

Determining The Effect of Enfilade Fire

Enfilade fire occurs when the firer is on the flank of the target unit and has the ability to fire down a line of infantry or guns, thereby increasing both the casualties and the severity of any resultant morale check. Enfilade fire can either be from a *partial flank*, a *full flank*, or even from the *rear*. The severity of the flanking enfilade fire is determined by the location of the firer in relation to the target unit using the target unit's normal *45 degree frontal firing arc* as a guide. The firer can be in the normal *forward fire zone*, a *partial flank zone*, a *full flank zone*, or in a *rear fire zone*. The zone is determined by the location of the exact center of the firing unit -- which is indicated in the diagram below by the **red circles**. If zone determination is less than the obvious, the target gets the benefit of the doubt. Range is determined by the distance from the front center of the firing unit to the nearest edge of the target unit. However, there is no enfilade firing penalties or enfilade morale modifiers from long range fire. Likewise skirmishers cannot be enfiladed nor can skirmishers generate enfilade fires. Enfilade fire through skirmisher is reduced by a **-3/-2 DRM target benefit**. The detrimental effects of enfilade fire on target units in terms potential casualties and morale modifiers are detailed below and on the *Reference Chart*.

Detrimental Target DRMs		Use The Worst Two
* Enfilade Fires		From arty fire/other fire
* All Road Columns from.....side fire (+2/+1)....front/rear fire (+3/+2) DRM		
* All Attack Columns from.....side fire (+2/+1)....front/rear fire (+3/+2) DRM		
* All Lines from.....partial flank (+2/+1)....full flank fire (+3/+2) DRM		
* Limbered Arty from.....side fire (+2/+1)....front/rear fire (+3/+2) DRM		
* Unlimbered Arty from... partial flank (+2/+1)....full flank fire (+3/+2) DRM		
No enfilade or flank fire DRMs at long range or from or at skirmishers		
Unlimbered arty target benefits not applicable against any enfilade fire		

Target in Disorder (no enfilade fire against disorder)..... **+3/+2 DRM**

Bad Situational Morale Modifiers To a Unit's MMP		use the "worst" two
* Enfilade Fire Morale Check from..... arty fire/other fire or rally attempts		
* Unlimbrd Arty.....fire from side (+2/+1)....full flank (+3/+2)....rear (+4/+3)		
* All colums & limbrd arty.....side fire(+2/+1)....front fire (+3/+2)....rear (+4/+3)		
* All lines.....from partial flank(+2/+1)....full flank (+3/+2)....rear (+4/+3)		

If the firing unit was artillery, use the **red DRMs** for both the firing DRMs and any modifiers to the target's MMP should a morale check be required.

The diagram below shows how the effects of enfilade or flanking fire are determined and calculated against either a Battle Line or an Extended Line.

