1<br/>6<br/>1<br/>6<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1</td><td>16 -<br/>13 -<br/>10 -<br/>14 -<br/>300<br/>order aa<br/>d 2 action<br/>ort Rang<br/>SR<br/>rty is Eli<br/>vas odd<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA</td><td>4         1.           2         10           1         7           2         10           2         10           3         2           4         7           2         10           5         2           4         1           5         2           4         1           5         2           4         1           5         2           4         1           5         2           4         1           5         2           6         5           6         5           6         5           7         5           6         5           6         5           7         5           6         5           6         5           7         5           7         5           7         5           7         5           7         5           7         5           7         5           7         5<td>3 - 3<br/>0 - 1<br/>7 - 1<br/>0 - 3<br/>2D6<br/>bone fir<br/>= 1/2<br/>FP + 3<br/>en =+1<br/>ns lim<br/>CN<br/>Mntd<br/>-1<br/>+5<br/>-2<br/>+1<br/>+2<br/>+5<br/>SR</td><td>11<br/>7<br/>5<br/>9<br/>2<br/>ies can<br/>re with<br/>NR<br/>3D6<br/>DRM/<br/>ber an<br/>MM<br/>Dmtd<br/>+1<br/>+6<br/>NC<br/>+3<br/>+4<br/>+6<br/>SR</td><td>- 3<br/>- 1<br/>- 1<br/>- 2<br/>D6<br/><i>comb</i><br/>(+2 Dl<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Can</td><td>9 - :<br/>9 - :<br/>9 - :<br/>6 - :<br/>4 - 1<br/>8 - :<br/>200<br/>ine up t<br/>RM)<br/>ter Ran<br/>Smbr CC<br/>A Rifle<br/>as abo<br/>m CAV<br/>I Trail<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>13-6<br/>5 8 - 5<br/>6 - 4<br/>3D6</td><td>3     1       1     1       2     1       2     1       2     1       2     1       2     1       2     1       3     1       3     1       3     1       3     1</td><td>6 - 2<br/>6 - 2<br/>4 - 1<br/>3 - 1<br/>5 - 1<br/>1D6<br/>ctions/1<br/>owed (N<br/>) = 3 inc<br/>Firing (<br/>ter Firin<br/>tt/Bn 1<br/>Brokn<br/>5 - 3<br/>12 - 6<br/>5 - 3<br/>12 - 6<br/>5 - 3<br/>4 - 2<br/>3D6</td><td>4<br/>4<br/>2<br/>1 -<br/>2 incl<br/>18 FPs f<br/>I8 FPs f<br/>IA) for r<br/>ches/l in<br/>ches/l in<br/>ches/l in<br/>(CR) = Fl<br/>(CR) =<br/>Fl<br/>(CR) =<br/>Fl<br/>(CR) =<br/>Fl<br/>(CR) =<br/>-4<br/>-4<br/>-4<br/>-4<br/>-4<br/>-4<br/>-4<br/>-4<br/>-4<br/>-4</td><td>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1</td><td>2 - 1<br/>2 - 1<br/>1 - 0<br/>0 - 0<br/>2 -
1<br/>bandn<br/>fire.<br/>fire.<br/>fire<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>for</td></td></tr> <tr><td>6 pounder, Wiard I<br/>20 pounder Parrott I<br/>30 pounder Parrott I<br/>Mixed Gun Batt<br/>All Routed Artille<br/>Artillery Fire - Use art<br/>Artillery Deliberate Fin<br/>Long Range (LR) = 2x I<br/>LR or Desperation Firi<br/>Arty in disorder = 1/2<br/>* If arty routs with an e<br/>15mm CAVALRY<br/>WEAPONS<br/>R/M, or Mixd Weapns<br/>Shotguns (PBF only)<br/>Repeating Carbines<br/>Sharps BL Carbines<br/>Other BL Carbines<br/>ML Carbines<br/>Pistols*(PBF only)</td><td>Rifle       Rifle       Rifle       Rifle       Pry       Y</td><td>14<br/>20<br/>22<br/>14<br/>None<br/>and a<br/>rtillery<br/>No<br/>F) = F<br/>Arty<br/>figs 3<br/>1<br/>2<br/>3<br/>2<br/>2<br/>1<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>2<br/>1<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2</td><td>2 - 2<br/>4 - 4<br/>5 - 5<br/>3 - 3<br/>None<br/>add dice as<br/>y at long o<br/>rmal Rang<br/>P + 1D6<br/>is Shaken<br/>the quns<br/>nted FP - 1<br/>figs 4 figs<br/>2 3<br/>3 4<br/>4 5<br/>3 4<br/>4 5<br/>3 4<br/>2 3<br/>1 2<br/>add dice as<br/>2 3<br/>3 4<br/>4 5<br/>3 4<br/>2 3<br/>1 2<br/>add dice as<br/>2 3<br/>3 4<br/>4 5<br/>3 4<br/>2 3<br/>1 2<br/>add dice as<br/>2 3<br/>3 4<br/>4 5<br/>3 4<br/>3 4<br/>2 3<br/>1 2<br/>add dice as<br/>2 3<br/>3 4<br/>4 5<br/>3 4<br/>2 3<br/>1 2<br/>2 3<br/>3 4<br/>4 5<br/>3 4<br/>2 3<br/>1 2<br/>3 4<br/>3 4<br/>2 3<br/>1 2<br/>3 4<br/>3 4<br/>3 4<br/>3 4<br/>3 4<br/>3 4<br/>3 4<br/>3 4</td><td>4<br/>7<br/>8<br/>5<br/>1<br/>1<br/>1<br/>1<br/>2<br/>1<br/>2<br/>5<br/>1<br/>2<br/>5<br/>1<br/>2<br/>5<br/>5<br/>5<br/>4<br/>5<br/>5<br/>4<br/>3<br/>5<br/>5<br/>5<br/>4<br/>3<br/>5<br/>5<br/>5<br/>4<br/>3<br/>5<br/>5<br/>5<br/>5</td><td>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 7<br/>- 4<br/>- 7<br/>- 4<br/>- 7<br/>- 4<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 7<br/>- 6<br/>- 7<br/>- 6<br/>- 7<br/>- 6<br/>- 7<br/>- 7<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8</td><td>6 -<br/>11 -<br/>12 -<br/>8 -<br/>No<br/>p to 3<br/>p to 5<br/>p to</td><td>5<br/>10<br/>11<br/>7<br/>ne<br/>good co<br/>sho<br/>2D6<br/>fie An<br/>t roll v<br/>figs F<br/>7<br/>8<br/>9<br/>7<br/>12<br/>6<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10</td><td>16 -<br/>13 -<br/>10 -<br/>14 -<br/>300<br/>order aa<br/>d 2 action<br/>ort Rang<br/>SR<br/>rty is Eli<br/>vas odd<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA</td><td>4       1.         2       10         1       7         2       10         2       10         2       10         2       10         2       10         2       10         2       10         3       12         4       15         5       2         4       16         5       2         4       17         5       2         6       5         6       5         6       5         6       5         6       5         7       5         7       5         7       5         6       5         6       5         7       5         6       5         7       5         7       5         7       5         7       5         7       5         7       5         7       5         7       5         7       5      <tr< td=""><td>3 - 3<br/>0 - 1<br/>7 - 1<br/>0 - 3<br/>2D6<br/>botterione fir<br/>= 1/2<br/>FP + 3<br/>en =+1<br/>ns lim<br/>CM<br/>Mntd<br/>-1<br/>+5<br/>-2<br/>+1<br/>+2<br/>+5<br/>SR<br/>adjace</td><td>11<br/>7<br/>5<br/>9<br/>2<br/>ies can<br/>re with<br/>NR<br/>3D6<br/>DRM/<br/>ber an<br/>MM<br/>Dmtd<br/>+1<br/>+6<br/>NC<br/>+3<br/>+4<br/>+6<br/>SR<br/>ent uni</td><td>- 3<br/>- 1<br/>- 1<br/>- 2<br/>D6<br/><i>comb</i><br/>(+2 Dí<br/>Canis<br/>(-1DRM<br/>d rout<br/>15m<br/>Road<br/>NA<br/>NA<br/>NA<br/>16 -7<br/>10 - (<br/>8 - 5<br/>3D6<br/>ts
can</td><td>9 - :<br/>9 - :<br/>9 - :<br/>6 - :<br/>4 - 1<br/>8 - :<br/>200<br/>ine up t<br/>RM)<br/>ter Ran<br/>Smbr Cc<br/>A Rifle<br/>as abo<br/>M CAN<br/>I Trail<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA</td><td>3     1       1     1       2     1       2     1       2     1       2     1       2     1       2     1       3     1       3     1       3     3       3     1</td><td>6 - 2<br/>6 - 2<br/>4 - 1<br/>3 - 1<br/>5 - 1<br/>1D6<br/>ctions/1<br/>owed (N<br/>) = 3 inc<br/>Firing (<br/>ter Firin<br/>tt/Bn 1<br/>Brokn<br/>5 - 3<br/>12 - 6<br/>5 - 3<br/>4 - 2<br/>3D6<br/>2 12 fig</td><td>4<br/>4<br/>2<br/>1 -<br/>2 incl<br/>18 FPs f<br/>(A) for r<br/>ches/l in<br/>(CR) = Fl<br/>(CR) = Fl<br/>(CR) = Fl<br/>(CR) = Fl<br/>(CR) = Fl<br/>(CR) = -<br/>(CR) = -</td><td>1         1         1         0         1         0         1         0         1         0         1         0         1         0         1         1         0         1      <tr td=""> <!--</td--><td>2 - 1<br/>2 - 1<br/>1 - 0<br/>0 - 0<br/>2 - 1<br/>bandn<br/>fire.<br/>fire<br/>fire<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore</td></tr><tr><td>6 pounder, Wiard I<br/>20 pounder Parrott I<br/>30 pounder Parrott I<br/>Mixed Gun Batt<br/>All Routed Artille<br/>Artillery Fire - Use art<br/>Artillery Deliberate Fin<br/>Long Range (LR) = 2x I<br/>LR or Desperation Firi<br/>Arty in disorder = 1/2<br/>* If arty routs with an e<br/>15mm CAVALRY<br/>WEAPONS<br/>R/M, or Mixd Weapns<br/>Shotguns (PBF only)<br/>Repeating Carbines<br/>Sharps BL Carbines<br/>Other BL Carbines<br/>ML Carbines<br/>Pistols*(PBF only)</td><td>Rifle<br/>Rifle<br/>Rifle<br/>Rifle<br/>Pry*<br/>y FPs<br/>re - A<br/>NR<br/>y FPs<br/>ven c<br/>Cav D<br/>2<br/>S<br/>2<br/>3<br/>2<br/>1<br/>1<br/>2<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>1<br/>2<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1</td><td>14<br/>20<br/>22<br/>14<br/>None<br/>and a<br/>rtillery<br/>No<br/>F) = F<br/>Arty<br/>figs 3<br/>1<br/>2<br/>3<br/>2<br/>1<br/>2<br/>1<br/>2<br/>2<br/>1<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>2<br/>1<br/>2<br/>2<br/>2<br/>1<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2</td><td>2 - 2<br/>4 - 4<br/>5 - 5<br/>3 - 3<br/>None<br/>add dice as<br/>y at long o<br/>rmal Rang<br/>P + 1D6<br/>is Shaken<br/>the quns<br/>nted FP - 1<br/>figs 4 figs<br/>2 3<br/>3 4<br/>4 5<br/>3 4<br/>4 5<br/>3 4<br/>2 3<br/>1 2<br/>add dice as<br/>ormal Rang</td><td>4<br/>7<br/>8<br/>5<br/>10000000000000000000000000000000000</td><td>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 7<br/>- 4<br/>- 7<br/>- 4<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8</td><td>6 -<br/>11 -<br/>12 -<br/>8 -<br/>No<br/>p to 3<br/>p to 5<br/>p to 6<br/>p to 7<br/>p to 5<br/>p to 7<br/>p to 7<br/>p to 7<br/>p to 5<br/>p to 7<br/>p to</td><td>5<br/>10<br/>11<br/>7<br/>ne<br/>good co<br/>Sho<br/>2D6<br/>file An<br/>t roll v<br/>figs F<br/>7<br/>8<br/>9<br/>7<br/>12<br/>6<br/>10<br/>5<br/>6<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10</td><td>16 -<br/>13 -<br/>10 -<br/>14 -<br/>300<br/>order aa<br/>d 2 action<br/>ort Rang<br/>SR<br/>rty is Eli<br/>vas odd<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA</td><td>4         1.           2         10           1         7           2         10           2         10           3         2           4         7           2         10           5         2           4         1           5         2   
       4         1           5         2           4         1           5         2           4         1           5         2           4         1           5         2           6         5           6         5           6         5           7         5           6         5           6         5           7         5           6         5           6         5           7         5           7         5           7         5           7         5           7         5           7         5           7         5           7         5<td>3 - 3<br/>0 - 1<br/>7 - 1<br/>0 - 3<br/>2D6<br/>anterio <math>anterio <math>anterio <math>anterio <math>anterio <math>anterio <math>anterio <math>anterio<br/>anterio <math>anterio <math>anterio<br/>anterio <math>anterio<br/>anterio <math>anterio <math>anterio<br/>anterio <math>anterio<br/>anterio <math>anterio <math>anterio <math>anterio<br/>anterio <math>anterio<br/>anterio<br/>anterio<br/>anterio <math>anterio<br/>anterio<br/></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></td><td>11           7           5           9           2           ies can           re with           NR           3D6           DRM/           ber an           MM           Dmtd           +1           +6           NC           +3           +4           +6           SR           ent uni           ach</td><td>- 3<br/>- 1<br/>- 1<br/>- 2<br/>D6<br/><i>comb</i><br/>(+2 Dí<br/>Canis<br/>(-<br/>1DRM<br/>d rout<br/>15m<br/>Road<br/>NA<br/>NA<br/>NA<br/>16 -7<br/>10 - (<br/>8 - 5<br/>3D6<br/>ts can<br/>Firer is</td><td>9 - :<br/>9 - :<br/>9 - :<br/>6 - :<br/>4 - 1<br/>8 - :<br/>200<br/>ine up t<br/>RM)<br/>ter Ran<br/>Smbr CC<br/>A Rifle<br/>as abo<br/>M CAN<br/>I Trail<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>Sa - 5<br/>6 - 4<br/>3D6<br/>Combin<br/>Elite/N</td><td>3     1       1     1       2     1       2     1       2     1       2     1       2     1       2     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1</td><td>6 - 2<br/>6 - 2<br/>4 - 1<br/>3 - 1<br/>5 - 1<br/>1D6<br/>ctions/1<br/>owed (N<br/>) = 3 inc<br/>Firing (<br/>ter Firin<br/>tt/Bn 1<br/>Brokn<br/>5 - 3<br/>12 - 6<br/>5 - 3<br/>4 - 2<br/>3D6<br/>5 - 3<br/>4 - 2<br/>3D6<br/>5 - 3<br/>4 - 2<br/>5 - 3<br/>5 - 3<br/>4 - 2<br/>3D6</td><td>4<br/>4<br/>2<br/>1<br/>2 incl<br/>18 FPs f<br/>18 FPs f<br/>18 FPs f<br/>10 (CR) = FI<br/>og (CR) =<br/>10 (CR) =<br/>1</td><td>1         1         1         0         1         0         1         0         1         0         1         0         1         0         1         1         0         1      <tr td=""> <!--</td--><td>2 - 1<br/>2 - 1<br/>1 - 0<br/>0 - 0<br/>2 - 1<br/>bandn<br/>fire.<br/>fire<br/>fire<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore</td></tr></td></td></tr></td></tr<></td></tr> | 2 - 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Use art<br>Artillery Deliberate Fin<br>Long Range (LR) = 2x I<br>LR or Desperation Firi<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>15mm CAVALRY<br>WEAPONS<br>R/M, or Mixd Weapns<br>Shotguns (PBF
