

FIRE COMBAT RESULTS TABLE

Targets :

	Die	Ⓐ	Ⓑ	Ⓒ	Results Ⓓ	Ⓔ	Ⓕ
C (Column) * Brigade in Column * Unit in Column ("A" unit on a road or on open field) * Unit in Line and enfiladed (fired upon on one of its flanks) * "P" unit (all "D" and "D/P" results = "P" result) * Artillery limbered	1	-	-	EC	EC	D	D
	2	-	EC	EC	D	D	D/P
	3	EC	EC	D	D	D/P	D/P
	4	EC	D	D	D/P	D/P	P
	5	D	D	D/P	D/P	P	P
	6	D	D	D/P	P	P	P
L (Line) * Brigade in Line * Unit in Line * "S" unit (all "D" and "D/P" results = "P" result) * Artillery unlimbered	1	-	-	-	-	EC	EC
	2	-	-	-	EC	EC	D
	3	-	-	EC	EC	D	D
	4	-	EC	EC	D	D	D/P
	5	EC	EC	D	D	D/P	D/P
	6	EC	D	D	D/P	D/P	P
U (Unformed) * Dispersed formation (Light infantry / Jägers / ...) * "A" unit in a wood or a forest * Leader HQ * Artillery unlimbered on the edge of a forest or a wood	1	-	-	-	-	-	EC
	2	-	-	-	-	EC	EC
	3	-	-	-	EC	EC	D
	4	-	-	EC	EC	D	D
	5	-	EC	EC	D	D	D/P
	6	EC	EC	D	D	D/P	P
S (Soft cover) * "A" unit into a Soft cover (Village / Town / ...) * Artillery unlimbered on the edge of a Soft cover	1	-	-	-	-	-	-
	2	-	-	-	-	-	EC
	3	-	-	-	-	EC	EC
	4	-	-	-	EC	EC	D
	5	-	-	EC	EC	D	D/P
	6	EC	EC	EC	D	D/P	D/P
H (Hard cover) * Unit in Line into a Hard cover (Fortification / Redoubt / ...) * "A" unit into a Hard cover (Fortification / Redoubt / ...) * Artillery unlimbered in a Hard cover	1	-	-	-	-	-	-
	2	-	-	-	-	-	-
	3	-	-	-	-	-	EC
	4	-	-	-	-	EC	EC
	5	-	-	-	EC	EC	D
	6	EC	EC	EC	EC	D	D/P

N.B :

"A" unit : Adapted unit
 "S" unit : Shaken unit
 "P" unit : Panicked unit

FIRE COMBAT RESULTS :

EC = Effectiveness Check (if failed, "P" unit recoils 2 hexes). Artillery ignores this result !
 D = Disorganization ("P" unit recoils 2 hexes)
 D/P = Make an Effectiveness Check and apply the appropriate result (D if passed, P if failed)
 P = Panic and recoils 2 hexes ("P" unit recoils 3 hexes)

CHARGE RESULTS TABLE

Effectiveness rating differential : In front Attacker's Effectiveness rating minus Defender's Effectiveness rating