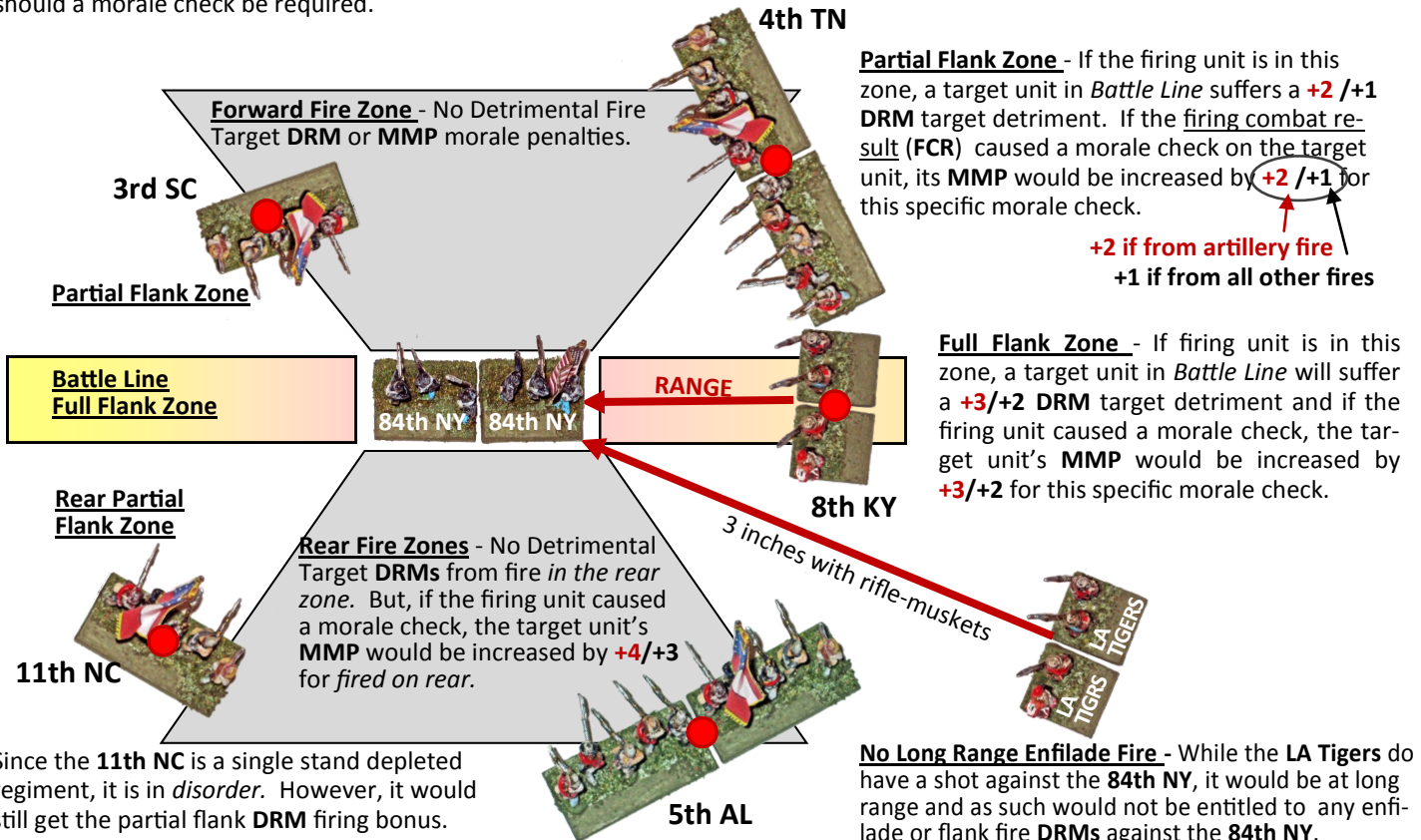
The **4th TN** has a partial flank fire and is therefore entitled to a **+1 DRM** when it fires.

The **8th KY** has a full flank fire and is therefore entitled to a **+2 DRM** when it fires.

The **5th AL** is in the full rear fire zone, so it gets **no firing DRM benefits** -- but, the target would suffer the fired on rear morale penalty of **+3** to its MMP.

The **11th NC** is in the "rear" partial flank zone so it is entitled to the partial flank **+1 DRM** and the target would suffer the morale penalty **+3** to its MMP.

The **3rd SC**, since it could be difficult to determine, is considered to be in the target's forward fire zone.



Rear Fire Zones -- Firing units in the full *rear fire zone* get no DRM firing bonus, since the fire is not along the length of the line. However, should the **FCR** require the target unit to take a morale check it would have a **+3** added to its **MMP** for infantry fire from the rear -- in this case, from the **5th AL**. However, if the fire was from the rear and from artillery, the **MMP** modifier would be **+4**.

Firing units in the *rear partial flank zone* -- such as the **11th NC** -- do get the partial flank fire **DRM** of **+2/+1** and the **MMP** morale modifier for *partial rear fire* which is defined as being the same as for *partial flank fire*, **+2/+1**.

Enfilade Fire Against Infantry Columns and Limbered

The applicable fire target **DRMs** and **MMP** morale penalty modifiers for the various types flank fire against both *Road Columns* and *Attack Columns* are illustrated below and can be from the front, the side, or the rear -- with different effects from each.

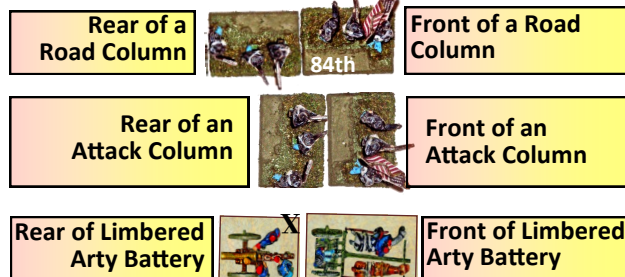
Rear Fire Zones: Columns and Limbered Artillery

If the firing unit is in these zones, then an infantry column or limbered artillery would be penalized with a **+3/+2 Target DRM**.