only)<br>Repeating Carbines<br>Other BL Carbines<br>ML Carbines<br>Pistols*(PBF only)                       | Rifle         Rifle         Rifle         ery         yr         yr         yr         yr         yr         yr         yr         yr         re         -A         NR         2         3         2         1         1         1         1/2  | 14<br>20<br>22<br>14<br>None<br>and a<br>rtillery<br>No<br>F) = F<br>Arty<br>figs 3<br>1<br>2<br>3<br>2<br>2<br>1<br>1<br>1<br>1  | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None<br>add dice as<br>y at long o<br>rmal Rang<br>P + 1D6<br>is Shaken<br>the quns<br>nted FP - 1<br>figs 4 figs<br>2 3<br>3 4<br>4 5<br>3 4<br>4 5<br>3 4<br>4 5<br>3 4<br>1 2<br>1 2                | 4<br>7<br>8<br>5<br>1<br>1<br>1<br>1<br>2<br>1<br>2<br>5<br>1<br>2<br>5<br>5<br>5<br>5<br>4<br>3 | - 4<br>- 6<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8 | 6 -<br>11 -<br>12 -<br>8 -<br>No<br>p to 3<br>p to 5<br>p to 3<br>p to 5<br>p to 7<br>p to | 5<br>10<br>11<br>7<br>ne<br>good c<br>shc<br>2D6<br>flie An<br>t roll v<br>figs F<br>7<br>8<br>9<br>7<br>12<br>6<br>1<br>6<br>1<br>6<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1 | 16 -<br>13 -<br>10 -<br>14 -<br>300<br>order aa<br>d 2 action<br>ort Rang<br>SR<br>rty is Eli<br>vas odd<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA | 4         1.           2         10           1         7           2         10           2         10           3         2           4         7           2         10           5         2           4         1           5         2           4         1           5         2           4         1           5         2           4         1           5         2           4         1           5         2           6         5           6         5           6         5           7         5           6         5           6         5           7         5           6         5           6         5           7         5           7         5           7         5           7         5           7         5           7         5           7         5           7         5 <td>3 - 3<br/>0 - 1<br/>7 - 1<br/>0 - 3<br/>2D6<br/>bone fir<br/>= 1/2<br/>FP + 3<br/>en =+1<br/>ns lim<br/>CN<br/>Mntd<br/>-1<br/>+5<br/>-2<br/>+1<br/>+2<br/>+5<br/>SR</td> <td>11<br/>7<br/>5<br/>9<br/>2<br/>ies can<br/>re with<br/>NR<br/>3D6<br/>DRM/<br/>ber an<br/>MM<br/>Dmtd<br/>+1<br/>+6<br/>NC<br/>+3<br/>+4<br/>+6<br/>SR</td> <td>- 3<br/>- 1<br/>- 1<br/>- 2<br/>D6<br/><i>comb</i><br/>(+2 Dl<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Can</td> <td>9 - :<br/>9 - :<br/>9 - :<br/>6 - :<br/>4 - 1<br/>8 - :<br/>200<br/>ine up t<br/>RM)<br/>ter Ran<br/>Smbr CC<br/>A Rifle<br/>as abo<br/>m CAV<br/>I Trail<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>13-6<br/>5 8 - 5<br/>6 - 4<br/>3D6</td> <td>3     1       1     1       2     1       2     1       2     1       2     1       2     1       2     1       3     1       3     1       3     1       3     1</td> <td>6 - 2<br/>6 - 2<br/>4 - 1<br/>3 - 1<br/>5 - 1<br/>1D6<br/>ctions/1<br/>owed (N<br/>) = 3 inc<br/>Firing (<br/>ter Firin<br/>tt/Bn 1<br/>Brokn<br/>5 - 3<br/>12 - 6<br/>5 - 3<br/>12 - 6<br/>5 - 3<br/>4 - 2<br/>3D6</td> <td>4<br/>4<br/>2<br/>1 -<br/>2 incl<br/>18 FPs f<br/>I8 FPs f<br/>IA) for r<br/>ches/l in<br/>ches/l in<br/>ches/l in<br/>(CR) = Fl<br/>(CR) =<br/>Fl<br/>(CR) =<br/>Fl<br/>(CR) =<br/>Fl<br/>(CR) =<br/>-4<br/>-4<br/>-4<br/>-4<br/>-4<br/>-4<br/>-4<br/>-4<br/>-4<br/>-4</td> <td>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1</td> <td>2 - 1<br/>2 - 1<br/>1 - 0<br/>0 - 0<br/>2 -
1<br/>bandn<br/>fire.<br/>fire.<br/>fire<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>fore.<br/>for</td>   | 3 - 3<br>0 - 1<br>7 - 1<br>0 - 3<br>2D6<br>bone fir<br>= 1/2<br>FP + 3<br>en =+1<br>ns lim<br>CN<br>Mntd<br>-1<br>+5<br>-2<br>+1<br>+2<br>+5<br>SR  | 11<br>7<br>5<br>9<br>2<br>ies can<br>re with<br>NR<br>3D6<br>DRM/<br>ber an<br>MM<br>Dmtd<br>+1<br>+6<br>NC<br>+3<br>+4<br>+6<br>SR  | - 3<br>- 1<br>- 1<br>- 2<br>D6<br><i>comb</i><br>(+2
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Use art<br>Artillery Deliberate Fin<br>Long Range (LR) = 2x I<br>LR or Desperation Firi<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>15mm CAVALRY<br>WEAPONS<br>R/M, or Mixd Weapns<br>Shotguns (PBF only)<br>Repeating Carbines<br>Sharps BL Carbines<br>Other BL Carbines<br>ML Carbines<br>Pistols*(PBF only) | Rifle       Rifle       Rifle       Rifle       Pry       Y | 14<br>20<br>22<br>14<br>None<br>and a<br>rtillery<br>No<br>F) = F<br>Arty<br>figs 3<br>1<br>2<br>3<br>2<br>2<br>1<br>1<br>2<br>2<br>1<br>2<br>2<br>1<br>2<br>2<br>1<br>2<br>2<br>2<br>1<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2 | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None<br>add dice as<br>y at long o<br>rmal Rang<br>P + 1D6<br>is Shaken<br>the quns<br>nted FP - 1<br>figs 4 figs<br>2 3<br>3 4<br>4 5<br>3 4<br>4 5<br>3 4<br>2 3<br>1 2<br>add dice as<br>2 3<br>3 4<br>4 5<br>3 4<br>2 3<br>1 2<br>add dice as<br>2 3<br>3 4<br>4 5<br>3 4<br>2 3<br>1 2<br>add dice as<br>2 3<br>3 4<br>4 5<br>3 4<br>3 4<br>2 3<br>1 2<br>add dice as<br>2 3<br>3 4<br>4 5<br>3 4<br>2 3<br>1 2<br>2 3<br>3 4<br>4 5<br>3 4<br>2 3<br>1 2<br>3 4<br>3 4<br>2 3<br>1 2<br>3 4<br>3 4<br>3 4<br>3 4<br>3 4<br>3 4<br>3 4<br>3 4 | 4<br>7<br>8<br>5<br>1<br>1<br>1<br>1<br>2<br>1<br>2<br>5<br>1<br>2<br>5<br>1<br>2<br>5<br>5<br>5<br>4<br>5<br>5<br>4<br>3<br>5<br>5<br>5<br>4<br>3<br>5<br>5<br>5<br>4<br>3<br>5<br>5<br>5<br>5 | - 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3<br/>0 - 1<br/>7 - 1<br/>0 - 3<br/>2D6<br/>botterione fir<br/>= 1/2<br/>FP + 3<br/>en =+1<br/>ns lim<br/>CM<br/>Mntd<br/>-1<br/>+5<br/>-2<br/>+1<br/>+2<br/>+5<br/>SR<br/>adjace</td><td>11<br/>7<br/>5<br/>9<br/>2<br/>ies can<br/>re with<br/>NR<br/>3D6<br/>DRM/<br/>ber an<br/>MM<br/>Dmtd<br/>+1<br/>+6<br/>NC<br/>+3<br/>+4<br/>+6<br/>SR<br/>ent uni</td><td>- 3<br/>- 1<br/>- 1<br/>- 2<br/>D6<br/><i>comb</i><br/>(+2 Dí<br/>Canis<br/>(-1DRM<br/>d rout<br/>15m<br/>Road<br/>NA<br/>NA<br/>NA<br/>16 -7<br/>10 - (<br/>8 - 5<br/>3D6<br/>ts can</td><td>9 - :<br/>9 - :<br/>9 - :<br/>6 - :<br/>4 - 1<br/>8 - :<br/>200<br/>ine up t<br/>RM)<br/>ter Ran<br/>Smbr Cc<br/>A Rifle<br/>as abo<br/>M CAN<br/>I Trail<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA</td><td>3     1       1     1       2     1       2     1       2     1       2     1       2     1       2     1       3     1       3     1       3     3       3     1</td><td>6 - 2<br/>6 - 2<br/>4 - 1<br/>3 - 1<br/>5 - 1<br/>1D6<br/>ctions/1<br/>owed (N<br/>) = 3 inc<br/>Firing (<br/>ter Firin<br/>tt/Bn 1<br/>Brokn<br/>5 - 3<br/>12 - 6<br/>5 - 3<br/>4 - 2<br/>3D6<br/>2 12 fig</td><td>4<br/>4<br/>2<br/>1 -<br/>2 incl<br/>18 FPs f<br/>(A) for r<br/>ches/l in<br/>(CR) = Fl<br/>(CR) = Fl<br/>(CR) = Fl<br/>(CR) = Fl<br/>(CR) = Fl<br/>(CR) = -<br/>(CR) = -</td><td>1         1         1         0         1        
0         1         0         1         0         1         0         1         0         1         1         0         1      <tr td=""> <!--</td--><td>2 - 1<br/>2 - 1<br/>1 - 0<br/>0 - 0<br/>2 - 1<br/>bandn<br/>fire.<br/>fire<br/>fire<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore</td></tr><tr><td>6 pounder, Wiard I<br/>20 pounder Parrott I<br/>30 pounder Parrott I<br/>Mixed Gun Batt<br/>All Routed Artille<br/>Artillery Fire - Use art<br/>Artillery Deliberate Fin<br/>Long Range (LR) = 2x I<br/>LR or Desperation Firi<br/>Arty in disorder = 1/2<br/>* If arty routs with an e<br/>15mm CAVALRY<br/>WEAPONS<br/>R/M, or Mixd Weapns<br/>Shotguns (PBF only)<br/>Repeating Carbines<br/>Sharps BL Carbines<br/>Other BL Carbines<br/>ML Carbines<br/>Pistols*(PBF only)</td><td>Rifle<br/>Rifle<br/>Rifle<br/>Rifle<br/>Pry*<br/>y FPs<br/>re - A<br/>NR<br/>y FPs<br/>ven c<br/>Cav D<br/>2<br/>S<br/>2<br/>3<br/>2<br/>1<br/>1<br/>2<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>1<br/>2<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1</td><td>14<br/>20<br/>22<br/>14<br/>None<br/>and a<br/>rtillery<br/>No<br/>F) = F<br/>Arty<br/>figs 3<br/>1<br/>2<br/>3<br/>2<br/>1<br/>2<br/>1<br/>2<br/>2<br/>1<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>2<br/>1<br/>2<br/>2<br/>2<br/>1<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2</td><td>2 - 2<br/>4 - 4<br/>5 - 5<br/>3 - 3<br/>None<br/>add dice as<br/>y at long o<br/>rmal Rang<br/>P + 1D6<br/>is Shaken<br/>the quns<br/>nted FP - 1<br/>figs 4 figs<br/>2 3<br/>3 4<br/>4 5<br/>3 4<br/>4 5<br/>3 4<br/>2 3<br/>1 2<br/>add dice as<br/>ormal Rang</td><td>4<br/>7<br/>8<br/>5<br/>10000000000000000000000000000000000</td><td>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 7<br/>- 4<br/>- 7<br/>- 4<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8</td><td>6 -<br/>11 -<br/>12 -<br/>8 -<br/>No<br/>p to 3<br/>p to 5<br/>p to 6<br/>p to 7<br/>p to 5<br/>p to 7<br/>p to 7<br/>p to 7<br/>p to 5<br/>p to 7<br/>p to</td><td>5<br/>10<br/>11<br/>7<br/>ne<br/>good co<br/>Sho<br/>2D6<br/>file An<br/>t roll v<br/>figs F<br/>7<br/>8<br/>9<br/>7<br/>12<br/>6<br/>10<br/>5<br/>6<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10</td><td>16 -<br/>13 -<br/>10 -<br/>14 -<br/>300<br/>order aa<br/>d 2 action<br/>ort Rang<br/>SR<br/>rty is Eli<br/>vas odd<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA</td><td>4         1.           2         10           1         7           2         10           2         10           3         2           4         7           2         10           5         2           4         1           5         2           4         1           5         2           4         1           5         2           4         1           5         2           4         1           5         2           6         5           6         5           6         5           7         5           6         5           6         5           7         5           6         5           6         5           7         5           7         5           7         5           7         5           7         5           7         5           7         5           7         5<td>3 - 3<br/>0 - 1<br/>7 - 1<br/>0 - 3<br/>2D6<br/>anterio <math>anterio <math>anterio <math>anterio <math>anterio <math>anterio <math>anterio <math>anterio<br/>anterio <math>anterio <math>anterio<br/>anterio <math>anterio<br/>anterio <math>anterio <math>anterio<br/>anterio <math>anterio<br/>anterio
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(<br/>8 - 5<br/>3D6<br/>ts can<br/>Firer is</td><td>9 - :<br/>9 - :<br/>9 - :<br/>6 - :<br/>4 - 1<br/>8 - :<br/>200<br/>ine up t<br/>RM)<br/>ter Ran<br/>Smbr CC<br/>A Rifle<br/>as abo<br/>M CAN<br/>I Trail<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>Sa - 5<br/>6 - 4<br/>3D6<br/>Combin<br/>Elite/N</td><td>3     1       1     1       2     1       2     1       2     1       2     1       2     1       2     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1</td><td>6 - 2<br/>6 - 2<br/>4 - 1<br/>3 - 1<br/>5 - 1<br/>1D6<br/>ctions/1<br/>owed (N<br/>) = 3 inc<br/>Firing (<br/>ter Firin<br/>tt/Bn 1<br/>Brokn<br/>5 - 3<br/>12 - 6<br/>5 - 3<br/>4 - 2<br/>3D6<br/>5 - 3<br/>4 - 2<br/>3D6<br/>5 - 3<br/>4 - 2<br/>5 - 3<br/>5 - 3<br/>4 - 2<br/>3D6</td><td>4<br/>4<br/>2<br/>1<br/>2 incl<br/>18 FPs f<br/>18 FPs f<br/>18 FPs f<br/>10 (CR) = FI<br/>og (CR) =<br/>10 (CR) =<br/>1</td><td>1         1         1         0         1         0         1         0         1         0         1         0         1         0         1         1         0         1      <tr td=""> <!--</td--><td>2 - 1<br/>2 - 1<br/>1 - 0<br/>0 - 0<br/>2 - 1<br/>bandn<br/>fire.<br/>fire<br/>fire<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore</td></tr></td></td></tr></td></tr<> | 3 - 3<br>0 - 1<br>7 - 1<br>0 - 3<br>2D6<br>botterione fir<br>= 1/2<br>FP + 3<br>en =+1<br>ns lim<br>CM<br>Mntd<br>-1<br>+5<br>-2<br>+1<br>+2<br>+5<br>SR<br>adjace | 11<br>7<br>5<br>9<br>2<br>ies can<br>re with<br>NR<br>3D6<br>DRM/<br>ber an<br>MM<br>Dmtd<br>+1<br>+6<br>NC<br>+3<br>+4<br>+6<br>SR<br>ent uni | - 3<br>- 1<br>- 1<br>- 2<br>D6<br><i>comb</i><br>(+2 Dí<br>Canis<br>(-1DRM<br>d rout<br>15m<br>Road<br>NA<br>NA<br>NA<br>16 -7<br>10 - (<br>8 - 5<br>3D6<br>ts can | 9 - :<br>9 - :<br>9 - :<br>6 - :<br>4 - 1<br>8 - :<br>200<br>ine up t<br>RM)<br>ter Ran<br>Smbr Cc<br>A Rifle<br>as abo<br>M CAN<br>I Trail<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA | 3     1       1     1       2     1       2     1       2     1       2     1       2     1       2     1       3     1       3     1       3     3       3     1 | 6 - 2<br>6 - 2<br>4 - 1<br>3 - 1<br>5 - 1<br>1D6<br>ctions/1<br>owed (N<br>) = 3 inc<br>Firing (<br>ter Firin<br>tt/Bn 1<br>Brokn<br>5 - 3<br>12 - 6<br>5 - 3<br>4 - 2<br>3D6<br>2 12 fig | 4<br>4<br>2<br>1 -<br>2 incl<br>18 FPs f<br>(A) for r<br>ches/l in<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = -<br>(CR) = - | 1         1         1         0         1         0         1         0         1         0         1         0         1         0         1         1         0         1 <tr td=""> <!--</td--><td>2 - 1<br/>2 - 1<br/>1 - 0<br/>0 - 0<br/>2 -
