

WEAPONS	Inf NR	Firepower Points (FP)							INFANTRY FORMATIONS	INFANTRY MOVEMENT					
		2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs		CMM	Road	Trail	Open	Brokn	LtWds
Rifle-Muskets (R/M)	2	2	3	4	5	6	7	8	Battle Line	NC	NA	NA	5	4	3
Smoothbre Muskets*	1	2	3	4	5	6	7	7	Extended Line	+1	NA	NA	6	5	4
Mixed Muskets	2	2	3	4	5	5	6	6	Skirmishers	+6	NA	NA	7	6	5
Spncr/Hnry Rpt Rifles	3	3	4	6	7	9	10	11	Attack Column	-2	NA	NA	6	5	4
Colt Revolving Rifles	2	3	4	5	6	8	9	10	Road Column	+3	9	8	7	6	5
Sharps B/L Rifles	4	3	4	5	6	7	8	9	Dis(2X) Disorder	+4	6	5	4	3	2
Remington Rifles	3	2	3	4	5	6	7	8	Shaken	+6	5	4	3	3	2
Old Flintlocks	1	1	2	3	3	4	4	5	Routed	SR	3D6	2D6	2D6	2D6	2D6

Infantry Fire - Use unit's FP and add dice and DRMs as indicated. Up to three good order combined units can combine up to 16 FP for Long Range (LR) = 2x NR Normal Range (NR) as noted Short Range (SR) = 1/2 NR Close Range Fire (CR) (under an inch) = FP + 4 LR or Desperation Fire (DF) = FP + 1D6 NR Firing = FP + 2D6 SR Firing = FP + 3D6 Firer in Extended Line = FP with (-1 DRM) Firer in disorder = 1/2 FP, Firer is shaken = 1/2 FP and lose a die, Firer is in a column = no fire, Firer is Skirmishers = FP with (-3 DRM) *Smoothbore Muskets = +2 DRM at CR Firer is Elite/Green = +1 DRM/-1 DRM Inf Opening Volley = +2 DRM Firer DRMs - Us

WEAPONS	Cav NR	Dismounted FP - Mounted FP only at CR							CAVALRY FORMATIONS	CAVALRY MOVEMENT (mtd-dis)					
		2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs		CMM	Road	Trail	Open	Brokn	LtWds
Mixed Weapons	2	1	2	3	4	5	6	7	Cavalry Line	-2	NA	NA	8-5	6-4	4-3
Shotguns (CR only)	1/2	2	3	4	5	6	7	8	Skirmishing	+5	NA	NA	10-7	9-6	7-5
Repeating Carbines	2	2	3	4	5	6	7	8	Attack Column	-4	NA	NA	9-5	7-4	5-3
Sharps BL Carbines	2	2	3	4	5	6	7	7	Road Column	+2	14-7	12-6	10-5	8-5	6-4
Other BL Carbines	1	2	3	4	5	5	6	6	Dis(2X) Disorder	+3	9-6	7-5	6-4	5-3	4-2
ML Carbines	1	1	2	3	4	4	5	5	Shaken	+5	7-5	6-4	5-3	4-2	3-2
Pistols*(CR only)	1/2	1	1	2	2	3	3	4	Routed	SR	4D6	3D6	3D6	3D6	2D6

Cavalry Fire - Use Unit's FP and add dice as indicated. Up to three good order dismounted combined units can combine up to 16 FPs for Long Range (LR) = 2x NR Normal Range (NR) as noted Short Range (SR) = 1/2 NR Firer is Elite/Green = +2 DRM, LR Firing = FP + 1D6 NR Firing = FP + 2D6 SR Firing = FP + 3D6, CR = FP + Pistol FP + 4D6 Firer is skirmishers or column = as in Firer in disorder = 1/2 FP Firer is shaken = 1/2 FP and lose 1 die CR (under an inch) Dismt / Mtd Opening Volley = +1 DRM / Nc

HvWds	Rough
2	1
3	1
3	2
3	2
3	2
1	1
1	1
1D6	1D6

or one fire.
D6
V)
ie best & worst

mtd)	
HvWds	Rough
2 - 2	1 - 1
5 - 3	3 - 2
3 - 2	1 - 1
4 - 3	2 - 2
3 - 2	2 - 1
2 - 1	1 - 1
1D6	1D6

or one fire
/-2 DRM
fantry
) DRM