Ratio :	Die	- 2		- 1		0		+ 1		+ 2		+ 3		+ 4		+ 5	
		Att.	Def.	Att.	Def.	Att.	Def.	Att.	Def.	Att.	Def.	Att.	Def.	Att.	Def.	Att.	Def.
50%	1	R	-	R	-	R	-	R	-	R	-	R	D	R	D	D or R	D/R
	2	R	-	R	-	R	-	R	-	R	D	R	D	D or R	D/R	D	R
	3	R	-	R	-	R	-	R	D	R	D	D or R	D/R	D	R	EC	R/DR
	4	R	-	R	-	R	D	R	D	D or R	D/R	D	R	EC	R/DR	-	DR
	5	R	-	R	D	R	D	D or R	D/R	D	R	EC	R/DR	-	DR	-	DR
	6	R	D	R	D	D or R	D/R	D	R	EC	R/DR	-	DR	-	DR	-	P
100%	1	R	-	R	-	R	-	R	-	R	D	R	D	D or R	D/R	D	R
	2	R	-	R	-	R	-	R	D	R	D	D or R	D/R	D	R	EC	R/DR
	3	R	-	R	-	R	D	R	D	D or R	D/R	D	R	EC	R/DR	-	DR
	4	R	-	R	D	R	D	D or R	D/R	D	R	EC	R/DR	-	DR	-	DR
	5	R	D	R	D	D or R	D/R	D	R	EC	R/DR	-	DR	-	DR	-	P
	6	R	D	D or R	D/R	D	R	EC	R/DR	-	DR	-	DR	-	P	-	P
150%	1	R	-	R	-	R	-	R	D	R	D	D or R	D/R	D	R	EC	R/DR
	2	R	-	R	-	R	D	R	D	D or R	D/R	D	R	EC	R/DR	-	DR
	3	R	-	R	D	R	D	D or R	D/R	D	R	EC	R/DR	-	DR	-	DR
	4	R	D	R	D	D or R	D/R	D	R	EC	R/DR	-	DR	-	DR	-	P
	5	R	D	D or R	D/R	D	R	EC	R/DR	-	DR	-	DR	-	P	-	P
	6	D or R	D/R	D	R	EC	R/DR	-	DR	-	DR	-	P	-	P	-	P
200%	1	R	-	R	-	R	D	R	D	D or R	D/R	D	R	EC	R/DR	-	DR
	2	R	-	R	D	R	D	D or R	D/R	D	R	EC	R/DR	-	DR	-	DR
	3	R	D	R	D	D or R	D/R	D	R	EC	R/DR	-	DR	-	DR	-	P
	4	R	D	D or R	D/R	D	R	EC	R/DR	-	DR	-	DR	-	P	-	P
	5	D or R	D/R	D	R	EC	R/DR	-	DR	-	DR	-	P	-	P	-	P
	6	D	R	EC	R/DR	-	DR	-	DR	-	P	-	P	-	P	-	P
300%	1	R	-	R	D	R	D	D or R	D/R	D	R	EC	R/DR	-	DR	-	DR
	2	R	D	R	D	D or R	D/R	D	R	EC	R/DR	-	DR	-	DR	-	P
	3	R	D	D or R	D/R	D	R	EC	R/DR	-	DR	-	DR	-	P	-	P
	4	D or R	D/R	D	R	EC	R/DR	-	DR	-	DR	-	P	-	P	-	P
	5	D	R	EC	R/DR	-	DR	-	DR	-	P	-	P	-	P	-	P
	6	EC	R/DR	-	DR	-	DR	-	P	-	P	-	P	-	P	-	P

Charge Die Roll Modifiers (Cumulative) :

- 2 to the die roll if defender ...
 - ... occupies a wood hex
 - ... occupies a hard cover
- 1 to the die roll if defender ...
 - ... is at the top of a slope
 - ... is attacked across a stream, bridge or hedgerow
 - ... occupies a soft cover or a difficult ground
- + 1 to the die roll if attacker ...
 - ... is at the top of a slope
 - ... is infantry and charge defender on a flank
 - ... is infantry and charge defender on the rear
- + 2 to the die roll if attacker ...
 - ... is cavalry and charge defender on a flank
 - ... is cavalry and charge defender on the rear

Charge Results :

- EC = Effectiveness Check (if failed, "P" unit recoils 2 hexes)
- D = Disorganisation ("P" unit recoils 2 hexes)
- D/R = Make an Effectiveness Check and apply the appropriate result (D if passed, R if failed)
- D or R = Apply the opposite of the result of the Defender (Cf D/R just above)
- R = Recoils 1 hex ("P" unit recoils 2 hexes)
- R/DR = Make an Effectiveness Check and apply the appropriate result (R if passed, DR if failed)
- DR = Disorganisation and recoils 1 hex ("P" unit recoils 2 hexes)
- P = Panic and recoils 2 hexes ("P" unit recoils 3 hexes)

Die Results < 1 = 1 for the Attacker and "-" for the Defender

Die Results > 6 = "-" for the Attacker and 6 for the Defender