If the **FCR** calls for an **MC** for the *infantry column* or *limbered artillery battery*, they would have to add a **+4/+3** to their **MMP** for this specific morale check since it was hit by fire from the rear while in column or limbered.

Side Fire Zones: Columns & Limbered Artillery

If the firing unit is in this zone, then any fire against either any *infantry column* or *limbered artillery* is considered to be in the *Side Fire Zone*.



Side Fire Zones: Columns & Limbered Artillery

If the firing unit is in either side zone, then a target unit in either a *Road Column* or an *Attack Column* will suffer will suffer a **+2/+1 DRM** from this fire.

If the **FCR** calls for a morale check then the **84th NY** will have to add **+2/+1** to its **MMP** for this specific morale check since it was hit by fire from the side while in either a *Road Column* or an *Attack Column*.

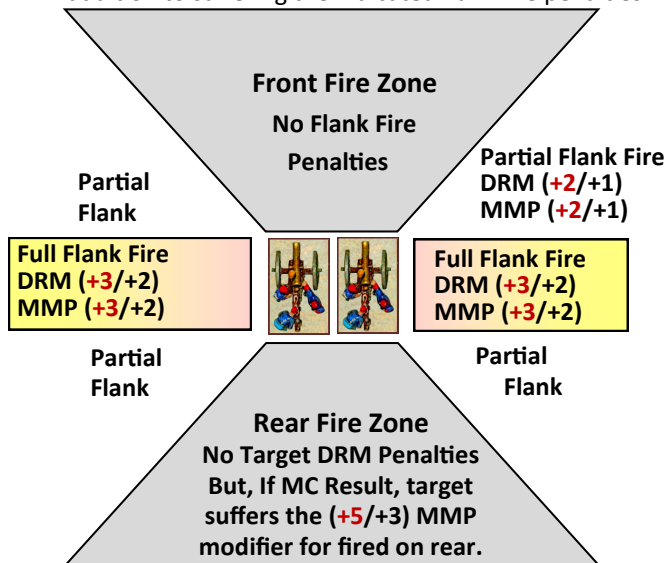
Front Fire Zones: Columns and Limbered Artillery

If the firing unit is in these zones, then an infantry column or limbered artillery would be penalized with a **+3/+2 Target DRM**.

If the **FCR** calls for an **MC** for the *infantry column* or *limbered artillery battery*, they would have to add a **+3/+2** to their **MMP** for this specific morale check since it was hit by fire from the front while in column or limbered.

Unlimbered Artillery: Partial and Full Flank Fire

If unlimbered artillery is targeted by *partial* or *full flank* fire, then it loses its unlimbered *beneficial target DRM* of **(-3/-3)** in addition to suffering the indicated flank fire penalties.



Enfilade artillery fire...from the gunner's viewpoint

"I watched Pickett's men advance and opened on them with an oblique fire and ended with a terrible enfilading fire...many times a single percussion shell would cut out several files and then explode in their ranks...several times almost a company would disappear, as the shell would rip from the right to the left among them."

-- Lt. B. F. Rittenhouse, Battery D, 5th US Artillery

Enfilade artillery fire...from the target's viewpoint

"Shot, shell, spherical case, shrapnel and canister, thousands of deadly missiles racing through the air to thin our ranks."

-- Randolph Shotwell, Kemper's Brigade

"It was not unusual for eight, ten or even fourteen men to fall with the explosion of single shell...now and then a man's arm or leg would fly like feather's in the wind."

-- Sargent William Robertson, 14th Virginia

Since, a *disordered* regiment or battery is in the first stages of unraveling. Its formation is starting to become less linear and more amorphous, and therefore it cannot be enfiladed. However, because it is becoming more ragged and discipline is beginning to erode, a disordered unit, is much more vulnerable to combat stress than is a tightly formed unit. Consequently, it does suffer a target detriment of **+3 DRM** from artillery fire and **+2 DRM** from all other fire. Also a disordered unit does not suffer a charge on flank penalty -- but, rather suffers the **+3 Charge Morale Modifier (CMM)** to its **MMP** if charged.



Use a green painted penny or some other marker to indicate disorder.