



French/Prussian Infantry FIRE COMBAT RESULTS TABLE

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Formation of the Firing Unit Modified for Range		Troop Strength									Disorder Shift	
		1 2 3			1 2 3			1 2 3				
Maximum Range	‡General Order/Skirmish:	1..4	5..7	8,9†	•	•	•	•	•	•	◀2	
	Column or Square:	3..7	8..13	14..21	22+	•	•	•	•	•	◀2	
	Infantry Line:	1,2	3,4	5..7	8..12	13..18	•	•	•	•	◀2	
Minimum Range	‡General Order/Skirmish:	•	1,2	3,4	5..7	8,9†	•	•	•	•	◀1	
	Column or Square:	1,2	3..5	6..10	11..16	17..22	23+	•	•	•	◀2	
	Infantry Line:	•	1	2	3,4	5	6,7	8,9*	•	•	◀3	
Class of Firing Unit		1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3		
Target Class 1 Column or Square Formation, or Enfiladed Target ♦ Skirmish/General Order Formation (5-7)		Die										
		0	0 0 0	0 0 0	0 0 0	0 0 0	M 0 0	1 1 -	1 1 -	1 1 -		
		1	0 0 0	0 0 0	0 0 0	0 0 0	M 0 0	1 M 0	1 1 -	1 1 -		
		2	0 0 0	0 0 0	0 0 0	0 0 0	1 M 0	1 1 0	1 1 -	1 1 -		
		3	0 0 0	0 0 0	0 0 0	0 0 0	1 1 0	1 1 M	1 1 -	1 1 -		
		4	0 0 0	0 0 0	M 0 0	1 1 M	1 1 M	1 1 M	1 1 -	1 1 -		
		5	0 0 0	0 0 0	1 M 0	1 1 M	1 1 1	1 1 1	1 1 -	2 1 -		
		6	0 0 0	M M M	1 1 M	1 1 1	1 1 1	1 1 1	2 1 -	2 2 -		
		7	M M 0	1 1 M	1 1 M	1 1 1	1 1 1	1 1 1	2 2 -	2 2 -		
		8	1 M M	1 1 1	1 1 1	1 1 1	1 1 1	2 2 1	2 2 -	2 2 -		
9	1 1 M	1 1 1	1 1 1	1 1 1	2 2 1	2 2 1	2 2 -	3 2 -				
Target Class 2 Line or Cavalry Formation, Limbered Artillery or Massed Target ⁽¹⁾ ♦ Skirmish/General Order Formation (8+SPs)		Die										
		0	0 0 0	0 0 0	0 0 0	0 0 0	M 0 0	1 1 0	1 1 -	1 1 -		
		1	0 0 0	0 0 0	0 0 0	0 0 0	1 M 0	1 1 M	1 1 -	1 1 -		
		2	0 0 0	0 0 0	0 0 0	0 0 0	1 1 0	1 1 M	1 1 -	1 1 -		
		3	0 0 0	0 0 0	M 0 0	1 1 M	1 1 1	1 1 1	1 1 -	2 1 -		
		4	0 0 0	0 0 0	1 M 0	1 1 M	1 1 1	1 1 1	1 1 -	2 2 -		
		5	0 0 0	0 0 0	1 1 M	1 1 1	1 1 1	1 1 1	2 1 -	2 2 -		
		6	0 0 0	M M M	1 1 M	1 1 1	1 1 1	2 1 1	2 2 -	2 2 -		
		7	M M 0	1 1 M	1 1 1	1 1 1	1 1 1	2 2 1	2 2 -	3 2 -		
		8	1 1 M	1 1 1	1 1 1	1 1 1	2 2 1	2 2 1	3 2 -	3 3 -		
9	1 1 M	1 1 1	1 1 1	1 1 1	2 2 1	2 2 1	3 3 -	3 3 -				
Target Class 3 Light Cover Target, Routed Unit, Screened Target or Unlimbered Artillery ♦ Skirmish/General Order Formation (1-4)		Die										
		0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 -	M 0 -		
		1	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	M 0 -	1 M -		
		2	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	M 0 0	1 M -	1 1 -		
		3	0 0 0	0 0 0	0 0 0	0 0 0	M 0 0	1 M 0	1 1 -	1 1 -		
		4	0 0 0	0 0 0	0 0 0	0 0 0	1 M 0	1 1 M	1 1 -	1 1 -		
		5	0 0 0	0 0 0	M M 0	1 1 M	1 1 M	1 1 M	1 1 -	1 1 -		
		6	0 0 0	0 0 0	1 M M	1 1 M	1 1 1	1 1 1	1 1 -	1 1 -		
		7	0 0 0	M M M	1 1 M	1 1 1	1 1 1	1 1 1	1 1 -	2 1 -		
		8	M M 0	1 1 M	1 1 1	1 1 1	1 1 1	1 1 1	2 1 -	2 2 -		
9	1 1 M	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	2 2 -	2 2 -				
Target Class 4 Soft Cover Target ♦ Skirmish/General Order (1-4) protected by Light Cover		Die										
		0..3	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 -	0 0 -		
		4	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	M M -	M M -		
		5	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	M M 0	1 1 -	1 1 -		
		6	0 0 0	0 0 0	0 0 0	0 0 0	M M 0	1 1 M	1 1 -	1 1 -		
		7	0 0 0	0 0 0	M M 0	1 1 M	1 1 M	1 1 M	1 1 -	1 1 -		
		8	0 0 0	M M M	1 1 M	1 1 M	1 1 1	1 1 1	1 1 -	2 2 -		
		9	M M M	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	2 2 -	2 2 -		
		Minimum Range	Target Class 5 Hard Cover Target (Min. Range Fire Only.)		Die							
0..6	0 0 0				0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 -	0 0 -	
7	0 0 0				0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	M M -	M M -	
8	0 0 0				0 0 0	0 0 0	0 0 0	M M M	M M M	1 1 -	1 1 -	
9	0 0 0				1 1 M	1 1 1	1 1 1	1 1 1	1 1 1	1 1 -	1 1 -	