1<br/>bandn<br/>fire.<br/>fire<br/>fire<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore</td></tr> <tr><td>6 pounder, Wiard I<br/>20 pounder Parrott I<br/>30 pounder Parrott I<br/>Mixed Gun Batt<br/>All Routed Artille<br/>Artillery Fire - Use art<br/>Artillery Deliberate Fin<br/>Long Range (LR) = 2x I<br/>LR or Desperation Firi<br/>Arty in disorder = 1/2<br/>* If arty routs with an e<br/>15mm CAVALRY<br/>WEAPONS<br/>R/M, or Mixd Weapns<br/>Shotguns (PBF only)<br/>Repeating Carbines<br/>Sharps BL Carbines<br/>Other BL Carbines<br/>ML Carbines<br/>Pistols*(PBF only)</td><td>Rifle<br/>Rifle<br/>Rifle<br/>Rifle<br/>Pry*<br/>y FPs<br/>re - A<br/>NR<br/>y FPs<br/>ven c<br/>Cav D<br/>2<br/>S<br/>2<br/>3<br/>2<br/>1<br/>1<br/>2<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>1<br/>2<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1</td><td>14<br/>20<br/>22<br/>14<br/>None<br/>and a<br/>rtillery<br/>No<br/>F) = F<br/>Arty<br/>figs 3<br/>1<br/>2<br/>3<br/>2<br/>1<br/>2<br/>1<br/>2<br/>2<br/>1<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>2<br/>1<br/>2<br/>2<br/>2<br/>1<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2</td><td>2 - 2<br/>4 - 4<br/>5 - 5<br/>3 - 3<br/>None<br/>add dice as<br/>y at long o<br/>rmal Rang<br/>P + 1D6<br/>is Shaken<br/>the quns<br/>nted FP - 1<br/>figs 4 figs<br/>2 3<br/>3 4<br/>4 5<br/>3 4<br/>4 5<br/>3 4<br/>2 3<br/>1 2<br/>add dice as<br/>ormal Rang</td><td>4<br/>7<br/>8<br/>5<br/>10000000000000000000000000000000000</td><td>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 7<br/>- 4<br/>- 7<br/>- 4<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8</td><td>6 -<br/>11 -<br/>12 -<br/>8 -<br/>No<br/>p to 3<br/>p to 5<br/>p to 6<br/>p to 7<br/>p to 5<br/>p to 7<br/>p to 7<br/>p to 7<br/>p to 5<br/>p to 7<br/>p to</td><td>5<br/>10<br/>11<br/>7<br/>ne<br/>good co<br/>Sho<br/>2D6<br/>file An<br/>t roll v<br/>figs F<br/>7<br/>8<br/>9<br/>7<br/>12<br/>6<br/>10<br/>5<br/>6<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10</td><td>16 -<br/>13 -<br/>10 -<br/>14 -<br/>300<br/>order aa<br/>d 2 action<br/>ort Rang<br/>SR<br/>rty is Eli<br/>vas odd<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA</td><td>4         1.           2         10           1         7           2         10           2         10           3         2           4         7           2         10           5         2           4         1           5         2           4         1           5         2           4         1           5         2           4         1           5         2           4         1           5         2           6         5           6         5           6         5           7         5           6         5           6         5           7         5           6         5           6         5           7         5           7         5           7         5           7         5           7         5           7         5           7         5           7         5<td>3 - 3<br/>0 - 1<br/>7 - 1<br/>0 - 3<br/>2D6<br/>anterio <math>anterio <math>anterio <math>anterio <math>anterio <math>anterio <math>anterio <math>anterio<br/>anterio <math>anterio <math>anterio<br/>anterio <math>anterio<br/>anterio <math>anterio <math>anterio<br/>anterio <math>anterio<br/>anterio <math>anterio <math>anterio <math>anterio<br/>anterio <math>anterio<br/>anterio<br/>anterio<br/>anterio
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(<br/>8 - 5<br/>3D6<br/>ts can<br/>Firer is</td><td>9 - :<br/>9 - :<br/>9 - :<br/>6 - :<br/>4 - 1<br/>8 - :<br/>200<br/>ine up t<br/>RM)<br/>ter Ran<br/>Smbr CC<br/>A Rifle<br/>as abo<br/>M CAN<br/>I Trail<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>Sa - 5<br/>6 - 4<br/>3D6<br/>Combin<br/>Elite/N</td><td>3     1       1     1       2     1       2     1       2     1       2     1       2     1       2     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1</td><td>6 - 2<br/>6 - 2<br/>4 - 1<br/>3 - 1<br/>5 - 1<br/>1D6<br/>ctions/1<br/>owed (N<br/>) = 3 inc<br/>Firing (<br/>ter Firin<br/>tt/Bn 1<br/>Brokn<br/>5 - 3<br/>12 - 6<br/>5 - 3<br/>4 - 2<br/>3D6<br/>5 - 3<br/>4 - 2<br/>3D6<br/>5 - 3<br/>4 - 2<br/>5 - 3<br/>5 - 3<br/>4 - 2<br/>3D6</td><td>4<br/>4<br/>2<br/>1<br/>2 incl<br/>18 FPs f<br/>18 FPs f<br/>18 FPs f<br/>10 (CR) = FI<br/>og (CR) =<br/>10 (CR) =<br/>1</td><td>1         1         1         0         1         0         1         0         1         0         1         0         1         0         1         1         0         1      <tr td=""> <!--</td--><td>2 - 1<br/>2 - 1<br/>1 - 0<br/>0 - 0<br/>2 - 1<br/>bandn<br/>fire.<br/>fire<br/>fire<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore</td></tr></td></td></tr> | 2 - 1<br>2 - 1<br>1 - 0<br>0 - 0<br>2 - 1<br>bandn<br>fire.<br>fire<br>fire<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore<br>fore | 6 pounder, Wiard I<br>20 pounder Parrott I<br>30 pounder Parrott I<br>Mixed Gun Batt<br>All Routed Artille<br>Artillery Fire - Use art<br>Artillery Deliberate Fin<br>Long Range (LR) = 2x I<br>LR or Desperation Firi<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>15mm CAVALRY<br>WEAPONS<br>R/M, or Mixd Weapns<br>Shotguns (PBF only)<br>Repeating Carbines<br>Sharps BL Carbines<br>Other BL Carbines<br>ML Carbines<br>Pistols*(PBF only) | Rifle<br>Rifle<br>Rifle<br>Rifle<br>Pry*<br>y FPs<br>re - A<br>NR<br>y FPs<br>ven c<br>Cav D<br>2<br>S<br>2<br>3<br>2<br>1<br>1<br>2<br>3<br>2<br>1<br>1<br>1<br>1<br>2<br>5<br>3<br>2<br>1<br>1<br>1<br>1<br>2<br>5<br>3<br>2<br>1<br>1<br>1<br>1<br>1<br>2<br>5<br>3<br>2<br>1<br>1<br>1<br>1<br>2<br>5<br>3<br>2<br>1<br>1<br>1<br>1<br>2<br>5<br>3<br>1<br>2<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1 | 14<br>20<br>22<br>14<br>None<br>and a<br>rtillery<br>No<br>F) = F<br>Arty<br>figs 3<br>1<br>2<br>3<br>2<br>1<br>2<br>1<br>2<br>2<br>1<br>1<br>2<br>2<br>1<br>2<br>2<br>1<br>2<br>2<br>1<br>2<br>2<br>1<br>2<br>2<br>2<br>1<br>2<br>2<br>2<br>1<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2 | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None<br>add dice as<br>y at long o<br>rmal Rang<br>P + 1D6<br>is Shaken<br>the quns<br>nted FP -
1<br>figs 4 figs<br>2 3<br>3 4<br>4 5<br>3 4<br>4 5<br>3 4<br>2 3<br>1 2<br>add dice as<br>ormal Rang | 4<br>7<br>8<br>5<br>10000000000000000000000000000000000 | - 4<br>- 6<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8 | 6 -<br>11 -<br>12 -<br>8 -<br>No<br>p to 3<br>p to 5<br>p to 6<br>p to 7<br>p to 5<br>p to 7<br>p to 7<br>p to 7<br>p to 5<br>p to 7<br>p to | 5<br>10<br>11<br>7<br>ne<br>good co<br>Sho<br>2D6<br>file An<br>t roll v<br>figs F<br>7<br>8<br>9<br>7<br>12<br>6<br>10<br>5<br>6<br>10<br>10<br>10<br>10<br>10<br>10<br>10<br>10<br>10<br>10 | 16 -<br>13 -<br>10 -<br>14 -<br>300<br>order aa<br>d 2 action<br>ort Rang<br>SR<br>rty is Eli<br>vas odd<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA | 4         1.           2         10           1         7           2         10           2         10           3         2           4         7           2         10           5         2           4         1           5         2           4         1           5         2           4         1           5         2           4         1           5         2           4         1           5         2           6         5           6         5           6         5           7         5           6         5           6         5           7         5           6         5           6         5           7         5           7         5           7         5           7         5           7         5           7         5           7         5           7         5 <td>3 - 3<br/>0 - 1<br/>7 - 1<br/>0 - 3<br/>2D6<br/>anterio <math>anterio <math>anterio <math>anterio <math>anterio <math>anterio <math>anterio <math>anterio<br/>anterio <math>anterio <math>anterio<br/>anterio <math>anterio<br/>anterio <math>anterio <math>anterio<br/>anterio <math>anterio<br/>anterio <math>anterio <math>anterio <math>anterio<br/>anterio <math>anterio<br/>anterio<br/>anterio<br/>anterio <math>anterio<br/>anterio<br/></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></td> <td>11           7           5           9           2           ies can           re with           NR           3D6           DRM/           ber an           MM           Dmtd           +1           +6           NC           +3           +4           +6           SR           ent uni           ach</td> <td>- 3<br/>- 1<br/>- 1<br/>- 2<br/>D6<br/><i>comb</i><br/>(+2 Dí<br/>Canis<br/>(-<br/>1DRM<br/>d rout<br/>15m<br/>Road<br/>NA<br/>NA<br/>NA<br/>16 -7<br/>10 - (<br/>8 - 5<br/>3D6<br/>ts can<br/>Firer is</td> <td>9 - :<br/>9 - :<br/>9 - :<br/>6 - :<br/>4 - 1<br/>8 - :<br/>200<br/>ine up t<br/>RM)<br/>ter Ran<br/>Smbr CC<br/>A Rifle<br/>as abo<br/>M CAN<br/>I Trail<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>Sa - 5<br/>6 - 4<br/>3D6<br/>Combin<br/>Elite/N</td> <td>3     1       1     1       2     1       2     1       2     1       2     1       2     1       2     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1</td> <td>6 - 2<br/>6 - 2<br/>4 - 1<br/>3 - 1<br/>5 - 1<br/>1D6<br/>ctions/1<br/>owed (N<br/>) = 3 inc<br/>Firing (<br/>ter Firin<br/>tt/Bn 1<br/>Brokn<br/>5 - 3<br/>12 - 6<br/>5 - 3<br/>4 - 2<br/>3D6<br/>5 - 3<br/>4 - 2<br/>3D6<br/>5 - 3<br/>4 - 2<br/>5 - 3<br/>5 - 3<br/>4 - 2<br/>3D6</td> <td>4<br/>4<br/>2<br/>1<br/>2 incl<br/>18 FPs f<br/>18 FPs f<br/>18 FPs f<br/>10 (CR) = FI<br/>og (CR) =<br/>10 (CR) =<br/>1</td> <td>1         1         1         0         1         0         1         0         1         0         1         0         1         0         1         1         0         1      <tr td=""> <!--</td--><td>2 - 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3<br>0 - 1<br>7 - 1<br>0 - 3<br>2D6<br>anterio $anterio anterio anterio anterio anterio anterio anterioanterio anterio anterioanterio anterioanterio anterio anterioanterio anterioanterio anterio anterio anterioanterio anterioanterioanterioanterio anterioanterio$ | 11           7           5           9           2           ies can           re with           NR           3D6           DRM/           ber an           MM           Dmtd           +1           +6           NC           +3           +4           +6           SR           ent uni           ach | - 3<br>- 1<br>- 1<br>- 2<br>D6<br><i>comb</i><br>(+2 Dí<br>Canis<br>(-<br>1DRM<br>d rout<br>15m<br>Road<br>NA<br>NA<br>NA<br>16 -7<br>10 - (<br>8 - 5<br>3D6<br>ts can<br>Firer is | 9 - :<br>9 - :<br>9 - :<br>6 - :<br>4 - 1<br>8 - :<br>200<br>ine up t<br>RM)<br>ter Ran<br>Smbr CC<br>A Rifle<br>as abo<br>M CAN<br>I Trail<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>Sa - 5<br>6 - 4<br>3D6<br>Combin<br>Elite/N | 3     1       1     1       2     1       2     1       2     1       2     1       2     1       2     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1 | 6 - 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   |
| 6 pounder, Wiard I<br>20 pounder Parrott I<br>30 pounder Parrott I<br>Mixed Gun Batt<br>All Routed Artille<br>Artillery Fire - Use art<br>Artillery Deliberate Fin<br>Long Range (LR) = 2x I<br>LR or Desperation Firi<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>15mm CAVALRY<br>WEAPONS<br>R/M, or Mixd Weapns<br>Shotguns (PBF only)<br>Repeating Carbines<br>Other BL Carbines<br>ML Carbines<br>Pistols*(PBF only)  | Rifle         Rifle         Rifle         ery         yr         yr         yr         yr         yr         yr         yr         yr         re         -A         NR         2         3         2         1         1         1         1/2  | 14<br>20<br>22<br>14<br>None<br>and a<br>rtillery<br>No<br>F) = F<br>Arty<br>figs 3<br>1<br>2<br>3<br>2<br>2<br>1<br>1<br>1<br>1  | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None<br>add dice as<br>y at long o<br>rmal Rang<br>P + 1D6<br>is Shaken<br>the quns<br>nted FP - 1<br>figs 4 figs<br>2 3<br>3 4<br>4 5<br>3 4<br>4 5<br>3 4<br>4 5<br>3 4<br>1 2<br>1 2  | 4<br>7<br>8<br>5<br>1<br>1<br>1<br>1<br>2<br>1<br>2<br>5<br>1<br>2<br>5<br>5<br>5<br>5<br>4<br>3  | - 4<br>- 6<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8   | 6 -<br>11 -<br>12 -<br>8 -<br>No<br>p to 3<br>p to 5<br>p to 3<br>p to 5<br>p to 7<br>p to | 5<br>10<br>11<br>7<br>ne<br>good c<br>shc<br>2D6<br>flie An<br>t roll v<br>figs F<br>7<br>8<br>9<br>7<br>12<br>6<br>1<br>6<br>1<br>6<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1 | 16 -<br>13 -<br>10 -<br>14 -<br>300<br>order aa<br>d 2 action<br>ort Rang<br>SR<br>rty is Eli<br>vas
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3<br/>0 - 1<br/>7 - 1<br/>0 - 3<br/>2D6<br/>bone fir<br/>= 1/2<br/>FP + 3<br/>en =+1<br/>ns lim<br/>CN<br/>Mntd<br/>-1<br/>+5<br/>-2<br/>+1<br/>+2<br/>+5<br/>SR</td> <td>11<br/>7<br/>5<br/>9<br/>2<br/>ies can<br/>re with<br/>NR<br/>3D6<br/>DRM/<br/>ber an<br/>MM<br/>Dmtd<br/>+1<br/>+6<br/>NC<br/>+3<br/>+4<br/>+6<br/>SR</td> <td>- 3<br/>- 1<br/>- 1<br/>- 2<br/>D6<br/><i>comb</i><br/>(+2 Dl<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Canis<br/>Can</td> <td>9 - :<br/>9 - :<br/>9 - :<br/>6 - :<br/>4 - 1<br/>8 - :<br/>200<br/>ine up t<br/>RM)<br/>ter Ran<br/>Smbr CC<br/>A Rifle<br/>as abo<br/>m CAV<br/>I Trail<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>13-6<br/>5 8 - 5<br/>6 - 4<br/>3D6</td> <td>3     1       1     1       2     1       2     1       2     1       2     1       2     1       2     1       3     1       3     1       3     1       3     1</td> <td>6 - 2<br/>6 - 2<br/>4 - 1<br/>3 - 1<br/>5 - 1<br/>1D6<br/>ctions/1<br/>owed (N<br/>) = 3 inc<br/>Firing (<br/>ter Firin<br/>tt/Bn 1<br/>Brokn<br/>5 - 3<br/>12 - 6<br/>5 - 3<br/>12 - 6<br/>5 - 3<br/>4 - 2<br/>3D6</td> <td>4<br/>4<br/>2<br/>1 -<br/>2 incl<br/>18 FPs f<br/>I8 FPs f<br/>IA) for r<br/>ches/l in<br/>ches/l in<br/>ches/l in<br/>(CR) = Fl<br/>(CR) =<br/>Fl<br/>(CR) =<br/>Fl<br/>(CR) =<br/>Fl<br/>(CR) =<br/>-4<br/>-4<br/>-4<br/>-4<br/>-4<br/>-4<br/>-4<br/>-4<br/>-4<br/>-4</td> <td>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1</td> <td>2 - 1<br/>2 - 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   | 3 - 3<br>0 - 1<br>7 - 1<br>0 - 3<br>2D6<br>bone fir<br>= 1/2<br>FP + 3<br>en =+1<br>ns lim<br>CN<br>Mntd<br>-1<br>+5<br>-2<br>+1<br>+2<br>+5<br>SR   | 11<br>7<br>5<br>9<br>2<br>ies can<br>re with<br>NR<br>3D6<br>DRM/<br>ber an<br>MM<br>Dmtd<br>+1<br>+6<br>NC<br>+3<br>+4<br>+6<br>SR  | - 3<br>- 1<br>- 1<br>- 2<br>D6<br><i>comb</i><br>(+2 Dl<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Canis<br>Can | 9 - :<br>9 - :<br>9 - :<br>6 - :<br>4 - 1<br>8 - :<br>200<br>ine up t<br>RM)<br>ter Ran<br>Smbr CC<br>A Rifle<br>as abo<br>m CAV<br>I Trail<br>NA<br>NA<br>NA<br>NA<br>NA<br>13-6<br>5 8 - 5<br>6 - 4<br>3D6                                     | 3     1       1     1       2     1       2     1       2     1       2     1       2     1       2     1       3     1       3     1       3     1       3     1   | 6 - 2<br>6 - 2<br>4 - 1<br>3 - 1<br>5 - 1<br>1D6<br>ctions/1<br>owed (N<br>) = 3 inc<br>Firing (<br>ter Firin<br>tt/Bn 1<br>Brokn<br>5 - 3<br>12 - 6<br>5 - 3<br>12 - 6<br>5 - 3<br>4 - 2<br>3D6   
   | 4<br>4<br>2<br>1 -<br>2 incl<br>18 FPs f<br>I8 FPs f<br>IA) for r<br>ches/l in<br>ches/l in<br>ches/l in<br>(CR) = Fl<br>(CR) =<br>Fl<br>(CR) =<br>Fl<br>(CR) =<br>Fl<br>(CR) =<br>-4<br>-4<br>-4<br>-4<br>-4<br>-4<br>-4<br>-4<br>-4<br>-4  | 1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1   
   
