



# Russian Infantry FIRE COMBAT RESULTS TABLE

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Formation of the  
Firing Unit Modified for Range

Troop Strength

Disorder  
Shift

Maximum Range	‡General Order/Skirmish:	1...4	5...7	8,9†	•	•	•	•	◀2
	Column or Square:	3...8	9...14	15...22	23+	•	•	•	◀2
	Infantry Line:	1...3	4,5	6,7	7,8	•	•	•	◀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	◀3

Class of Firing Unit

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 SPs)

Die

0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	1 M -	1 1 -
1	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	M 0 0	1 1 -	1 1 -
2	0 0 0	0 0 0	0 0 0	0 0 0	M 0 0	1 M 0	1 1 -	1 1 -
3	0 0 0	0 0 0	0 0 0	0 0 0	1 M 0	1 1 0	1 1 -	1 1 -
4	0 0 0	0 0 0	0 0 0	0 0 0	1 1 0	1 1 M	1 1 -	1 1 -
5	0 0 0	0 0 0	0 0 0	M 0 0	1 1 M	1 1 M	1 1 -	1 1 -
6	0 0 0	0 0 0	0 0 0	1 M M	1 1 M	1 1 1	1 1 -	2 1 -
7	0 0 0	M M M	1 1 M	1 1 M	1 1 1	1 1 1	2 1 -	2 2 -
8	M M 0	1 1 M	1 1 M	1 1 1	1 1 1	1 1 1	2 2 -	2 2 -
9	1 1 M	1 1 1	1 1 1	1 1 1	1 1 1	2 1 1	2 2 -	2 2 -

## Target Class 2

Line or Cavalry Formation,  
Limbered Artillery  
or Massed Target<sup>(1)</sup>

Skirmish/General Order  
Formation (8+ SPs)

Die

0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	M M 0	1 1 -	1 1 -
1	0 0 0	0 0 0	0 0 0	0 0 0	M 0 0	1 1 0	1 1 -	1 1 -
2	0 0 0	0 0 0	0 0 0	0 0 0	1 M 0	1 1 M	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	0 0 0	M 0 0	1 1 M	1 1 1	1 1 -	2 1 -
5	0 0 0	0 0 0	0 0 0	1 M 0	1 1 M	1 1 1	1 1 -	2 1 -
6	0 0 0	M M 0	1 1 M	1 1 M	1 1 1	1 1 1	2 1 -	2 2 -
7	0 0 0	1 1 M	1 1 M	1 1 M	1 1 1	2 1 1	2 2 -	2 2 -
8	M M 0	1 1 M	1 1 M	1 1 1	2 1 1	2 2 1	2 2 -	3 2 -
9	1 1 M	1 1 1	1 1 1	1 1 1	2 2 1	2 2 1	3 2 -	3 3 -

## 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	0 0 -	0 0 -
1	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 -	0 0 -
2	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 -	M M -
3	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	M M 0	M M -	1 1 -
4	0 0 0	0 0 0	0 0 0	0 0 0	M M 0	1 M 0	1 1 -	1 1 -
5	0 0 0	0 0 0	0 0 0	0 0 0	1 1 0	1 1 0	1 1 -	1 1 -
6	0 0 0	0 0 0	0 0 0	M M 0	1 1 0	1 1 M	1 1 -	1 1 -
7	0 0 0	M M 0	1 1 M	1 1 M	1 1 M	1 1 1	1 1 -	1 1 -
8	M M 0	1 1 M	1 1 M	1 1 M	1 1 1	1 1 1	1 1 -	1 1 -
9	1 1 M	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 -	2 2 -

## Target Class 4

Soft Cover Target

Skirmish/General Order (1-4 SPs)  
protected by Light Cover

Die

0...4	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 -	0 0 -
5	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	M M -	M M -
6	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	M M 0	1 1 -	1 1 -
7	0 0 0	0 0 0	0 0 0	M M 0	M M 0	1 1 M	1 1 -	1 1 -
8	0 0 0	M M M	1 1 M	1 1 M	1 1 M	1 1 1	1 1 -	1 1 -
9	M M M	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 -	1 1 -

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 M	1 1 M	1 1 1	1 1 1	1 1 -	1 1 -

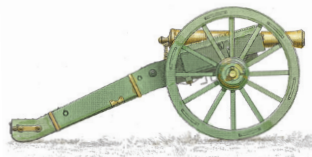
Die Roll Modifiers +2 if firing at a Massed Target (1) Massed Target strength point totals: Infantry; >18 SPs, Cavalry and Artillery; >12 SPs

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).



# Artillery FIRE COMBAT RESULTS TABLE



		Firing Unit Modified for Range				Gun Strength					Disorder Shift		
Range in Hexes	Ammo Drop Die Roll	*Extended Range:	4,5	6...8	9...12	•	•	•	•	•	NA		
9-12	5-9	Maximum Range:	2,3	4,5	6...8	9...12	•	•	•	•	◀ 2		
5-8	7-9	Medium Range:	•	1,2	3,4	5,6	7...9	10...12	•	•	◀ 2		
3-4**	8-9	Minimum Range:	•	•	1,2	3	4,5	6,7	8,9	10...12	◀ 2		
1-2**	9	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		
<b>Target Class 1</b> Column or Square Formation, Enfiladed or Massed Target <sup>(1)</sup> 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	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	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	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 2		
		5	0 0 0	M 0 0	1 1 0	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	2 1 1	2 2 1	2 2 2	2 2 2	2 2 2		
		7	1 M M	1 1 M	1 1 1	1 1 1	2 2 1	2 2 1	2 2 2	2 2 2	3 2 2		
		8	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 3 2	3 3 2				
<b>Target Class 2</b> 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	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		
		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		
		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		
		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	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	2 1 1	2 2 1		
		7	M M 0	1 M M	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	2 1 1	2 2 1	2 2 2	3 2 2	3 2 2		
9	1 1 1	1 1 1	1 1 1	1 1 1	2 2 1	2 2 1	3 2 2	3 3 2	3 3 2				
<b>Target Class 3</b> 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	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				
<b>Target Class 4</b> 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	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		
		<b>Target Class 5</b> 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	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 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	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	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.