Die Roll Modifiers +1 if Extended Line and only firing into the center hex at Minimum Range
 +2 if firing at a Massed Target ⁽¹⁾ Massed Target strength point totals: Infantry; >18 SPs, Cavalry and Artillery; >12 SPs

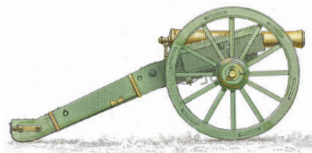
Column Shifts 1 to the left: if firing at a unit during a Night game-turn (see 19.9.3)

Firing Notes ‡ General Order and Skirmish Formation units fire as a Class 2 firing unit when firing from a Soft or Hard cover hex (Minimum Range only; (see 8.54 and 8.65D)).
 † General Order and Skirmish Formation units fire at a maximum Troop Strength of 9; (see 8.54.3 and 11.6).

* Each side of an infantry unit in Extended Line Formation fires a maximum of 9 Strength Points into a target at Minimum Range (see 11.51)



Artillery FIRE COMBAT RESULTS TABLE



Range in Hexes		Ammo Drop Die Roll	Firing Unit Modified for Range	Gun Strength						Disorder Shift
9-12	5-9	*Extended Range:	4,5 6...8	9...12	•	•	•	•	•	NA
5-8	7-9	Maximum Range:	2,3 4,5	6...8	9...12	•	•	•	•	◀2
3-4**	8-9	Medium Range:	• 1,2	3,4	5,6	7...9	10...12	•	•	◀2
1-2**	9	Minimum Range:	• •	1,2	3	4,5	6,7	8,9	10...12	◀2
Class of Firing Unit			1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3

Target Class 1 Column or Square Formation, Enfiladed or Massed Target ⁽¹⁾ or Limbered Artillery Skirmish/General Order Formation (8+ SPs)	Die	0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	1 M 0	1 1 M	1 1 1	1 1 1
	1	0 0 0	0 0 0	0 0 0	0 0 0	M 0 0	1 1 M	1 1 1	1 1 1	1 1 1	2 1 1
	2	0 0 0	0 0 0	0 0 0	0 0 0	1 M 0	1 1 1	1 1 1	1 1 1	1 1 1	2 2 1
	3	0 0 0	0 0 0	0 0 0	M 0 0	1 1 M	1 1 1	1 1 1	1 1 1	2 1 1	2 2 1
	4	0 0 0	0 0 0	0 0 0	1 M 0	1 1 1	1 1 1	2 1 1	2 2 1	2 2 1	2 2 2
	5	0 0 0	M 0 0	1 1 0	1 1 1	1 1 1	1 1 1	2 2 1	2 2 1	2 2 1	2 2 2
	6	M 0 0	1 M 0	1 1 M	1 1 1	1 1 1	2 1 1	2 2 1	2 2 1	2 2 2	2 2 2
	7	1 M M	1 1 M	1 1 1	1 1 1	1 1 1	2 2 1	2 2 1	2 2 1	2 2 2	3 2 2
	8	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	2 2 1	2 2 2	3 2 2	3 2 2	3 3 2
	9	1 1 1	1 1 1	1 1 1	1 1 1	2 2 1	2 2 2	3 2 2	3 2 2	3 3 2	3 3 2