   
   
   
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1<br>bandn<br>fire.<br>fire.<br>fire<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>fore.<br>for  |  |   |   |  |  |   |  |   |  |   
   
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   |
| 6 pounder, Wiard I<br>20 pounder Parrott I<br>30 pounder Parrott I<br>Mixed Gun Batt<br>All Routed Artille<br>Artillery Fire - Use art<br>Artillery Deliberate Fin<br>Long Range (LR) = 2x I<br>LR or Desperation Firi<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>15mm CAVALRY<br>WEAPONS<br>R/M, or Mixd Weapns<br>Shotguns (PBF only)<br>Repeating Carbines<br>Sharps BL Carbines<br>Other BL Carbines<br>ML Carbines<br>Pistols*(PBF only)  | Rifle       Rifle       Rifle       Rifle       Pry       Y | 14<br>20<br>22<br>14<br>None<br>and a<br>rtillery<br>No<br>F) = F<br>Arty<br>figs 3<br>1<br>2<br>3<br>2<br>2<br>1<br>1<br>2<br>2<br>1<br>2<br>2<br>1<br>2<br>2<br>1<br>2<br>2<br>2<br>1<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2  | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None<br>add dice as<br>y at long o<br>rmal Rang<br>P + 1D6<br>is Shaken<br>the quns<br>nted FP - 1<br>figs 4 figs<br>2 3<br>3 4<br>4 5<br>3 4<br>4 5<br>3 4<br>2 3<br>1 2<br>add dice as<br>2 3<br>3 4<br>4 5<br>3 4<br>2 3<br>1 2<br>add dice as<br>2 3<br>3 4<br>4 5<br>3 4<br>2 3<br>1 2<br>add dice as<br>2 3<br>3 4<br>4 5<br>3 4<br>3 4<br>2 3<br>1 2<br>add dice as<br>2 3<br>3 4<br>4 5<br>3 4<br>2 3<br>1 2<br>2 3<br>3 4<br>4 5<br>3 4<br>2 3<br>1 2<br>3 4<br>3 4<br>2 3<br>1 2<br>3 4<br>3 4<br>3 4<br>3 4<br>3 4<br>3 4<br>3 4<br>3 4 | 4<br>7<br>8<br>5<br>1<br>1<br>1<br>1<br>2<br>1<br>2<br>5<br>1<br>2<br>5<br>1<br>2<br>5<br>5<br>5<br>4<br>5<br>5<br>4<br>3<br>5<br>5<br>5<br>4<br>3<br>5<br>5<br>5<br>4<br>3<br>5<br>5<br>5<br>5   | - 4<br>- 6<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 7<br>- 6<br>- 7<br>- 6<br>- 7<br>- 6<br>- 7<br>- 7<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8  | 6 -<br>11 -<br>12 -<br>8 -<br>No<br>p to 3<br>p to 5<br>p to | 5<br>10<br>11<br>7<br>ne<br>good co<br>sho<br>2D6<br>fie An<br>t roll v<br>figs F<br>7<br>8<br>9<br>7<br>12<br>6<br>10<br>10<br>10<br>10<br>10<br>10<br>10<br>10<br>10<br>10                          | 16 -<br>13 -<br>10 -<br>14 -<br>300<br>order aa<br>d 2 action<br>ort Rang<br>SR<br>rty is Eli<br>vas
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3<br/>0 - 1<br/>7 - 1<br/>0 - 3<br/>2D6<br/>botterione fir<br/>= 1/2<br/>FP + 3<br/>en =+1<br/>ns lim<br/>CM<br/>Mntd<br/>-1<br/>+5<br/>-2<br/>+1<br/>+2<br/>+5<br/>SR<br/>adjace</td><td>11<br/>7<br/>5<br/>9<br/>2<br/>ies can<br/>re with<br/>NR<br/>3D6<br/>DRM/<br/>ber an<br/>MM<br/>Dmtd<br/>+1<br/>+6<br/>NC<br/>+3<br/>+4<br/>+6<br/>SR<br/>ent uni</td><td>- 3<br/>- 1<br/>- 1<br/>- 2<br/>D6<br/><i>comb</i><br/>(+2 Dí<br/>Canis<br/>(-1DRM<br/>d rout<br/>15m<br/>Road<br/>NA<br/>NA<br/>NA<br/>16 -7<br/>10 - (<br/>8 - 5<br/>3D6<br/>ts can</td><td>9 - :<br/>9 - :<br/>9 - :<br/>6 - :<br/>4 - 1<br/>8 - :<br/>200<br/>ine up t<br/>RM)<br/>ter Ran<br/>Smbr Cc<br/>A Rifle<br/>as abo<br/>M CAN<br/>I Trail<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA</td><td>3     1       1     1       2     1       2     1       2     1       2     1       2     1       2     1       3     1       3     1       3     3       3     1</td><td>6 - 2<br/>6 - 2<br/>4 - 1<br/>3 - 1<br/>5 - 1<br/>1D6<br/>ctions/1<br/>owed (N<br/>) = 3 inc<br/>Firing (<br/>ter Firin<br/>tt/Bn 1<br/>Brokn<br/>5 - 3<br/>12 - 6<br/>5 - 3<br/>4 - 2<br/>3D6<br/>2 12 fig</td><td>4<br/>4<br/>2<br/>1 -<br/>2 incl<br/>18 FPs f<br/>(A) for r<br/>ches/l in<br/>(CR) = Fl<br/>(CR) = Fl<br/>(CR) = Fl<br/>(CR) = Fl<br/>(CR) = Fl<br/>(CR) = -<br/>(CR) = -</td><td>1         1         1         0         1         0         1         0         1         0         1         0         1         0         1         1         0         1      <tr td=""> <!--</td--><td>2 - 1<br/>2 - 1<br/>1 - 0<br/>0 - 0<br/>2 - 1<br/>bandn<br/>fire.<br/>fire<br/>fire<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore</td></tr><tr><td>6 pounder, Wiard I<br/>20 pounder Parrott I<br/>30 pounder Parrott I<br/>Mixed Gun Batt<br/>All Routed Artille<br/>Artillery Fire - Use art<br/>Artillery Deliberate Fin<br/>Long Range (LR) = 2x I<br/>LR or Desperation Firi<br/>Arty in disorder = 1/2<br/>* If arty routs with an e<br/>15mm CAVALRY<br/>WEAPONS<br/>R/M, or Mixd Weapns<br/>Shotguns (PBF only)<br/>Repeating Carbines<br/>Sharps BL Carbines<br/>Other BL Carbines<br/>ML Carbines<br/>Pistols*(PBF only)</td><td>Rifle<br/>Rifle<br/>Rifle<br/>Rifle<br/>Pry*<br/>y FPs<br/>re - A<br/>NR<br/>y FPs<br/>ven c<br/>Cav D<br/>2<br/>S<br/>2<br/>3<br/>2<br/>1<br/>1<br/>2<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>1<br/>2<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1</td><td>14<br/>20<br/>22<br/>14<br/>None<br/>and a<br/>rtillery<br/>No<br/>F) = F<br/>Arty<br/>figs 3<br/>1<br/>2<br/>3<br/>2<br/>1<br/>2<br/>1<br/>2<br/>2<br/>1<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>2<br/>1<br/>2<br/>2<br/>2<br/>1<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2</td><td>2 - 2<br/>4 - 4<br/>5 - 5<br/>3 - 3<br/>None<br/>add dice as<br/>y at long o<br/>rmal Rang<br/>P + 1D6<br/>is Shaken<br/>the quns<br/>nted FP - 1<br/>figs 4 figs<br/>2 3<br/>3 4<br/>4 5<br/>3 4<br/>4 5<br/>3 4<br/>2 3<br/>1 2<br/>add dice as<br/>ormal
Rang</td><td>4<br/>7<br/>8<br/>5<br/>10000000000000000000000000000000000</td><td>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 7<br/>- 4<br/>- 7<br/>- 4<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8</td><td>6 -<br/>11 -<br/>12 -<br/>8 -<br/>No<br/>p to 3<br/>p to 5<br/>p to 6<br/>p to 7<br/>p to 5<br/>p to 7<br/>p to 7<br/>p to 7<br/>p to 5<br/>p to 7<br/>p to</td><td>5<br/>10<br/>11<br/>7<br/>ne<br/>good co<br/>Sho<br/>2D6<br/>file An<br/>t roll v<br/>figs F<br/>7<br/>8<br/>9<br/>7<br/>12<br/>6<br/>10<br/>5<br/>6<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10</td><td>16 -<br/>13 -<br/>10 -<br/>14 -<br/>300<br/>order aa<br/>d 2 action<br/>ort Rang<br/>SR<br/>rty is Eli<br/>vas odd<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA</td><td>4         1.           2         10           1         7           2         10           2         10           3         2           4         7           2         10           5         2           4         1           5         2           4         1           5         2           4         1           5         2           4         1           5         2           4         1           5         2           6         5           6         5           6         5           7         5           6         5           6         5           7         5           6         5           6         5           7         5           7         5           7         5           7         5           7         5           7         5           7         5           7         5<td>3 - 3<br/>0 - 1<br/>7 - 1<br/>0 - 3<br/>2D6<br/>anterio <math>anterio <math>anterio <math>anterio <math>anterio <math>anterio <math>anterio <math>anterio<br/>anterio <math>anterio <math>anterio<br/>anterio <math>anterio<br/>anterio <math>anterio <math>anterio<br/>anterio <math>anterio<br/>anterio <math>anterio <math>anterio <math>anterio<br/>anterio <math>anterio<br/>anterio<br/>anterio<br/>anterio <math>anterio<br/>anterio<br/></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></td><td>11           7           5           9           2           ies can           re with           NR           3D6           DRM/           ber an           MM           Dmtd           +1           +6           NC           +3           +4           +6           SR           ent uni           ach</td><td>- 3<br/>- 1<br/>- 1<br/>- 2<br/>D6<br/><i>comb</i><br/>(+2 Dí<br/>Canis<br/>(-<br/>1DRM<br/>d rout<br/>15m<br/>Road<br/>NA<br/>NA<br/>NA<br/>16 -7<br/>10 - (<br/>8 - 5<br/>3D6<br/>ts can<br/>Firer is</td><td>9 - :<br/>9 - :<br/>9 - :<br/>6 - :<br/>4 - 1<br/>8 - :<br/>200<br/>ine up t<br/>RM)<br/>ter Ran<br/>Smbr CC<br/>A Rifle<br/>as abo<br/>M CAN<br/>I Trail<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>Sa - 5<br/>6 - 4<br/>3D6<br/>Combin<br/>Elite/N</td><td>3     1       1     1       2     1       2     1       2     1       2     1       2     1       2     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1</td><td>6 - 2<br/>6 - 2<br/>4 - 1<br/>3 - 1<br/>5 - 1<br/>1D6<br/>ctions/1<br/>owed (N<br/>) = 3 inc<br/>Firing (<br/>ter Firin<br/>tt/Bn 1<br/>Brokn<br/>5 - 3<br/>12 - 6<br/>5 - 3<br/>4 - 2<br/>3D6<br/>5 - 3<br/>4 - 2<br/>3D6<br/>5 - 3<br/>4 - 2<br/>5 - 3<br/>5 - 3<br/>4 - 2<br/>3D6</td><td>4<br/>4<br/>2<br/>1<br/>2 incl<br/>18 FPs f<br/>18 FPs f<br/>18 FPs f<br/>10 (CR) = FI<br/>og (CR) =<br/>10 (CR) =<br/>1</td><td>1         1         1         0         1         0         1         0         1         0         1         0         1         0         1         1         0         1      <tr td=""> <!--</td--><td>2 - 1<br/>2 - 1<br/>1 - 0<br/>0 - 0<br/>2 -
1<br/>bandn<br/>fire.<br/>fire<br/>fire<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore</td></tr></td></td></tr></td></tr<> | 3 - 3<br>0 - 1<br>7 - 1<br>0 - 3<br>2D6<br>botterione fir<br>= 1/2<br>FP + 3<br>en =+1<br>ns lim<br>CM<br>Mntd<br>-1<br>+5<br>-2<br>+1<br>+2<br>+5<br>SR<br>adjace   | 11<br>7<br>5<br>9<br>2<br>ies can<br>re with<br>NR<br>3D6<br>DRM/<br>ber an<br>MM<br>Dmtd<br>+1<br>+6<br>NC<br>+3<br>+4<br>+6<br>SR<br>ent uni   | - 3<br>- 1<br>- 1<br>- 2<br>D6<br><i>comb</i><br>(+2 Dí<br>Canis<br>(-1DRM<br>d rout<br>15m<br>Road<br>NA<br>NA<br>NA<br>16 -7<br>10 - (<br>8 - 5<br>3D6<br>ts can  | 9 - :<br>9 - :<br>9 - :<br>6 - :<br>4 - 1<br>8 - :<br>200<br>ine up t<br>RM)<br>ter Ran<br>Smbr Cc<br>A Rifle<br>as abo<br>M CAN<br>I Trail<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA  | 3     1       1     1       2     1       2     1       2     1       2     1       2     1       2     1       3     1       3     1       3     3       3     1   | 6 - 2<br>6 - 2<br>4 - 1<br>3 - 1<br>5 - 1<br>1D6<br>ctions/1<br>owed (N<br>) = 3 inc<br>Firing (<br>ter Firin<br>tt/Bn 1<br>Brokn<br>5 - 3<br>12 - 6<br>5 - 3<br>4 - 2<br>3D6<br>2 12 fig  
   | 4<br>4<br>2<br>1 -<br>2 incl<br>18 FPs f<br>(A) for r<br>ches/l in<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = Fl<br>(CR) = -<br>(CR) = -            | 1         1         1         0         1         0         1         0         1         0         1         0         1         0         1         1         0         1 <tr td=""> <!--</td--><td>2 - 1<br/>2 - 1<br/>1 - 0<br/>0 - 0<br/>2 - 1<br/>bandn<br/>fire.<br/>fire<br/>fire<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore</td></tr> <tr><td>6 pounder, Wiard I<br/>20 pounder Parrott I<br/>30 pounder Parrott I<br/>Mixed Gun Batt<br/>All Routed Artille<br/>Artillery Fire - Use art<br/>Artillery Deliberate Fin<br/>Long Range (LR) = 2x I<br/>LR or Desperation Firi<br/>Arty in disorder = 1/2<br/>* If arty routs with an e<br/>15mm CAVALRY<br/>WEAPONS<br/>R/M, or Mixd Weapns<br/>Shotguns (PBF only)<br/>Repeating Carbines<br/>Sharps BL Carbines<br/>Other BL Carbines<br/>ML Carbines<br/>Pistols*(PBF only)</td><td>Rifle<br/>Rifle<br/>Rifle<br/>Rifle<br/>Pry*<br/>y FPs<br/>re - A<br/>NR<br/>y FPs<br/>ven c<br/>Cav D<br/>2<br/>S<br/>2<br/>3<br/>2<br/>1<br/>1<br/>2<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>2<br/>1<br/>1<br/>1<br/>1<br/>2<br/>5<br/>3<br/>1<br/>2<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1<br/>1</td><td>14<br/>20<br/>22<br/>14<br/>None<br/>and a<br/>rtillery<br/>No<br/>F) = F<br/>Arty<br/>figs 3<br/>1<br/>2<br/>3<br/>2<br/>1<br/>2<br/>1<br/>2<br/>2<br/>1<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>1<br/>2<br/>2<br/>2<br/>1<br/>2<br/>2<br/>2<br/>1<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2<br/>2</td><td>2 - 2<br/>4 - 4<br/>5 - 5<br/>3 - 3<br/>None<br/>add dice as<br/>y at long o<br/>rmal Rang<br/>P + 1D6<br/>is Shaken<br/>the quns<br/>nted FP - 1<br/>figs 4 figs<br/>2 3<br/>3 4<br/>4 5<br/>3 4<br/>4 5<br/>3 4<br/>2 3<br/>1 2<br/>add dice as<br/>ormal Rang</td><td>4<br/>7<br/>8<br/>5<br/>10000000000000000000000000000000000</td><td>- 4<br/>- 6<br/>- 7<br/>- 4<br/>- 7<br/>- 4<br/>- 7<br/>- 4<br/>- 7<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8<br/>- 8</td><td>6 -<br/>11 -<br/>12 -<br/>8 -<br/>No<br/>p to 3<br/>p to 5<br/>p to 6<br/>p to 7<br/>p to 5<br/>p to 7<br/>p to 7<br/>p to 7<br/>p to 5<br/>p to 7<br/>p to</td><td>5<br/>10<br/>11<br/>7<br/>ne<br/>good co<br/>Sho<br/>2D6<br/>file An<br/>t roll v<br/>figs F<br/>7<br/>8<br/>9<br/>7<br/>12<br/>6<br/>10<br/>5<br/>6<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10<br/>10</td><td>16 -<br/>13 -<br/>10 -<br/>14 -<br/>300<br/>order aa<br/>d 2 action<br/>ort Rang<br/>SR<br/>rty is Eli<br/>vas
odd<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA<br/>CAVA</td><td>4         1.           2         10           1         7           2         10           2         10           3         2           4         7           2         10           5         2           4         1           5         2           4         1           5         2           4         1           5         2           4         1           5         2           4         1           5         2           6         5           6         5           6         5           7         5           6         5           6         5           7         5           6         5           6         5           7         5           7         5           7         5           7         5           7         5           7         5           7         5           7         5<td>3 - 3<br/>0 - 1<br/>7 - 1<br/>0 - 3<br/>2D6<br/>anterio <math>anterio <math>anterio <math>anterio <math>anterio <math>anterio <math>anterio <math>anterio<br/>anterio <math>anterio <math>anterio<br/>anterio <math>anterio<br/>anterio <math>anterio <math>anterio<br/>anterio <math>anterio<br/>anterio <math>anterio <math>anterio <math>anterio<br/>anterio <math>anterio<br/>anterio<br/>anterio<br/>anterio <math>anterio<br/>anterio<br/></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></math></td><td>11           7           5           9           2           ies can           re with           NR           3D6           DRM/           ber an           MM           Dmtd           +1           +6           NC           +3           +4           +6           SR           ent uni           ach</td><td>- 3<br/>- 1<br/>- 1<br/>- 2<br/>D6<br/><i>comb</i><br/>(+2 Dí<br/>Canis<br/>(-<br/>1DRM<br/>d rout<br/>15m<br/>Road<br/>NA<br/>NA<br/>NA<br/>16 -7<br/>10 - (<br/>8 - 5<br/>3D6<br/>ts can<br/>Firer is</td><td>9 - :<br/>9 - :<br/>9 - :<br/>6 - :<br/>4 - 1<br/>8 - :<br/>200<br/>ine up t<br/>RM)<br/>ter Ran<br/>Smbr CC<br/>A Rifle<br/>as abo<br/>M CAN<br/>I Trail<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>Sa - 5<br/>6 - 4<br/>3D6<br/>Combin<br/>Elite/N</td><td>3     1       1     1       2     1       2     1       2     1       2     1       2     1       2     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1</td><td>6 - 2<br/>6 - 2<br/>4 - 1<br/>3 - 1<br/>5 - 1<br/>1D6<br/>ctions/1<br/>owed (N<br/>) = 3 inc<br/>Firing (<br/>ter Firin<br/>tt/Bn 1<br/>Brokn<br/>5 - 3<br/>12 - 6<br/>5 - 3<br/>4 - 2<br/>3D6<br/>5 - 3<br/>4 - 2<br/>3D6<br/>5 - 3<br/>4 - 2<br/>5 - 3<br/>5 - 3<br/>4 - 2<br/>3D6</td><td>4<br/>4<br/>2<br/>1<br/>2 incl<br/>18 FPs f<br/>18 FPs f<br/>18 FPs f<br/>10 (CR) = FI<br/>og (CR) =<br/>10 (CR) =<br/>1</td><td>1         1         1         0         1         0         1         0         1         0         1         0         1         0         1         1         0         1      <tr td=""> <!--</td--><td>2 - 1<br/>2 - 1<br/>1 - 0<br/>0 - 0<br/>2 -
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Rang | 4<br>7<br>8<br>5<br>10000000000000000000000000000000000  | - 4<br>- 6<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8               | 6 -<br>11 -<br>12 -<br>8 -<br>No<br>p to 3<br>p to 5<br>p to 6<br>p to 7<br>p to 5<br>p to 7<br>p to 7<br>p to 7<br>p to 5<br>p to 7<br>p to | 5<br>10<br>11<br>7<br>ne<br>good co<br>Sho<br>2D6<br>file An<br>t roll v<br>figs F<br>7<br>8<br>9<br>7<br>12<br>6<br>10<br>5<br>6<br>10<br>10<br>10<br>10<br>10<br>10<br>10<br>10<br>10<br>10         | 16 -<br>13 -<br>10 -<br>14 -<br>300<br>order aa<br>d 2 action<br>ort Rang<br>SR<br>rty is Eli<br>vas odd<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA<br>CAVA | 4         1.           2         10           1         7           2         10           2         10           3         2           4         7           2         10           5         2           4         1           5         2           4         1           5         2           4         1           5         2           4         1           5         2           4         1           5         2           6         5           6         5           6         5           7         5           6         5           6         5           7         5           6         5           6         5           7         5           7         5           7         5           7         5           7         5           7         5           7         5           7         5 <td>3 - 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(<br/>8 - 5<br/>3D6<br/>ts can<br/>Firer is</td> <td>9 - :<br/>9 - :<br/>9 - :<br/>6 - :<br/>4 - 1<br/>8 - :<br/>200<br/>ine up t<br/>RM)<br/>ter Ran<br/>Smbr CC<br/>A Rifle<br/>as abo<br/>M CAN<br/>I Trail<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>Sa - 5<br/>6 - 4<br/>3D6<br/>Combin<br/>Elite/N</td> <td>3     1       1     1       2     1       2     1       2     1       2     1       2     1       2     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1</td> <td>6 - 2<br/>6 - 2<br/>4 - 1<br/>3 - 1<br/>5 - 1<br/>1D6<br/>ctions/1<br/>owed (N<br/>) = 3 inc<br/>Firing (<br/>ter Firin<br/>tt/Bn 1<br/>Brokn<br/>5 - 3<br/>12 - 6<br/>5 - 3<br/>4 - 2<br/>3D6<br/>5 - 3<br/>4 - 2<br/>3D6<br/>5 - 3<br/>4 - 2<br/>5 - 3<br/>5 - 3<br/>4 - 2<br/>3D6</td> <td>4<br/>4<br/>2<br/>1<br/>2 incl<br/>18 FPs f<br/>18 FPs f<br/>18 FPs f<br/>10 (CR) = FI<br/>og (CR) =<br/>10 (CR) =<br/>1</td> <td>1         1         1         0         1         0         1         0         1         0         1         0         1         0         1         1         0         1      <tr td=""> <!--</td--><td>2 - 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| 6 pounder, Wiard I<br>20 pounder Parrott I<br>30 pounder Parrott I<br>Mixed Gun Batt<br>All Routed Artille<br>Artillery Fire - Use art<br>Artillery Deliberate Fin<br>Long Range (LR) = 2x I<br>LR or Desperation Firi<br>Arty in disorder = 1/2<br>* If arty routs with an e<br>15mm CAVALRY<br>WEAPONS<br>R/M, or Mixd Weapns<br>Shotguns (PBF only)<br>Repeating Carbines<br>Sharps BL Carbines<br>Other BL Carbines<br>ML Carbines<br>Pistols*(PBF only)  | Rifle<br>Rifle<br>Rifle<br>Rifle<br>Pry*<br>y FPs<br>re - A<br>NR<br>y FPs<br>ven c<br>Cav D<br>2<br>S<br>2<br>3<br>2<br>1<br>1<br>2<br>3<br>2<br>1<br>1<br>1<br>1<br>2<br>5<br>3<br>2<br>1<br>1<br>1<br>1<br>2<br>5<br>3<br>2<br>1<br>1<br>1<br>1<br>1<br>2<br>5<br>3<br>2<br>1<br>1<br>1<br>1<br>2<br>5<br>3<br>2<br>1<br>1<br>1<br>1<br>2<br>5<br>3<br>1<br>2<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1   | 14<br>20<br>22<br>14<br>None<br>and a<br>rtillery<br>No<br>F) = F<br>Arty<br>figs 3<br>1<br>2<br>3<br>2<br>1<br>2<br>1<br>2<br>2<br>1<br>1<br>2<br>2<br>1<br>2<br>2<br>1<br>2<br>2<br>1<br>2<br>2<br>1<br>2<br>2<br>2<br>1<br>2<br>2<br>2<br>1<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2<br>2 | 2 - 2<br>4 - 4<br>5 - 5<br>3 - 3<br>None<br>add dice as<br>y at long o<br>rmal Rang<br>P + 1D6<br>is Shaken<br>the quns<br>nted FP - 1<br>figs 4 figs<br>2 3<br>3 4<br>4 5<br>3 4<br>4 5<br>3 4<br>2 3<br>1 2<br>add dice as<br>ormal Rang   | 4<br>7<br>8<br>5<br>10000000000000000000000000000000000   | - 4<br>- 6<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 4<br>- 7<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8<br>- 8   | 6 -<br>11 -<br>12 -<br>8 -<br>No<br>p to 3<br>p to 5<br>p to 6<br>p to 7<br>p to 5<br>p to 7<br>p to 7<br>p to 7<br>p to 5<br>p to 7<br>p to | 5<br>10<br>11<br>7<br>ne<br>good co<br>Sho<br>2D6<br>file An<br>t roll v<br>figs F<br>7<br>8<br>9<br>7<br>12<br>6<br>10<br>5<br>6<br>10<br>10<br>10<br>10<br>10<br>10<br>10<br>10<br>10<br>10         | 16 -<br>13 -<br>10 -<br>14 -<br>300<br>order aa<br>d 2 action<br>ort Rang<br>SR<br>rty is Eli<br>vas
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(<br/>8 - 5<br/>3D6<br/>ts can<br/>Firer is</td> <td>9 - :<br/>9 - :<br/>9 - :<br/>6 - :<br/>4 - 1<br/>8 - :<br/>200<br/>ine up t<br/>RM)<br/>ter Ran<br/>Smbr CC<br/>A Rifle<br/>as abo<br/>M CAN<br/>I Trail<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>NA<br/>Sa - 5<br/>6 - 4<br/>3D6<br/>Combin<br/>Elite/N</td> <td>3     1       1     1       2     1       2     1       2     1       2     1       2     1       2     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1</td> <td>6 - 2<br/>6 - 2<br/>4 - 1<br/>3 - 1<br/>5 - 1<br/>1D6<br/>ctions/1<br/>owed (N<br/>) = 3 inc<br/>Firing (<br/>ter Firin<br/>tt/Bn 1<br/>Brokn<br/>5 - 3<br/>12 - 6<br/>5 - 3<br/>4 - 2<br/>3D6<br/>5 - 3<br/>4 - 2<br/>3D6<br/>5 - 3<br/>4 - 2<br/>5 - 3<br/>5 - 3<br/>4 - 2<br/>3D6</td> <td>4<br/>4<br/>2<br/>1<br/>2 incl<br/>18 FPs f<br/>18 FPs f<br/>18 FPs f<br/>10 (CR) = FI<br/>og (CR) =<br/>10 (CR) =<br/>1</td> <td>1         1         1         0         1         0         1         0         1         0         1         0         1         0         1         1         0         1      <tr td=""> <!--</td--><td>2 - 1<br/>2 - 1<br/>1 - 0<br/>0 - 0<br/>2 - 1<br/>bandn<br/>fire.<br/>fire<br/>fire<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore</td></tr></td>   
   
