

FIELD ARTILLERY FIREPOWER (FP) - NORMAL RANGE (NR)				FIELD ARTILLERY MOVEMENT, limbered - unlimbered				
Smoothbore Battery	1 sec	2 secs	3 secs	ROAD	TRAIL	OPEN	BROKEN	ROUGH
6 pounder gun	1 - 6	2 - 6	4 - 6	14 - 3	10 - 2	8 - 2	6 - 2	3 - 1
12 pounder Napoleon	2 - 8	5 - 8	7 - 8	13 - 2	8 - 2	7 - 2	5 - 1	2 - 1
12 pounder howitzer	2 - 6	4 - 6	6 - 6	13 - 3	9 - 2	8 - 2	6 - 1	3 - 1
24 pounder howitzer	3 - 8	6 - 8	9 - 8	11 - 2	7 - 1	5 - 1	4 - 1	1 - 0
Rifled Battery	1 sec	2 secs	3 secs	ROAD	TRAIL	OPEN	BROKEN	ROUGH
6 pounder, 3.3" Rifle	2 - 8	3 - 8	5 - 8	14 - 3	10 - 2	8 - 2	6 - 2	2 - 1
12 pounder Wiard Rifle	2 - 10	4 - 10	6 - 10	14 - 3	10 - 2	8 - 2	6 - 2	3 - 1
14 pounder James Rifle	2 - 12	5 - 12	7 - 12	14 - 2	8 - 2	7 - 2	5 - 1	2 - 1
3" Ordnance Rifle	2 - 14	4 - 14	6 - 14	14 - 3	10 - 2	8 - 2	6 - 2	3 - 1
BL Whitworth Rifle	2 - 30	5 - 30	7 - 30	13 - 3	9 - 2	8 - 2	6 - 1	3 - 1
10 pounder Parrott Rifle	2 - 16	4 - 16	6 - 16	14 - 3	10 - 2	8 - 2	6 - 2	3 - 1
20 pounder Parrott Rifle	4 - 22	7 - 22	11 - 22	11 - 2	7 - 1	5 - 1	4 - 1	1 - 0
Mixed Gun Battery	2 - 11	4 - 11	6 - 11	13 - 2	8 - 2	7 - 2	5 - 1	2 - 1

**Firing Procedure** - Take battery FP and add dice as indicated. Adjacent batteries can combine up to 12 FPs maximum per fire.  
 Long Range (LR) = 2x NR    Normal Range (NR) = As Noted    Short Range (SR) = 1/2 NR    Cannister Range (CR) = one inch  
 LR Firing = FP + 1D6    NR Firing = FP + 2D6    SR Firing = FP + 3D6    CR Firing = FP + 4D6  
 Firer is shaken = 1/2 FPs    Firer is Elite/Green = +1 DRM/-1DRM    Target is Elite/Green = -1 DRM/+1 DRM

**ARTILLERY FIRE COMBAT RESULTS TABLE**

DIE ROLL	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	26	28	30+									
ARTILLERY FIRE		MC	MC	MC	1MC	1MC	2MC	2MC	3MC	3MC	H	H	H2	H2	H2	H3	H3	H4									
<b>Beneficial Arty Target DRMs</b>	<b>Use The Best One</b>									<b>Detrimental Arty Target DRMs</b>									<b>Use the Worst One</b>								
Target is in light/heavy woods.....	0/-1 DRM									Target is limbered arty or inf column.....									+2 DRM								
Target is unlimbered artillery.....	-2 DRM									Target is mounted cavalry .....									+3 DRM								
Target is dismounted Cavalry.....	-1 DRM									Target is shaken.....									+1 DRM								
Target is in hasty/light/heavy works.....	-1/-2/-4 DRMs									Target is enfiladed.....									+3 DRM								