Target Class 2 Line or Cavalry Formation Skirmish/General Order Formation (5-7 SPs)	Die	0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	M 0 0	1 1 M	1 1 1	1 1 1
	1	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	1 M 0	1 1 1	1 1 1	1 1 1
	2	0 0 0	0 0 0	0 0 0	0 0 0	M 0 0	1 1 M	1 1 1	1 1 1	1 1 1	1 1 1
	3	0 0 0	0 0 0	0 0 0	0 0 0	1 M 0	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
	4	0 0 0	0 0 0	0 0 0	M 0 0	1 1 M	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
	5	0 0 0	0 0 0	1 M 0	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	2 1 1
	6	0 0 0	M 0 0	1 1 M	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	2 1 1	2 2 1
	7	M M 0	1 M M	1 1 1	1 1 1	1 1 1	1 1 1	2 1 1	2 2 1	2 2 1	2 2 2
	8	1 1 M	1 1 1	1 1 1	1 1 1	1 1 1	2 1 1	2 2 1	2 2 1	2 2 2	3 2 2
	9	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	2 2 1	2 2 1	3 2 2	3 2 2	3 3 2

Target Class 3 Light Cover Target, Routed Unit, Screened Target or Unlimbered Artillery Skirmish/General Order Formation (1-4 SPs)	Die	0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	M 0 0	M M 0
	1	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	1 M 0	1 1 M
	2	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	M 0 0	1 1 0	1 1 1
	3	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	M 0 0	1 M 0	1 1 M	1 1 1
	4	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	1 M 0	1 1 M	1 1 1	1 1 1
	5	0 0 0	0 0 0	0 0 0	0 0 0	M M 0	1 1 M	1 1 1	1 1 1	1 1 1
	6	0 0 0	0 0 0	M M 0	1 1 M	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
	7	0 0 0	M M 0	1 1 M	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	2 1 1
	8	M M M	1 1 M	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	2 2 1	2 2 1
	9	1 1 M	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	2 2 1	2 2 1	2 2 2

Target Class 4 Soft Cover Target Skirmish/General Order (1-4 SPs) protected by Light Cover	Die	0...3	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0
	4	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	M M 0
	5	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	M M 0	M M 0	1 1 M
	6	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	M M 0	1 1 M	1 1 M	1 1 1
	7	0 0 0	0 0 0	M M 0	M M 0	1 1 M	1 1 1	1 1 1	1 1 1	1 1 1
	8	0 0 0	M M M	1 1 M	1 1 M	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
	9	M M M	1 1 M	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1

Target Class 5 Hard Cover Target	Die	0...6	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0
	7	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	M 0 0	M M 0	M M M
	8	0 0 0	0 0 0	M M 0	M M M	M M M	1 M M	1 1 M	1 1 1
	9	0 0 0	M M 0	1 1 M	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1

Die Roll Modifiers

- 1 if firing during an opponent's Movement Phase (see 11.31.3 and 11.71.2)
- +1 if French artillery unit firing at an enemy **unlimbered artillery unit** at Maximum or Extended Range.
- +2 if firing at a Massed Target (1) Massed Target strength point totals: Infantry; >18 SPs, Cavalry and Artillery; >12 SPs

Column Shifts

1 to the left: if a Night game-turn (see 19.9.3)

Firing Unit Notes

- * 1 to 3 gun strength points have no effect at Extended Range. Only Class 1 artillery units may fire at Extended Range.
- ** Russian Light Artillery batteries have a maximum range of 4 hexes.