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   | 9 - :<br>9 - :<br>9 - :<br>6 - :<br>4 - 1<br>8 - :<br>200<br>ine up t<br>RM)<br>ter Ran<br>Smbr CC<br>A Rifle<br>as abo<br>M CAN<br>I Trail<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>NA<br>Sa - 5<br>6 - 4<br>3D6<br>Combin<br>Elite/N | 3     1       1     1       2     1       2     1       2     1       2     1       2     1       2     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1       3     1 | 6 - 2<br>6 - 2<br>4 - 1<br>3 - 1<br>5 - 1<br>1D6<br>ctions/1<br>owed (N<br>) = 3 inc<br>Firing (<br>ter Firin<br>tt/Bn 1<br>Brokn<br>5 - 3<br>12 - 6<br>5 - 3<br>4 - 2<br>3D6<br>5 - 3<br>4 - 2<br>3D6<br>5 - 3<br>4 - 2<br>5 - 3<br>5 - 3<br>4 - 2<br>3D6   | 4<br>4<br>2<br>1<br>2 incl<br>18 FPs f<br>18 FPs f<br>18 FPs f<br>10 (CR) = FI<br>og (CR) =<br>10 (CR) =<br>1   | 1         1         1         0         1         0         1         0         1         0         1         0         1         0         1         1         0         1 <tr td=""> <!--</td--><td>2 - 1<br/>2 - 1<br/>1 - 0<br/>0 - 0<br/>2 - 1<br/>bandn<br/>fire.<br/>fire<br/>fire<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore<br/>fore</td></tr>  
   
   
   
   
   
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LR Firing = FP+1D6 NR Firing = FP+2D6 SR Firing=FP+3D6, \*PBF (in charge) = FP+Pistol FP+4D6 Firer is skirmishers, column = as infantry Firer in disorder = 1/2 FP Firer is shaken = 1/2 FP and lose 1 die PBF (only for a charge) Dismtd/Mtd Opening Volley = +1 DRM/No DRM

#### Across A Deadly Field 25mm/28mm Reference Chart Across A Deadly Field - 25mm Regimental Game Scales From one to 25 mm Ground Scale = one inch equals approximately 60 to 80 yards. *One Turn* = 30 minutes, *One Infantry fig* = 60 men, *One Cavalry fig* = 30 men *One Gun* = one battery with each crew figure equaling one section. two stands apart (egt in Battle Line (Stands touching) **Regiment** as Skirmish Across A Deadly Field - Game Turn Overview Regt in Extended Line (up to one stan In one turn, each side will have an Active and a Reactive portion of the turn. The side with the *"initiative"* will be active first with the other side reacting. 1. The active units can perform any two concurrent actions. It can fire and/or move, fire twice, move twice, charge, reform from disorder, change formation, or attempt to rally. If routed, it must run and then try to rally. The opposing non-active units may react ONCE to any fire or movement that can be seen or is within 2 inches with a fire, a formation or facing change, reform, a rally attempt or countercharge or disengage. After doing its one reaction, a unit may still do desperation fire if charged. 3. After one side has completed all actions, the other side now is active with Regiment in Road Column One stand's distance betwee ment v two actions per unit, with the previous active units now reacting as above. The Basic Morale Point (BMP) and The Modified Morale Point (MMP) Across A Deadly Field - Abbreviations Each unit has a **BMP** based on its training and combat experience as so: FP-Firepower Points. FCR/MC-Fire Combat Results/Morale Check. BMP = 3, 4, 6 *Elite*, unit with a solid record of proven combat experience. BMP-Basic Morale Point. MMP-Modified Morale Point. BMP = 4, 6, 8 Veteran, well trained unit with some combat experience. MC-Morale Check. DRM-Die Roll Modifier LB-Leadership Benefit BMP = 5, 7, 10 Trained, unit with some training, but no combat experience. PBF, SR, NR, LR - Point Blank, Short, Normal or Long Range Fire. **BMP = 6**, **9**, **12** *Green*, unit with minimal training and no combat experience. MC-Morale Check, CMM-Charge Morale Modifier, LOS-Line of Sight Above BMPs are for: No stand lost One stand lost (3 stand units) Last Stand 1MC or 2MC - Morale Checks with +1 or +2, to a unit's MMP. Artillery batteries have their **BMP** increased by "+3" per section previously lost. 1H, 2H, 3H ... number of hits = figs/arty sections lost and +MC. 1D6, 2D6, 3D6, etc. - Number of six sided dice (D6) to be rolled. Modified Morale Point (MMP) -- When a unit's BMP is modified by its situation it becomes its **MMP**, which is then used for <u>all</u> morale checks or rally attempts. When a Unit is Required to take a Morale Check (MC) MMP = BMP + unit morale level + two best & two worst situational modifiers -- When required by a FCR/MC as a (MC, 1MC or 2MC) fire PLUS any applicable Fire Combat Results calling for a morale check (FCR/MC). combat result, or a figure loss with a +MC per each "hit". A unit's morale level is: good order (+0), disorder(+2), shaken (+4) or routed (+6) In any situation, a unit can never have an MMP better than "0" or worse than "12" If it was within one inch (100 yards) to a unit that was eliminated, a leader that was killed, or by a routing unit. Good Situational Morale Modifiers To a Unit's MMP use the "best" two If *defending* against a charge prior to *Charge Impact* If unit is adjacent (1/2 inch) to a leader.....leader's LB *Resolution* as the attacker moves within one inch. Morale Check and Rally Attempt Results An infantry unit is charging / a mounted cavalry unit is charging......1/-2 Unit rolls 2D6 attempting to match or roll higher than its cur-Unit is in or directly behind light/heavy cover (does not apply if charging).....-1 /-2 rent MMP with immediate results as below -- same for Rally. Rolls a natural "2" - Elites go shaken, all others are routed Rolls a natural "3" - <u>Elites</u> go into *disorder*, all others <u>shaken</u> Bad Situational Morale Modifiers To a Unit's MMP use the "worst" two Rolls 5 or more less than MMP -- Drop 2 morale levels\* Morale Check from..... arty fire/other fire or rally attempts \*Enfilade Fire Rolls 1 to 4 less than **MMP** -- Drop 1 morale Level\* Unlimbrd Arty .....fire from side (+2/+1)...full flank (+3/+2)...rear (+4/+3) Rolls exactly its MMP -- No morale change, unit stays same. All colums & limbrd arty....side fire (+2/+1)...front fire (+3/+2)...rear (+4/+3) Rolls 1 to 4 higher than its **MMP** - Improve 1 morale level All lines.....from partial flank (+2/+1)...full flank (+3/+2)...rear (+4/+3) Rolls 5 or higher than MMP -- Improve 2 morale levels Unit is within two inches (6/10mm figs, one inch) of an enemy unit...... +1 Rolls a natural "12"-- Good order and recover a figure or gun Per each regiment or leader "eliminated" from the same brigade.....+1 (max+2) \*Unless routed, infantry, arty, and dismnted cavalry fall back Unit is charged by infantry/cavalry on partial flank (+2/+3), full flank or rear (+4/+6) in inches by what it failed by, mounted cavalry triple that. Infantry Charge Procedure and Charge Impact Resolution -- Active Player Chooses Order of Resolution <u>Declare Charge Target/Advance Charging Units</u> -- A charging unit(s) uses one action and has a required charge bonus (CB) roll of half its routed movement. Charge goes into disorder at 1/2 of total charge distance for green or trained troops and 1/2 of CB for elites or vets. 1. 2.

- 2. <u>Resolve any enemy reaction fire against the charging unit(s).</u>-- As the charging units gets within range of any enemy unit(s), those unit(s) may take one reaction fire with <u>immediate</u> results, including morale checks. Defending units get only one full reaction fire during the opposing side's Active Turn, with the exception of a **1D6** desperation fire (**DF**) if different units move into short range. Do note that against a charge, <u>IF</u> the defender wants to do his reaction fire as a point blank fire or close canister fire he must first do <u>Step 3</u> the defender's pre-impact morale check -- likewise, for any **DF**. A defender can only fire once -- reaction fire or **DF** -- against any one unit.
- 3. Defender's Pre-Impact Morale Check -- When the charging unit is within one inch from the defender, he takes an immediate a morale check.
- 4. <u>Charge Impact Resolution</u> -- If the charging units have not been stopped by fire, proceed to *charge impact resolution*. Calculate the <u>Final Impact Values</u> (FIV) of the lead units in contact as shown below, <u>with</u> the opposing lead unit's MMP modified by its CMM and any Good/Bad Situational Morale Modifiers as below. FIV only lead charging unit counts <u>all</u> contiguous units for support (-2 max to MMP). FIV = 2D6 + (<u>lead impact unit's # of figs</u>) - (<u>lead impact unit's MMP</u>) <u>High total FIV wins with the following results:</u> Equal FIV: Infantry melee - Assume both sides are in contact and do a simultaneous "melee fire" using (FPs + 5D6) <u>see rules</u> Win by 1: Attacker stops short. Roll <u>1D6</u> for <u>distance in full inches</u>. Both sides fire a "no action cost" volley at that range.

Win by 1: Attacker stops short. Roll 1D6 for <u>distance in full incres</u>. Both sides fire a no action cost volley at that range.
Win by 2 through 4: All losing units fall back that many inches\* and all losing units lose one\* figures and are in *disorder*.
Win by 5 through 7: All losing units fall back that many inches\* and all losing units lose two\* figures and are *shaken*.
Win by 8 through 11: All losing units fall back that many inches\* and all losing units lose three\* figures and are *shaken*.
Win by 12: All losing units -- *attacker or defender* -- surrender and are removed from the game.
\*If "loser" was attacking infantry reduce fall back distance by one inch, reduce figure loss by one, and morale level drop is limited to *shaken*.

5. <u>All involved units are now in disorder</u>. If the attackers were the winners, they may advance in disorder, generally following the defender at up to one inch less than he fell back. If the attackers won, they may advance and impact a new enemy unit if desired, repeating the Charge Procedure. However, if the defender was the winner, he does not advance, but continues to hold his position.

Across A Deadly	Fiela	1										25	5mm/	28mn	n Refe	rence	Chart
25mm INFANTRY	Inf		Firep	ower P	oints (	FP)		INFA	NTRY		25m	m INF/	ANTRY		MENT		
WEAPONS		2 figs	3 figs 4 f				8 figs	FORMA	TIONS	CMM		Trail	Open	Brokn	LtWds	HvWds	Rough
Rifle-Muskets (R/M)		2		4 5	6	7	8		<u>tle Line</u>	NC	NA	NA	8	7	5	3	2
Smoothbre Muskets* Mixed Muskets (MM)		2		4 <u>5</u> 4 5	6	7	7		<u>ed Line</u> mishers	+ <u>1</u> +6	NA NA	NA NA	9 11	8	6	4	2
Spher/Hnry Rpt Rifles		3		5 7	9	10	11		Column	-2	NA	NA	9	8	6	4	2
Colt Revolving Rifles		3		5 6	8	9	10		Column	+2	15	13	12	9	7	5	2
Sharps B/L Rifles		3	4	5 6	7	8	9	Dis(2X)		+3	8	7	6	5	4	2	1
Sharpshooter R/Ms		2	-	4 5	6	7	8		Shaken	+6	7	6	5	4	3	2	1
Old Flintlocks	3	1	2	3 3	4	4	5	CB1/2 -	Routed	SR	2D6	2D6	2D6	2D6	1D6	1D6	1D6
Infantry Fire - Unit's Long Range (LR) = 2x LR or Desperation Fir Firer in disorder =1/2 *Smoothbore Musker FP + DIE ROLL	FP ar NR FP, FF, FIG = FIG = FIG = Conserved S that Exterved beneff ds or ods t/head d fentivillage of far	Norma PF) = FF Firer is 1 DRM 10 60 ME 60 ME 30 HQ 30 HQ 30 HQ 30 HQ 10 10 60 ME 10 10 10 10 10 10 10 10 10 10	al Ranae P + 1D6 s shaken l at PBF 11 N Is a Mo re or a g ber of h inch for harging rds rks from ne wall* other "go	(NR) as NR Firin = 1/2 FF Firer is 12 1 MC N MC 1M Infantry Us From a all fire	noted ng = FP 2 and lo Filte/C FIRI 3 1 MC 1M MC 1M MC 1M MC 1M ion 1 t many t fire, 2 ie The rty fire 	Short + 2D6 se a di reen = CON 4 2 MC 2 MC 1 MC 1 MC 1 MC 1 MC 1 MC 1 MC 1 MC 1	Rana SR SR SR SR SR SR SR SR MBA MBA MBA MBA MBA SR SR DR M DR M DR M DR M DR M DR M DR	agood orde (SR) = ui Firing = Fi rer is in a RM/-1DRM TRESUI 16 12 2MC 11 2MC 2M MC 15 a m to the 21 MC is a m to the 21 AC is a m to the 21	r adjacen ader 1 ir 2 + 3D6 column A Inf O TS TA 7 18 H 1H IC 2MI C 1MI orale ch MC resu lost a Roll ag ntal Tar Fires Column k Colum from	ant units ch Pool Firer = no fii peninco BLE 19 1H 1H 1H 1H 1H 1H 1H 1H 1H 1H	can co int Blan in Exter vollev 20 2H 2H 2H 2H 2H 2 2H 2H 2H 2H 2H 2H 2H 2	mbine ( hk Fire ( ris Ski r + 2 D) 22 2H 1H 2 2M 4 1 or + bove. or +4N die les e fire ( flank ( de fire ( flank ( Ms at la	up to 1           (PBF) c           ne = F           rmishe           RM Fir           24           2H           2H	6 figs/1           only and           P with (           rs = 1/2           er Mod           26           3H           2H           2H           2H           2H           2H           2H           2H           2H           2H           3H           2H           Constant           State           State           2H           3H           2H           3H           2H           3H           3H           3H	28 FPs for ainst che - 1 DRM 2 FP ana ifiers Ai 28 3H 3H 28 3H 3H 28 18 19 18 18 18 18 18 18 18 18 18 18 18 18 18	arae       (FF)         1       lose or         arae       (FF)         1       lose or         arae       (FF)         30       4H         3H       3H         3H       3H         3H       3H         arae       (Friday)         arae       (Friday) <tr< td=""><td>t. t. t. t. t. t. t. t. t. t.</td></tr<>	t. t. t. t. t. t. t. t. t. t.
Target is infantry in ex Target is infantry skirn Target is elite unit Target is dismounted 25mm ARTILLERY TY	nishe <mark>caval</mark>	rs <i>or</i> ryin li	2+ inches	behind . hishers	5/-3  <u>1/NC</u>	-3/-2 D 1/-1 D -4/-2 D	ORM ORM ORM	Target is a Target in Target is a Mounted	Disorder a trained	( <u>no ei</u> unit <i>not c</i> l	nfilade .green harging	fire aga unit charg	inst di ing	sorder).	+1/+0 +5/+4	+3/+ )+2/+  +4/+	-2 DRN 1 DRN
Smoothbore Batte		NR	1 sec		ecs	3 se		Road	Trail		pen	Brok		t Wds	Hv W		ough
6 pounder	2	13	<b>2</b> - 2	3	- 3	5 -	4	20 - 5	17 - 4		4 - 4	12 -	3	8 - 2	5 - 3		3-1
12 pounder Napol		17	<b>3 -</b> 3	5	- 4	8 -	7	18 - 3	13 - 3		2 - 2	10 -	-	7 - 1	4 - 1		2 - 1
12 pounder howi		13	<b>3</b> - 3		- 4	8 -		19 - 3	16 - 3		3 - 3	11 -	_	8 - 2	5 - 1	-	3 - 1
24 pounder howi	itzor		4 - 4	7	- 6	11 -		18 - 3	13 - 3		2-2	10 -		7 - 1	4 - 1	1	3-1
,	12er				0.00	2	cs II	Dood	Tree il		pen	Broke	en II				
Rifled Battery		NR	1 sec			3 se		Road	Trai					t Wds	Hv W	ds R	ough
Rifled Battery 10 pounder Parrott I	Rifle	NR 23	1 sec 3 - 3	5	- 4	8 - 7	7	18 - 3	13 - 3	3 1	2 - 2	10 -	2	7 - 1	<b>Hv W</b> 4 - 1	<b>ds R</b> 1	<b>ough</b> 3 - 1
Rifled Battery 10 pounder Parrott I 3" Ordnance I	Rifle Rifle	NR 23 22	<b>1 sec</b> <b>3</b> - 3 <b>3</b> - 3	5	- 4 - 5	8 - 1 9 - 8	7 8	<mark>18 - 3</mark> 19 - 4	13 - 3 14 - 3	3 1 3 1	<mark>2 - 2</mark> 4 - 3	10 - 12 -	2	7 - 1 8 - 2	Hv W 4 - 1 5 - 1	<mark>ds R</mark> 1 1	<mark>ough</mark> 3 - 1 2 - 1
Rifled Battery 10 pounder Parrott I 3" Ordnance 14 pounder James I	<b>Rifle</b> Rifle Rifle	NR 23 22 21	1 sec 3 - 3 3 - 3 3 - 3	5 6 6	- 4 - 5 - 5	8 - 1 9 - 8 9 - 8	7 8 8	18 - 3 19 - 4 18 - 3	13 - 3 14 - 3 13 - 3	$     \begin{array}{c c}       3 & 1 \\       3 & 1 \\       3 & 1     \end{array} $	2 - 2 4 - 3 2 - 2	10 - 12 - 10 -	2 2 2	7 - 1 8 - 2 7 - 1	Hv W 4 - 2 5 - 2 4 - 2	<mark>ds R</mark> 1 . 1 . 1 .	ough 3 - 1 2 - 1 3 - 1
Rifled Battery 10 pounder Parrott I 3" Ordnance I 14 pounder James I BL Whitworth I	<b>Rifle</b> <b>Rifle</b> Rifle Rifle	NR 23 22 21 34	1 sec 3 - 3 3 - 3 3 - 3 3 - 3 3 - 3	5 6 5	- 4 - 5 - 5 - 5	8 - 3 9 - 8 9 - 8 8 - 8	7 8 8 8	18 - 3 19 - 4 18 - 3 19 - 4	13 - 3 14 - 3 13 - 3 14 - 3	$     \begin{array}{c c}       3 & 1 \\       3 & 1 \\       3 & 1 \\       3 & 1     \end{array} $	2 - 2 4 - 3 2 - 2 4 - 3	10 - 12 - 10 - 12 -	2 2 2 2 2	7 - 1 8 - 2 7 - 1 8 - 2	Hv W 4 - 1 5 - 1 4 - 1 5 - 1	ds         R           1	ough 3 - 1 2 - 1 3 - 1 2 - 1
Rifled Battery 10 pounder Parrott I 3" Ordnance I 14 pounder James I BL Whitworth I 6 pounder, Wiard I	<b>Rifle</b> <b>Rifle</b> Rifle Rifle Rifle	NR 23 22 21 34 18	1 sec 3 - 3 3 - 3 3 - 3 3 - 3 3 - 3 2 - 2	5 6 6 5 4	- 4 - 5 - 5 - 5 - 4	8 - 2 9 - 8 9 - 8 8 - 8 6 - 5	7 8 8 8 8 5	18 - 3 19 - 4 18 - 3 19 - 4 20 - 5	13 - 3 14 - 3 13 - 3 14 - 3 17 - 3	$     \begin{array}{c cccccccccccccccccccccccccccccccc$	2 - 2 4 - 3 2 - 2 4 - 3 0 - 2	10 - 12 - 10 - 12 - 7 - 2	2 2 2 2 2 2	7 - 1 8 - 2 7 - 1 8 - 2 6 - 2	Hv W 4 - 5 4 - 5 5 - 7 4 - 7	ds         R           1	ough 3 - 1 2 - 1 3 - 1 2 - 1 2 - 1 2 - 1
Rifled Battery 10 pounder Parrott I 3" Ordnance I 14 pounder James I BL Whitworth I 6 pounder, Wiard I 20 pounder Parrott I	<b>Rifle</b> Rifle Rifle Rifle Rifle Rifle	NR 23 22 21 34 18 26	1 sec 3 - 3 3 - 3 3 - 3 3 - 3 3 - 3 2 - 2 4 - 4	5 6 5 4 7	- 4 - 5 - 5 - 5 - 4 - 6	8 - 2 9 - 8 8 - 8 6 - 1 11 - 2	7 8 8 8 5 10	18 - 3 19 - 4 18 - 3 19 - 4 20 - 5 17 - 3	13 - 3 14 - 3 13 - 3 14 - 3 17 - 3 10 - 2	B     1       B     1       B     1       B     1       B     1       B     1       C     1	2 - 2 4 - 3 2 - 2 4 - 3 0 - 2 7 - 2	10 - 12 - 10 - 12 - 7 - 2 6 - 2	2 2 2 2 2 2 2 2	7 - 1 8 - 2 7 - 1 8 - 2 6 - 2 4 - 2	Hv W 4 - : 5 - : 4 - : 5 - : 4 - : 2 - :	ds         R           1	ough 3 - 1 2 - 1 3 - 1 2 - 1 2 - 1 2 - 1 1 - 0
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Rifled Battery 10 pounder Parrott I 3" Ordnance I 14 pounder James I BL Whitworth I 6 pounder, Wiard I 20 pounder Parrott I 30 pounder Parrott I Mixed Gun Batt	<b>Rifle</b> <b>Rifle</b> Rifle Rifle Rifle Rifle Rifle <b>Rifle</b>	NR 23 22 21 34 18 26 28 18	1 sec 3 - 3 3 - 3 3 - 3 3 - 3 2 - 2 4 - 4 5 - 5 3 - 3	5 6 5 4 7 8 8 5	- 4 - 5 - 5 - 5 - 4 - 6	8 - 2 9 - 8 8 - 8 6 - 1 11 - 2	7 8 8 8 5 10 11 7	18 - 3 19 - 4 18 - 3 19 - 4 20 - 5 17 - 3	13 - 3 14 - 3 13 - 3 14 - 3 17 - 3 10 - 2	3     1       3     1       3     1       3     1       3     1       2     1       3     1       2     1       3     1	2 - 2 4 - 3 2 - 2 4 - 3 0 - 2 7 - 2	10 - 12 - 10 - 12 - 7 - 2 6 - 2	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	7 - 1 8 - 2 7 - 1 8 - 2 6 - 2 4 - 2	Hv W 4 - : 5 - : 4 - : 2 - : 2 - :	ds         R           1	ough 3 - 1 2 - 1 3 - 1 2 - 1 2 - 1 2 - 1 1 - 0 0 - 0 3 - 1
Rifled Battery 10 pounder Parrott I 3" Ordnance I 14 pounder James I BL Whitworth I 6 pounder, Wiard I 20 pounder Parrott I 30 pounder Parrott I Mixed Gun Batt All Routed Artille Artillery Fire - Use art Artillery Deliberate Fin Long Range (LR) = 2x I LR or Desperation Firi Arty in disorder = 1/2 * If arty routs with an e	Rifle Rifle Rifle Rifle Rifle Rifle ery y FPs re - A NR ing (D 2 FPs even c	NR           23           22           21           34           18           26           28           18           26           28           18           26           28           18           26           28           18           00           19           10           10           11           12           13           14           14           15           16           17           18           29           29           20           21           22           23           28           18           19           10           20           21           22           23           24           25           26           27           28           29           20	1 sec 3 - 3 3 - 3 3 - 3 3 - 3 2 - 2 4 - 4 5 - 5 3 - 3 None add dice a y at long rmal Ran P + 1D6 is Shaker the gun:	5 6 6 5 4 7 8 5 8 5 8 8 5 8 8 8 8 8 8 8 8 8 8 8 8	- 4 - 5 - 5 - 4 - 6 - 7 - 4 - 7 - 4 - 7 - 4 - 7 - 4 - 7 - 4 - 7 - 4 - 7 - 7 - 4 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7	8 - 3 9 - 8 9 - 8 8 - 8 6 - 5 11 - 3 8 - 5 8 - 5 8 8 - 5 8 - 5 8 - 5 8 8 8 8 - 5 8 8 8 8 8 8 8 8 8 8 8	7 8 8 8 8 5 10 11 7 10 11 1 1 1 1 1 1 1 1 1 1 1 1 1	18 - 3 19 - 4 18 - 3 19 - 4 20 - 5 17 - 3 13 - 3 18 - 3 4D6 od order ad 2 actions rt Range ( SR Firit ty is Elite/ as odd, th	13 - 3 14 - 3 13 - 3 14 - 3 17 - 3 10 - 2 12 - 2 13 - 3 3D6 djacent k for one j SR ) = 1/, ng = FP - Green =- e quns li	3         1           3         1           3         1           3         1           3         1           2         1           3         1           2         1           3         1           2         1           3         1           2         1           3         1           4         1           5         1           6         1           7         1           7         1           8         1           9         1           10         1           10         1           10         1           10         1	2 - 2 4 - 3 2 - 2 4 - 3 0 - 2 7 - 2 0 - 2 2 - 2 3D6 rs can ca h (+2 DI Canisi 1/-1DRN nd rout	10 - 12 - 10 - 12 - 7 - 2 6 - 2 7 - 2 10 - 206 combine RM) ter Ran Smbr Cc A Rifle as abo	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	7 - 1 8 - 2 7 - 1 8 - 2 6 - 2 4 - 2 4 - 1 7 - 1 2D6 six sections six section	Hv W 4 5 - 4 - 2 - 3 inch ons for c (A) for r ches/l in CR ) = FF g ( CR )= V: "1" F	ds         R           1	ough 3 - 1 2 - 1 3 - 1 2 - 1 2 - 1 2 - 1 1 - 0 0 - 0 3 - 1 5 - 0 3 - 1 5 - 0 5 -
Rifled Battery 10 pounder Parrott I 3" Ordnance I 14 pounder James I BL Whitworth I 6 pounder, Wiard I 20 pounder Parrott I 30 pounder Parrott I Mixed Gun Batt All Routed Artille Artillery Fire - Use art Artillery Deliberate Fin Long Range (LR) = 2x I LR or Desperation Firi Arty in disorder = 1/2 * If arty routs with an e	Rifle Rifle Rifle Rifle Rifle Rifle Rifle ery y FPs re - A NR y FPs ven o Cav D	NR           23           22           21           34           18           26           28           18           26           28           18           26           28           18           26           28           18           00           19           10           10           10           11           12           13           14           15           16           17           18           29           29           21           34           18           19           10           10           10           10           10	1 sec 3 - 3 3 - 3 3 - 3 3 - 3 2 - 2 4 - 4 5 - 5 3 - 3 None add dice a y at long rmal Ran P + 1D6 is Shaker the gun: nted FP	5 6 6 5 4 7 8 5 8 5 8 8 5 8 8 8 8 8 8 8 8 8 8 8 8	- 4 - 5 - 5 - 4 - 6 - 7 - 4 - 7 - 4 - 7 - 4 - 7 - 4 - 7 - 4 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7	8 - 3 9 - 8 9 - 8 8 - 8 6 - 1 11 - 3 12 - 3 8 - 1 12 - 3 12	7 8 8 8 8 5 10 11 7 ee good spend Shore D6 e Arte roll w 11	18 - 3 19 - 4 18 - 3 19 - 4 20 - 5 17 - 3 13 - 3 18 - 3 4D6 od order ad 2 actions rt Range ( SR Firit ty is Elite/ ras odd, th CAVALRY	13 - 3 14 - 3 13 - 3 14 - 3 14 - 3 17 - 3 10 - 2 12 - 2 13 - 3 3D6 djacent k for one j SR ) = 1/, ng = FP - Green =- e quns lii ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )	3         1           3         1           3         1           3         1           3         1           2         1           3         1           2         1           3         1           2         1           3         1           2         1           3         1           4         1           5         1           6         1           6         1           7         1           7         1           8         1           9         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1	2 - 2 4 - 3 2 - 2 4 - 3 0 - 2 7 - 2 0 - 2 2 - 2 3D6 rs can ca h (+2 DI Canisi 1/-1DRN nd rout 25n	10 - 12 - 10 - 12 - 7 - 2 6 - 2 7 - 2 10 - 2D6 combine RM) ter Ran Smbr Cc A Rifle as abo	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	7 - 1 8 - 2 7 - 1 8 - 2 6 - 2 4 - 2 4 - 1 7 - 1 2D6 six sections six section	Hv W 4 5 4 2 2 3 inch cons for c (A) for r ches/l in cR ) = FF g ( CR ) = V: "1" F MENT (	ds         R           1	ough 3 - 1 2 - 1 3 - 1 2 - 1 2 - 1 2 - 1 2 - 1 1 - 0 0 - 0 3 - 1 5 - 0 3 - 1 5 - 0 5 -
Rifled Battery 10 pounder Parrott I 3" Ordnance I 14 pounder James I BL Whitworth I 6 pounder, Wiard I 20 pounder Parrott I 30 pounder Parrott I Mixed Gun Batt All Routed Artille Artillery Fire - Use art Artillery Deliberate Fin Long Range (LR) = 2x I LR or Desperation Firi Arty in disorder = 1/2 * If arty routs with an e 25mm CAVALRY WEAPONS	Rifle Rifle Rifle Rifle Rifle Rifle Rifle <b>ery</b> Ty FPs re - A NR Cay D Cay D NR 2	NR           23           22           21           34           18           26           28           18           26           28           18           26           28           18           26           28           18           26           28           18           20           21           34           18           26           28           18           20           21           32           23           34           18           35           36           37           38           39           39           39           39           39           39           39           39           39           39           39           39           39           39	<b>1</b> sec <b>3</b> - 3 <b>3</b> - 3 <b>3</b> - 3 <b>2</b> - 2 <b>4</b> - 4 <b>5</b> - 5 <b>3</b> - 3 <b>None</b> add dice a y at long rmal Ran P + 1D6 is Shaker the gun: nted FP y figs 4 figs	5 6 6 7 8 7 8 8 5 8 8 8 8 8 8 8 8 8 8 8 8 8 8	- 4 - 5 - 5 - 4 - 6 - 7 - 4 - 6 - 7 - 4 - 7 - 4 - 7 - 4 - 7 - 4 - 7 - 7 - 7 - 8 - 8 - 10 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7	8 - 2 9 - 8 9 - 8 8 - 8 6 - 2 11 - 2 12 - 2 8 - 1 12 - 2 12 - 2	7 8 8 8 8 5 10 11 7 10 11 7 10 1 1 1 1 1 1 1 1 1 1	18 - 3 19 - 4 18 - 3 19 - 4 20 - 5 17 - 3 13 - 3 18 - 3 4D6 od order ad 2 actions rt Range ( SR Firi ty is Elite/ ras odd, th CAVALR DRMATIO	13 - 3 14 - 3 13 - 3 14 - 3 14 - 3 17 - 3 10 - 2 12 - 2 13 - 3 3D6 djacent k for one j SR ) = 1// ng = FP - Green = - e quns li ( ) ( ) ( ) NS   Mm	3         1           3         1           3         1           3         1           3         1           2         1           3         1           2         1           3         1           2         1           3         1           2         1           3         1           4         1           5         1           6         1           6         1           7         1           7         1           8         1           9         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10	2 - 2 4 - 3 2 - 2 4 - 3 0 - 2 7 - 2 0 - 2 2 - 2 3D6 rs can ca h (+2 DI Canisi 9 1/-1DRN nd rout 25m rd Roac	10 - 12 - 10 - 12 - 7 - 2 6 - 2 7 - 2 10 - 206 combine RM) ter Ran Smbr Cc A Rifle as abo nm CAN 1 Trail	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	7 - 1 8 - 2 7 - 1 8 - 2 6 - 2 4 - 2 4 - 1 7 - 1 2D6 six sections six section	Hv W           4 -           5 -           4 -           5 -           4 -           2 -           2 -           3 inch           ons for c           (A) for r           ches/l in           CR) = FF           g (CR) =           V: "1" F           MENT (           LtWds	ds         R           1         1	ough 3 - 1 2 - 1 3 - 1 2 - 1 2 - 1 2 - 1 2 - 1 1 - 0 0 - 0 3 - 1 5 - 0 3 - 1 5 - 0 5 -
Rifled Battery 10 pounder Parrott I 3" Ordnance I 14 pounder James I BL Whitworth I 6 pounder, Wiard I 20 pounder Parrott I 30 pounder Parrott I Mixed Gun Batt All Routed Artille Artillery Fire - Use art Artillery Deliberate Fin Long Range (LR) = 2x I LR or Desperation Firi Arty in disorder = 1/2 * If arty routs with an e 25mm CAVALRY WEAPONS R/M, or Mixd Weapns	Rifle Rifle Rifle Rifle Rifle Rifle Rifle <b>ery</b> <b>re</b> - A NR <b>re</b> - A NR <b>re</b> - A NR <b>cy FPs</b> <b>re</b> - A <b>NR</b> <b>cy FPs</b> <b>cven c</b> <b>Cav D</b> <b>NR 2</b> <b>4,3</b>	NR           23           22           21           34           18           26           28           18           26           28           18           26           28           18           26           28           18           26           28           18           26           28           1	<b>1</b> sec <b>3</b> - 3 <b>3</b> - 3 <b>3</b> - 3 <b>2</b> - 2 <b>4</b> - 4 <b>5</b> - 5 <b>3</b> - 3 <b>None</b> and dice a <i>y</i> at long <i>rmal Ran</i> <i>P</i> + 1D6 <b>is Shaker</b> <b>.</b> the quase <b>nted FP</b> <b>figs 4 fig</b> <b>2</b> 3	5 indicat 6 NC 7 8 7 8 5 indicat 6 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 9 7 8 7 9 7 8 7 9 7 9 7 9 7 9 7 9 7 9 7 9 7 9	- 4 - 5 - 5 - 4 - 6 - 7 - 4 - 7 - 7 - 4 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7	8 - 2 9 - 8 9 - 8 8 - 8 6 - 1 11 - 2 8 - 1 12 - 2 12 - 2	7 8 8 8 8 5 10 11 7 6 6 7 7 6 7 7 7 7 7 7 7 7 7 7 7 7	18 - 3 19 - 4 18 - 3 19 - 4 20 - 5 17 - 3 13 - 3 18 - 3 4D6 od order ad 2 actions rt Range ( SR Firit ty is Elite/ ras odd, th CAVALRY DRMATIO Cavalry L	13 - 3 14 - 3 13 - 3 14 - 3 14 - 3 17 - 3 10 - 2 12 - 2 13 - 3 3D6 djacent k for one j SR ) = 1// ng = FP - Green =- e quns lii (NS Mnt ine -1	3         1           3         1           3         1           3         1           3         1           3         1           3         1           2         1           3         1           2         1           3         1           2         1           3         1           2         1           3         1           2         1           3         1           2         1           3         1           2         1           3         1           4         1           5         1           5         1           6         1           7         1           6         1           7         1           1         1           1         1           1         1           1         1	2 - 2 4 - 3 2 - 2 4 - 3 0 - 2 7 - 2 0 - 2 2 - 2 3D6 rs can ca h (+2 DI Canisi 1/-1DRN nd rout 25n rd Road NA	10 - 12 - 10 - 12 - 7 - 2 6 - 2 7 - 2 10 - 206 combine RM) ter Ran Smbr Cc A Rifle as abo mm CAV H Trail NA	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	7 - 1 8 - 2 7 - 1 8 - 2 6 - 2 4 - 2 4 - 1 7 - 1 2D6 six sections six section	Hv W           4           5           4           5           4           2           2           3 inch           ons for or           (A) for r           chains for or           (A) for r           chains for or           (CR) = FFF           g (CR) =           V: "1" F           MENT (           LtWds           8	ds         R           1         1	ough 3 - 1 2 - 1 3 - 1 2 - 1 2 - 1 2 - 1 1 - 0 0 - 0 3 - 1 5 - 0 3 - 1 5 - 0 5 -
Rifled Battery 10 pounder Parrott I 3" Ordnance I 14 pounder James I BL Whitworth I 6 pounder, Wiard I 20 pounder Parrott I 30 pounder Parrott I Mixed Gun Batt All Routed Artille Artillery Fire - Use art Artillery Deliberate Fin Long Range (LR) = 2x I LR or Desperation Firi Arty in disorder = 1/2 * If arty routs with an e 25mm CAVALRY WEAPONS R/M, or Mixd Weapns Shotguns (PBF only)	Rifle Rifle Rifle Rifle Rifle Rifle Rifle <b>ery</b> Ty FPs re - A NR Cav D Cav D NR 2 4,3 1	NR           23           22           21           34           18           26           28           18           26           28           18           26           28           18           26           28           18           26           28           18           20           21	<b>1</b> sec <b>3</b> - 3 <b>3</b> - 3 <b>3</b> - 3 <b>2</b> - 2 <b>4</b> - 4 <b>5</b> - 5 <b>3</b> - 3 <b>None</b> add dice a y at long rmal Ran P + 1D6 is Shaker the quas nted FP y figs 4 figs 2 3 3 4	5 indicat 6 NC 7 8 7 8 5 indicat 6 NC 8 10 1 2 F 6 2 10 1 2 F 6 2 10 1 2 F 6 2 10 1 2 F 6 2 10 1 2 F 6 10 1 2 F 7 10	- 4 - 5 - 5 - 4 - 6 - 7 - 4 - 6 - 7 - 4 - 7 - 4 - 7 - 4 - 7 - 4 - 7 - 4 - 7 - 7 - 4 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7	8 - 2 9 - 8 9 - 8 8 - 8 6 - 1 11 - 2 8 - 1 12 - 2 12 - 2	7 8 8 8 8 8 5 10 11 7 6 6 9 7 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	18 - 3 19 - 4 18 - 3 19 - 4 20 - 5 17 - 3 13 - 3 18 - 3 4D6 od order ad 2 actions rt Range ( SR Firit ty is Elite/ CAVALRY DRMATIO Cavalry L Skirmishi	13 - 3         14 - 3         13 - 3         14 - 3         17 - 3         10 - 2         12 - 3         3D6         djacent k         for one j         SR ) = 1/.         ng = FP         Green =         e quns lii         (NS Mminine -1         ng +5	3         1           3         1           3         1           3         1           3         1           3         1           3         1           3         1           3         1           2         1           3         1           2         1           3         1           2         1           3         1           2         1           3         1           4         1           5         1           6         1           6         1           6         1	2 - 2 4 - 3 2 - 2 4 - 3 0 - 2 7 - 2 0 - 2 2 - 2 3D6 rs can ca h (+2 DI Canisi 1/-1DRN nd rout 25m rd Road NA NA	10 - 12 - 10 - 12 - 7 - 2 6 - 2 7 - 2 10 - 206 ombine RM) ter Ran Smbr Cc A Rifle as abo m CAV t Trail NA NA	2 2 2 2 2 2 2 2 2 2 2 2 2 2	7 - 1 8 - 2 7 - 1 8 - 2 6 - 2 4 - 2 4 - 1 7 - 1 2D6 six sections six section	Hv W           4 -           5 -           4 -           5 -           4 -           5 -           4 -           2 -           4 -           3 inch           ons for a           (A) for r           chain for a           (A) for r           chain for a           (A) for r           chain for a           (CR) = FFF           g (CR) =           V: "1" F           MENT (           LtWds           8 - 6           9 - 7	ds         R           1         1	ough 3 - 1 2 - 1 3 - 1 2 - 1 2 - 1 2 - 1 1 - 0 0 - 0 3 - 1 5 -
Rifled Battery 10 pounder Parrott I 3" Ordnance I 14 pounder James I BL Whitworth I 6 pounder, Wiard I 20 pounder Parrott I 30 pounder Parrott I Mixed Gun Batt All Routed Artille Artillery Fire - Use art Artillery Deliberate Fin Long Range (LR) = 2x I LR or Desperation Firi Arty in disorder = 1/2 * If arty routs with an e 25mm CAVALRY WEAPONS R/M, or Mixd Weapns Shotguns (PBF only) Repeating Carbines	Rifle Rifle Rifle Rifle Rifle Rifle Rifle <b>ery</b> Ty FPs re - A NR Cav D Cav D Cav D NR 2 4,3 1 3	NR           23           22           21           34           18           26           28           18           26           28           18           26           28           18           26           28           18           20           21           32	<b>1</b> sec <b>3</b> - 3 <b>3</b> - 3 <b>3</b> - 3 <b>3</b> - 3 <b>2</b> - 2 <b>4</b> - 4 <b>5</b> - 5 <b>3</b> - 3 <b>None</b> and dice a a t long rmal Ran P + 1D6 is Shaker the quas nted FP p figs 4 fig: 2 3 <b>3</b> - 4 4 5	5 indicat 6 NC 7 8 5 10 10 10 10 10 10 10 10 10 10	- 4 - 5 - 5 - 4 - 6 - 7 - 4 - 6 - 7 - 4 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7	8 - 3 9 - 8 9 - 8 8 - 8 6 - 9 11 - 3 8 - 9 12 - 3 12	7 8 8 8 8 8 5 10 11 7 6 6 9 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	18 - 3 19 - 4 18 - 3 19 - 4 20 - 5 17 - 3 13 - 3 18 - 3 4D6 od order ad 2 actions rt Range ( SR Firit ty is Elite/ CAVALRY DRMATIO Cavalry L Skirmishi Double L	13 - 3         14 - 3         13 - 3         14 - 3         17 - 3         10 - 2         12 - 3         3D6         djacent k         for one j         SR ) = 1/.         ng = FP         Green =         e quns lii         (NS Mmi         ine -1         ng +5         ine -2	3         1           3         1           3         1           3         1           3         1           3         1           3         1           3         1           3         1           2         1           3         1           2         1           3         1           2         1           3         1           2         1           3         1           4         1           5         1           6         +6	2 - 2 4 - 3 2 - 2 4 - 3 0 - 2 7 - 2 0 - 2 2 - 2 3D6 rs can co h (+2 Dl Canisis 1/-1DRM nd rout 1/-1DRM NA NA	10 - 12 - 10 - 12 - 7 - 2 6 - 2 7 - 2 10 - 2D6 combine RM) ter Ran Smbr Cc A Rifle as abo mm CAV d Trail NA NA	2 2 2 2 2 2 2 2 2 2 2 2 2 2	7 - 1 8 - 2 7 - 1 8 - 2 6 - 2 4 - 2 4 - 1 7 - 1 2D6 six sections wed (N ) = 3 incometric Firing (1 tt/Bn /1 Brokn 9 10 - 8 12 - 9 9 - 8	Hv W           4           5           4           5           4           2           2           3 inch           ons for or           (A) for r           chains for or           (A) for r           (CR) = FFF           g (CR) =           V: "1" F           MENT (           LtWds           8           9           5	ds         R           1         1	ough 3 - 1 2 - 1 3 - 1 2 - 1 2 - 1 2 - 1 1 - 0 0 - 0 3 - 1 bandn fire fire fire fo
Rifled Battery 10 pounder Parrott I 3" Ordnance I 14 pounder James I BL Whitworth I 6 pounder, Wiard I 20 pounder Parrott I 30 pounder Parrott I Mixed Gun Batt All Routed Artille Artillery Fire - Use art Artillery Deliberate Fin Long Range (LR) = 2x I LR or Desperation Firi Arty in disorder = 1/2 * If arty routs with an e 25mm CAVALRY WEAPONS R/M, or Mixd Weapns Shotguns (PBF only) Repeating Carbines Sharps BL Carbines	Rifle Rifle Rifle Rifle Rifle Rifle Rifle <b>ery</b> <b>re</b> - A NR <b>re</b> - A NR <b>re</b> - A NR <b>re</b> - A NR <b>cory</b> <b>Cav D</b> <b>Cav D Cav D</b> <b>Cav D Cav Cav D Cav Ca</b>	NR           23           22           21           34           18           26           28           18           26           28           18           26           28           18           26           28           18           20           21           22           23           2           3           2	<b>1</b> sec <b>3</b> - 3 <b>3</b> - 3 <b>3</b> - 3 <b>3</b> - 3 <b>2</b> - 2 <b>4</b> - 4 <b>5</b> - 5 <b>3</b> - 3 <b>None</b> add dice a y at long rmal Ran P + 1D6 is Shaker the quas nted FP y figs 4 figs 2 3 3 4 4 5 3 4	5 indicat 6 NC 7 8 7 8 5 10 10 10 10 10 10 10 10 10 10	- 4 - 5 - 5 - 4 - 6 - 7 - 4 - 6 - 7 - 4 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7	8 - 7           9 - 8           9 - 8           9 - 8           9 - 8           8 - 8           6 - 9           11 - 7           8 - 8           12 - 7           8 - 9           7           8 - 10           7           8 - 9           7           7	7 8 8 8 8 8 5 10 11 7 1 1 1 7 1 1 1 1 1 1 1 1 1 1 1 1	18 - 3 19 - 4 18 - 3 19 - 4 20 - 5 17 - 3 13 - 3 18 - 3 4D6 od order ad 2 actions ct Range ( SR Firit ty is Elite/ CAVALR ORMATIO Cavalry L Skirmishi Double L dr, Rd Colu	13 - 3         14 - 3         13 - 3         14 - 3         17 - 3         10 - 2         12 - 2         13 - 3         3D6         djacent k         for one j         SR ) = 1/.         ng = FP         Green =         e guns li         (	3         1           3         1           3         1           3         1           3         1           3         1           3         1           3         1           3         1           3         1           3         1           2         1           3         1           2         1           3         1           2         1           3         1           4         1           5         1           6         +6           NC         NC           4         3	2 - 2 4 - 3 2 - 2 4 - 3 0 - 2 7 - 2 0 - 2 2 - 2 3D6 rs can cc h (+2 Dl Canisis 1/-1DRM nd rout 25n rd Roac NA NA NA 19 -1	10 - 12 - 10 - 12 - 7 - 2 6 - 2 7 - 2 10 - 206 206 206 206 206 206 206 206	2 2 2 2 2 2 2 2 2 2 2 2 2 2	7 - 1 8 - 2 7 - 1 8 - 2 6 - 2 4 - 2 4 - 1 7 - 1 2D6 six sections six section	Hv W           4           5           4           5           4           2           2           3 inch           ons for or           (A) for r           chains for or           (A) for r           (CR) = FFF           g (CR) =           V: "1" F           MENT (           LtWds           8 - 6           9 - 7           5 - 6           8 - 6	ds         R           1         1	ough 3 - 1 2 - 1 3 - 1 2 - 1 2 - 1 2 - 1 1 - 0 0 - 0 3 - 1 bandn fire fire fire fo
Rifled Battery 10 pounder Parrott I 3" Ordnance I 14 pounder James I BL Whitworth I 6 pounder, Wiard I 20 pounder Parrott I 30 pounder Parrott I Mixed Gun Batt All Routed Artille Artillery Fire - Use art Artillery Deliberate Fin Long Range (LR) = 2x I LR or Desperation Firi Arty in disorder = 1/2 * If arty routs with an e 25mm CAVALRY WEAPONS R/M, or Mixd Weapns Shotguns (PBF only) Repeating Carbines Sharps BL Carbines Other BL Carbines	Rifle Rifle Rifle Rifle Rifle Rifle Rifle <b>ery</b> <b>re</b> - A NR <b>re</b> - A NR <b>re</b> - A NR <b>cory</b> <b>Cav D</b> <b>Cav D Cav D</b> <b>Cav D Cav D Cav D Cav Ca</b>	NR           23           22           21           34           18           26           28           18           26           28           18           26           28           18           26           28           18           20           21           31           2           3           2           2	<b>1</b> sec <b>3</b> - 3 <b>3</b> - 3 <b>3</b> - 3 <b>3</b> - 3 <b>2</b> - 2 <b>4</b> - 4 <b>5</b> - 5 <b>3</b> - 3 <b>None</b> and dice a <i>y</i> at long rmal Ran P + 1D6 is Shaker <b>the quas</b> <b>nted FP</b> figs 4 fig- 2 3 <b>3</b> 4 4 5 <b>3</b> 4 3 4	5 6 6 6 7 8 7 8 7 8 5 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 8 7 8 8 9 9 9 9 9 8 9 9 9 9 9 9 9 9 9 9 9 9 9	- 4 - 5 - 5 - 4 - 6 - 7 - 4 - 6 - 7 - 4 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7	8 - 3 9 - 8 9 - 8 8 - 8 6 - 5 11 - 3 12 - 3 8 - 5 8 - 5 7 - 7 6 - 6 8 - 5 8 - 5 7 - 7 8 - 8 8 - 9 7 - 7 7 - 8 8 - 7 7 - 7 6 - 6 7 - 7 7 - 7 6 - 6 6 - 5 7 - 7 7 - 7 6 - 6 6 - 6 6 - 7 7 - 7 6 - 6 7 - 7 7 - 7 7 - 7 6 - 6 7 - 7 7 - 7 7 - 7 7 - 7 6 - 6 7 - 7 7 - 7 6 - 6 7 - 7 7 - 7 7 - 7 6 - 7 7 - 7 7 - 7 7 - 7 6 - 7 7 -	7     8       8     8       8     8       8     9       8     9       9     11       7     11       7     11       9     11       9     11       10     11       7     11       9     11       10     11       11     11       7     10       11     11       11     11       12     11       13     10       14     11       15     10       16     10	18 - 3 19 - 4 18 - 3 19 - 4 20 - 5 17 - 3 13 - 3 18 - 3 4D6 od order au 2 actions act Range ( SR Firit ty is Elite/ CAVALR DRMATIO Cavalry L Skirmishi Double L dr, Rd Colu is(2X) Diso	13 - 3         14 - 3         13 - 3         14 - 3         17 - 3         10 - 2         13 - 3         3D6         djacent k         for one j         SR ) = 1/.         ng = FP         Green =         e guns li         (	3         1           3         1           3         1           3         1           3         1           3         1           3         1           3         1           3         1           3         1           3         1           4         1           5         1           6         1           6         1           7         1           7         1           7         1           8         1           9         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10	2 - 2 4 - 3 2 - 2 4 - 3 0 - 2 7 - 2 0 - 2 2 - 2 3D6 rs can cc h (+2 Dl Canisis 1/-1DRM nd rout 25n rd NA NA NA 19 -1 12 - 8	10 - 12 - 10 - 12 - 7 - 2 6 - 2 7 - 2 10 - 206 206 206 206 206 206 206 206	2 2 2 2 2 2 2 2 2 2 2 2 2 2	7 - 1 8 - 2 7 - 1 8 - 2 6 - 2 4 - 2 4 - 1 7 - 1 2D6 six sections wed (N ) = 3 incometric Firing (1 tt/Bn /1 MOVEL Brokn 10 - 8 10 - 8 10 - 8 10 - 9 9 - 8 10 - 9 6 - 4	Hv W           4           5           4           5           4           2           2           3 inch           ons for or           (A) for r           chains for or           (A) for r           chains for or           (A) for r           chains for or           (A) for r           (CR) = FF           g (CR) =           V: "1" F           VENT (           LtWds           8           9           5           8           9           5           8           8           9           5           8           5           8           5           8           5	ds         R           1         1	ough 3 - 1 2 - 1 3 - 1 2 - 1 2 - 1 2 - 1 1 - 0 0 - 0 3 - 1 bandn fire fire fire fo
Rifled Battery 10 pounder Parrott I 3" Ordnance I 14 pounder James I BL Whitworth I 6 pounder, Wiard I 20 pounder Parrott I 30 pounder Parrott I Mixed Gun Batt All Routed Artille Artillery Fire - Use art Artillery Deliberate Fin Long Range (LR) = 2x I LR or Desperation Firi Arty in disorder = 1/2 * If arty routs with an e 25mm CAVALRY WEAPONS R/M, or Mixd Weapns Shotguns (PBF only) Repeating Carbines Sharps BL Carbines Other BL Carbines ML Carbines	Rifle Rifle Rifle Rifle Rifle Rifle Rifle <b>ery</b> Y FPs re - A NR Y FPs V FPs V Cav D Cav D Cav D NR 2 4,3 1 3 4 3	NR           23           22           21           34           18           26           28           18           26           28           18           26           28           18           26           28           18           20           21           22           23           2           3           2	<b>1</b> sec <b>3</b> - 3 <b>3</b> - 3 <b>3</b> - 3 <b>2</b> - 2 <b>4</b> - 4 <b>5</b> - 5 <b>3</b> - 3 <b>None</b> and dice a <i>y</i> at long rmal Ran P + 1D6 is Shaker <b>nted FP</b> figs 4 fig: 2 3 <b>3</b> 4 4 5 <b>3</b> 4 3 4 2 3	5 6 6 6 7 8 7 8 7 8 5 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 8 7 8 8 7 8 8 8 8 8 8 8 8 8 8 8 8 8	- 4 - 5 - 5 - 4 - 6 - 7 - 4 - 6 - 7 - 4 - 7 - 7 - 4 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7	8 - 3 9 - 8 9 - 8 8 - 8 6 - 5 11 - 3 8 - 9 12 - 3 8 - 9 7 0 0 7 8 8 9 7 7 6 6 5 5 5	7 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	18 - 3 19 - 4 18 - 3 19 - 4 20 - 5 17 - 3 13 - 3 13 - 3 18 - 3 4D6 od order au 2 actions rt Range ( SR Firi ty is Elite/ CAVALR ORMATIO Cavalry L Skirmishi Double L dr, Rd Colu is(2X) Diso Shal	13 - 3         14 - 3         13 - 3         14 - 3         17 - 3         10 - 2         12 - 2         13 - 3         3D6         djacent k         for one j         SR ) = 1/,         ng = FP         Green =         e guns li         (	3         1           3         1           3         1           3         1           3         1           3         1           3         1           3         1           3         1           3         1           3         1           3         1           4         1           5         1           6         1           7         1           7         1           7         1           7         1           8         1           9         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10         1           10	2 - 2 4 - 3 2 - 2 4 - 3 0 - 2 7 - 2 0 - 2 2 - 2 3D6 rs can cc h (+2 Dl Canisis 1/-1DRM nd rout 25n rd Roac NA NA NA 19 -1 12 - 5 10 - 2 10 - 1 10 - 1	10 - 12 - 10 - 12 - 7 - 2 6 - 2 7 - 2 10 - 206 206 206 206 206 206 206 206	2 2 2 2 2 2 2 2 2 2 2 2 2 2	7 - 1 $8 - 2$ $7 - 1$ $8 - 2$ $6 - 2$ $4 - 2$ $4 - 1$ $7 - 1$ $2D6$ six sections were (N) = 3 income of (N) = 3 incom	Hv W           4           5           4           5           4           2           2           3 inch           ons for or           (IA) for r           chains for or           (IA) for r           chains for or           (IA) for r           thes/line           (ICR) = FF           g (CR) =           V: "1" F           VENT (           LtWds           8           9           5           8           9           5           8           5           8           5           8           5           5	ds         R           1         1	ough 3 - 1 2 - 1 3 - 1 2 - 1 2 - 1 1 - 0 0 - 0 3 - 1 bandn fire fire fire for
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Rifled Battery 10 pounder Parrott I 3" Ordnance I 14 pounder James I BL Whitworth I 6 pounder, Wiard I 20 pounder Parrott I 30 pounder Parrott I Mixed Gun Batt All Routed Artille Artillery Fire - Use art Artillery Deliberate Fin Long Range (LR) = 2x I LR or Desperation Firi Arty in disorder = 1/2 * If arty routs with an e 25mm CAVALRY WEAPONS R/M, or Mixd Weapns Shotguns (PBF only) Repeating Carbines Other BL Carbines ML Carbines Pistols*(PBF only) Cavalry Fire - Use Uni Long Range (LR) = 2x	Rifle Rifle Rifle Rifle Rifle Rifle Rifle Rifle <b>ery</b> <b>re</b> - A NR <b>re</b> - A NR <b>re</b> - A NR <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>cory</b> <b>co</b>	NR           23           22           21           34           18           26           28           18           26           28           18           26           28           18           26           28           1000000000000000000000000000000000000	<b>1</b> sec <b>3</b> - 3 <b>3</b> - 3 <b>3</b> - 3 <b>3</b> - 3 <b>2</b> - 2 <b>4</b> - 4 <b>5</b> - 5 <b>3</b> - 3 <b>None</b> add dice a <i>y</i> at long rmal Ran P + 1D6 is Shaker the quas nted FP y figs 4 figs 2 3 3 4 4 5 3 4 4 5 3 4 2 3 1 2 add dice a <i>y</i> at long rmal Ran P + 1D6 is Shaker 2 3 4 5 3 4 4 5 3 4 5 3 4 6 5 3 4 6 5 3 4 6 5 3 5 4 5 3 5 3 5 4 5 7 5 7 5 7 5 7 5 7 5 7 5 7 5 7	5           6           5           4           7           8           5           8           5           9           10           12           12           12           12           12           12           12           12           12           12           12           12           12           13           14           15           15           14           15           14           15           14           15           14           15           13           13	- 4 - 5 - 5 - 4 - 6 - 7 - 4 - 6 - 7 - 4 - 6 - 7 - 4 - 6 - 7 - 4 - 7 - 4 - 7 - 4 - 7 - 4 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7 - 7	8         -           9         - 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1 bandn fire fire fire fo
Rifled Battery 10 pounder Parrott I 3" Ordnance I 14 pounder James I BL Whitworth I 6 pounder, Wiard I 20 pounder Parrott I 30 pounder Parrott I Mixed Gun Batt All Routed Artille Artillery Fire - Use art Artillery Deliberate Fin Long Range (LR) = 2x I LR or Desperation Firi Arty in disorder = 1/2 * If arty routs with an e 25mm CAVALRY WEAPONS R/M, or Mixd Weapns Shotguns (PBF only) Repeating Carbines Other BL Carbines ML Carbines Pistols*(PBF only) Cavalry Fire - Use Uni	Rifle Rifle Rifle Rifle Rifle Rifle Rifle Rifle <b>ery</b> <b>re</b> - A NR <b>re</b> - A NR	NR           23           22           21           34           18           26           28           18           26           28           18           26           28           18           26           28           1000000000000000000000000000000000000	<b>1</b> sec <b>3</b> - 3 <b>3</b> - 3 <b>3</b> - 3 <b>3</b> - 3 <b>2</b> - 2 <b>4</b> - 4 <b>5</b> - 5 <b>3</b> - 3 <b>None</b> add dice a <i>y</i> at long rmal Ran P + 1D6 is Shaker the quas nted FP y figs 4 figs 2 3 3 4 4 5 3 4 4 5 3 4 2 3 1 2 add dice a <i>y</i> at long rmal Ran P + 1D6 is Shaker 2 3 4 5 3 4 4 5 3 4 5 3 4 6 5 3 4 6 5 3 4 6 5 3 5 4 5 3 5 3 5 4 5 7 5 7 5 7 5 7 5 7 5 7 5 7 5 7	5           6           6           7           8           5           8           7           8           5           9           10           12           5           6           12           5           6           5           6           5           6           5           6           5           4           5           4           5           4           5           6           5           4           3           as indica           nge(NR)           SR Firit	- 4 - 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# **GLOSSARY & CLARIFICATIONS**

1D6, 2D6, 3D6 etc. - Number of six sided dice to be rolled.

<u>Active Player</u>- In one game turn, the player who currently is "active" and moving with 2 actions per unit or unit group per turn.

<u>Adjacent</u> – Supporting units or leaders are adjacent and may confer benefits if within a supporting distance of each other. "Adjacent" distance varies with terrain (*see rules*). A continuous chain of units, all within support of each other would be <u>contiquously adjacent</u>.

<u>Attached Unit</u> - A depleted unit "attached" to a full two stand unit. Its figures count for fire and impact value without the disorder penalty unless the two stand unit is itself disordered. The attached unit takes losses first. For any morale checks use the **MMP** of the two stand unit. Only one unit can be attached to a two stand unit and once attached a unit cannot be "detached."

<u>Basic Morale Point</u> (BMP) - A unit's morale with no situational modification. A unit can be *Elite* (BMP=3), *Veteran* (BMP=4), *Trained* (BMP=5), *Green* (BMP=6. A depleted, one stand unit has its BMP doubled. Artillery battery BMP is modified for each section loss with a +3 per section lost.

<u>Charge Bonus (CB)</u> – Is a required charge movement bonus equal to half of a units routed move for the specific terrain. All charges eventually in disorder. *Elite* and *Veteran* units go into disorder at half of the **CB**. *Trained* and *Green* units go into disorder at half of the total charge distance (normal move plus **CB**)

<u>Charge Impact Resolution</u> (CIR) - After all defensive fires are completed, resolve final impact with a competitive **1D6** "dice down". After modification for number, morale, formation and support, high final total win (*See Final Impact Value* and *Charge Resolution*).

<u>Charge Morale Modifier</u> (CMM) - A formation specific morale modifier used for a defender's *pre-impact morale check* and as an MMP modifier for both the attacker and defender's MMP in the "dice down" for *Charge Impact Resolution*. The <u>net CMM</u> is the CMM difference between two opposing units in a charge or impact situation and is used for a defender's *pre-impact morale check*.

<u>Command & Control</u> (**C&C**) – Is determined at the start of the active turn for all units, for that entire player turn. If leaders are being used, C&C is determined immediately after leader movement. If a unit is outside <u>any</u> of its leader's command radius, it is defined as being out of C&C. However, a unit is not out of C&C if it is contiguously adjacent to a unit in its brigade that is in C&C. A unit out of C&C uses two actions for a movement or charge. All other actions, including fire, rallying and reforming still only cost a single action or reaction to perform.

<u>Current Morale Level</u> (**CML**): A unit's current morale. A unit can be in *good order, disorder, shaken* or *routed* (for details see rules).

<u>Die Roll Modifier</u> (**DRM**) - A modifier to a die roll, to improve or degrade a fire or morale die roll (see **DRM** – <u>Firer</u> and <u>Target</u>)

<u>Deliberate Fire</u> - Only for field artillery at normal or long range and costs the active battery or gun battalion two actions for a single fire with a firer benefit of **+2 DRM**. May not be used for a reaction fire.

<u>Depleted Unit</u> – Is a unit that is down to one stand and has its <u>BMP</u> <u>doubled</u> and is always in disorder. Artillery batteries do not become depleted, but have their **BMP** increased by +3 for each section eliminated. Depleted units do not suffer the additional +2 **MMP** penalty, for being disordered.

<u>Desperation Fire</u> (DF) - A 1D6 fire done by an inactive "holding" unit that has already done its reaction for this turn and can <u>only</u> be done immediately after an enemy unit comes <u>within one inch</u> of it. If a six is rolled for the DF, the defender gets to roll a second 1D6 and adds that to the total. If different units come within <u>one inch</u> of that defender, the defender gets a DF against each of them. A unit cannot more than one DF against any one unit and a unit cannot do a DF against a unit that it has already "reaction fired" against. <u>Disengage</u> (**Dis**) - To run away from the enemy with <u>double</u> a normal *disorder* move, either as an action or reaction and ends with the unit in one morale level worse than when they began. *All fires against a disengaging unit lose one die.* 

<u>Disorder</u> - The unit has lost its internal cohesion and may be starting to waver. It has a target **DRM** detriment of **+3/+2** and morale level detriment of **+2**, takes an action or reaction to automatically reform and fires with **1/2 FPs**.

<u>Disorder Point</u> - In a charge, that point at which a unit goes into disorder, <u>half the charge bonus for *elites* and *vets* and <u>half the total</u> charge distance for *trained* and *green*.</u>

<u>**DRM**</u> – Firer – A **DRM** that is specific to the firer. All <u>firer</u> **DRMs** are cumulative. (see appropriate unit chart for specifics.)

<u>DRM- Target</u> – Target **DRMs** for the target can be beneficial or detrimental, with most of the detrimental effects being from *enfilade fire*. In any case, <u>only the *two best* "beneficial" and the *two worst* <u>"detrimental" applicable</u> **target DRMs** are applied to the fire. Beyond the <u>two best</u> and <u>two worst</u>-- target **DRMs** are not cumulative. Target **DRMs** are often shown as from: **artillery fire / infantry fire**.</u>

<u>Eliminated Element</u> – This is a regiment or leader that has been totally lost due to casualties or surrender. It worsens all the remaining regiments of that brigade by a **+1** to their **MMP** (max detriment of **+2** to **MMP** for elements eliminated). Merged or attached regiments are not considered to be eliminated until they are gone.

<u>Enfilade Fire</u> (EF) - Is fire delivered into the flank of a unit, down a line or through a column. Fire can be either partial or full enfilade, with full enfilade having highest casualties and worst morale penalties. There is no enfilade fire at long ranges or by or at skirmishers.

*Fall Back* – Is to move directly away from the enemy.

*Final Impact Value* (FIV) – Is the final "impact" total to see which side prevails in a *Charge Resolution* and is calculated as so:

FIV = 2D6 + (impact unit's # of figs) - (impacting unit's MMP)

The impact unit's **MMP** is modified by its **CMM** and any *Good/Bad Situational Morale Modifiers*. High *final impact value* total wins. A unit's **FIV** can never be less than zero.

<u>Fire Combat Results</u> (FCR) – Is the results of fire by a unit. It can be nothing, an morale check (MC, 1MC or 2MC) or a number of hits (1H, 2H, 3H, or 4H) which equals the number of figures or arty sections lost with a morale check with a, "+1, +2, +3, or +4" to its MMP equal to the number of hits – figures or sections lost.

<u>Firepower Points</u> (FP) – Is a relative rating of regiment's men and weapons in terms of combat firepower, the higher the FP the better. For most civil war rifle-musket regiments, one figure equals one FP.

<u>Frontal or Fire Arc (FA)</u> - A 45 degree area in front of a unit defining where a unit can fire and move. Movement outside of an infantry unit's *frontal arc* is always done completely in disorder unless proceeded by a wheel movement (costs half a movement action)

Holding Unit – Is a inactive unit waiting for a reaction opportunity.

Impact Value (UIV or IV) - See Unit Impact Value.

<u>Interpenetration</u> - To "move through" a friendly unit without disordering it, costing the moving unit one inch of movement.

<u>Leadership Benefit</u> (LB) – Is a relative rating of a commander's leadership ability from a "0" to a "+2". His LBs help movement and morale (but, not fire) for any unit he is attached to. A leader's LB morale benefit is over and above "best two" MMP benefits.

<u>Leader Command Radius (LCR)</u> – Is Four times a leader's LB in inches. A unit within one of its LCRs is in *command & control* (C&C) and one that is beyond it, is out of C&C.

<u>Leader Reaction Radius</u> (LRR) – Is twice a leader's LB in inches. Used for possible triggering a reaction of a "holding" or "non-active" unit that has no LOS on an active unit; but, is within a the LRR of a leader that does have an LOS on the *active unit*.

# **GLOSSARY & CLARIFICATIONS**

Line of Sight (LOS) - Determines which units can see which units.

<u>Melee</u> - A rare instance of very intense hand-to-hand fighting following a charge impact that only occurs if the *Final Impact Value* (**FIV**) is exactly equal for two opposing units or unit groups in *charge impact resolution*. In a melee, each side uses **FP + 5D6** and cavalry gets to add in their *pistol* **FPs**.

<u>Merged Unit</u> - A two stand regiment made up of two depleted, one stand regiments of the same brigade. Consolidate losses on one stand. A merged unit may use all the infantry formations; but, suffers an additional +2 penalty to its **MMP** for all morale checks or rally attempts. Once merged, units cannot be "unmerged".

<u>Modified Morale Point</u> (MMP) – Is when a unit's BMP is increased by its current morale level – good order, disorder, shaken or routed – and its current tactical situation, both good or bad. To pass a morale check, and not get any worse, a unit must roll equal to its MMP. To improve its morale, a unit must roll higher than its MMP during a morale check or rally attempt.

<u>Morale Check</u> (MC) - Also referred to as a **1MC** or **2MC**. To pass a morale check and not get any worse, a unit must roll with **2D6** equal or higher than its current **MMP**. A **1MC** or **2MC** is the same except with the **MMP** increased by +1 or +2 for this particular **MC** (see also Rally Attempt).

Morale Level - See "Current Morale level"

<u>Muster Points</u> (MP) - ADF's point system for unit generation.

Net Charge Morale Modifier (net CMM) - See CMM

<u>Normal Range</u> (NR) – Is the normal range of a unit's weapons, for more information (*see weapon ranges*).

<u>Opening Volley</u> (OV) -- Is an infantry or dismounted cavalry unit's first fire -- one action or reaction -- of the game. Infantry gets +2 DRM, and dismounted cavalry gets a +1 DRM. There is no opening volley benefit for artillery or mounted cavalry.

<u>Pass Through Fire</u> - Area behind a target unit where a second or even a third unit can be hit. This is one inch for infantry or cavalry fire and two inches for artillery fire. *Pass through fire* is resolved with one less dice then each successive target unit in front of it.

<u>Pre-Impact Morale Check</u> – The required morale check a unit defending against a charge must take <u>prior</u> to doing a point blank fire, close canister fire and *charge impact resolution*. This morale check uses all **MMP** modifiers <u>including</u> a unit's formation specific **CMM**.

<u>Primary Zone</u> - (**PZ**) Is the area directly in front of a firing unit. A unit must engage the closest unit in its **PZ** rather than firing on or charging a different unit. The **PZ** for all unit types **PZ** extends for 6", 9" or 12" with 10mm, 15mm, or 25mm figures respectively.

<u>Point Blank Fire</u> (**PBF**) – Is the most effective fire, almost always delivered by a "holding" unit at less than 50 yards or in a melee. Point blank fire <u>reaction fire against a charge can only be done after the defending unit has taken its pre-impact morale check.</u>

<u>Rally Attempt</u> – Is an attempt to improve a *shaken* or *routed* unit's morale level. Costs one action or reaction and unit must roll higher than its **MMP** with **2D6** to improve --- if roll is equal to **MMP** there is no change. If a unit rolls less than the unit's **MMP**, that unit gets worse as with **MC**. For details consult *Morale Rules*.

<u>Reactive Player</u> – The "non-active" player, also referred to as the "holding" player who is defending or simply "holding" his position waiting to for an opportunity to react or not, which is his choice after an active unit has fired or moved at least one inch.

<u>Reaction</u> – Is when the reactive player chooses to respond to an action from the active player. All *reacting*, *non-active* or *holding* units have <u>one</u> *reaction* they can do following certain actions by the active player. The defending units may react *immediately* <u>after</u> a visible enemy fire or <u>any time after</u> an active visible enemy unit has moved <u>one inch</u> with regular movement, a disengagement or a charge OR <u>any enemy action</u> within two inches.

<u>Reforming</u> – Is to reform from disorder and costs an *action* or *reaction*, but does not require a *rally attempt* die roll.

<u>Routed</u> -- The unit is in total panic and is fleeing the battlefield. It has a morale level detriment **+6** to its **MMP** and must roll equal or higher to its **MMP** to rally. If, for a rally attempt it rolls exactly its MMP, it gets neither better or worse. If it rolls less than its **MMP**, it losses a figure or, if artillery, a gun section.

<u>Shaken</u> -- The unit is in disorder and has lost internal cohesion as it becomes unsteady and is on the verge of routing. A shaken unit has a morale level detriment of **+4** and the unit must roll higher than its **MMP** to rally; if it rolls equal to its **MMP** it stays the same. A shaken unit cannot advance against the enemy or charge.

<u>Situational Morale Modifier</u> - A modifier to a unit's **MMP** due to its tactical situation. Use up to "*two best*" and "*two worst*" of each.

<u>Skirmishers</u> - A two stand infantry or cavalry unit separated by one to two stands distance. Skirmisher fire is with one less die and 1/2 figures and cannot cause enfilades. Skirmishers cannot be enfiladed. Skirmishers cannot charge, except against other skirmishers.

<u>Supporting Units</u> – For morale purposes, a unit is supported if it has one or more "adjacent" friendly units Shaken or routed units cannot provide support; but, <u>disordered units</u> can. For each adjacent supporting unit a unit receives a **-1** to its **MMP**, up to a total maximum cumulative benefit of "-2" for being supported.

<u>Surrender</u> (SRDR) – If a routed it is impacted by a non-routed enemy unit, it surrenders and is removed from the game.

<u>Tactical Competence Roll</u> (TCR) - To roll with a **1D6** equal or higher than a unit's **BMP** to see if they accomplish a certain task.

Total Charge Distance - Normal movement plus charge bonus.

<u>Unit Disintegration</u> - When a *routed* unit rolls a natural "2" it is assumed to have disintegrated and is removed from the game.

<u>Unit Impact Value</u> (UIV or IV) - A single unit's impact value in charge resolution and is usually one figure or gun section equals "1" UIV or IV, with the **Final Impact Value** being the total IVs of the units in contact minus their **MMP**. No matter how bad the situation or its **MMP**, a unit's **FIV** may never be less than "0" (*Final Impact Value*).

<u>Unit Group</u> - A designated contiguous group of adjacent units of the same type that begins in the same formation and are all doing the same thing for one or two consecutive actions or one reaction. A holding unit may not react against a moving group until the whole group has moved one inch or completed one action.

<u>Unit Morale Levels</u> - A unit's current morale condition and the attendant morale modifier to the unit's **BMP**. The four morale levels and their attendant "fear factor" are: <u>good order</u> (+0), <u>disorder</u> (+1), shaken (+2), and routed (+4).

<u>Unit Quality</u> - A unit can be *elite, veteran, trained* or *green* and is represented by the unit's **BMP** (see *Morale Levels*).

<u>Weapon Ranges</u> – All <u>artillery batteries</u> have a *normal range* (**NR**) as noted on their chart, a *long range* (**LR**) which is twice normal range, a *short range* (**SR**) which is half normal range and both a long and short *canister range* (**CR**). Long and short canister ranges are defined by the figure scale being used. Short canister range fire can only be done by a battery doing *reaction fire* <u>against</u> a charge and <u>only after</u> the battery has taken its *pre-impact morale check*.

<u>Weapon Ranges</u> – All <u>infantry and cavalry</u> weapons have a *normal* range (**NR**) as noted on their chart, a *long range* (**LR**) which is twice normal range, a short range (**SR**) which is always under an inch. Point blank fire (**PBF**) can only be done as a reaction fire against a charge and <u>only after</u> the defending unit has taken its *pre-impact* morale check. Cavalry **PBF** will also include pistol fire.

<u>Wheel</u> - Where one stand of a regiment pivots and the other stand moves to stay adjacent with it. A wheel is measured along the outside arc of the wheel. A wheel movement cannot only be done at as part of a charge action as all charges must go straight ahead.